

Tryggvi Male Human Brd13

NAME

Brd13

CLASS

156000

EXPERIENCE

13

TCL

91000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+5

=

+4

+

+1

+

+0

+

+0

+

conditional modifiers

+12

=

+8

+

+4

+

+0

+

+0

+

conditional modifiers

+9

=

+8

+

+1

+

+0

+

+0

+

conditional modifiers

MELEE
attack bonus

+12/+7

=

+9/+4

+

+3

+

+0

+

+0

+

RANGED
attack bonus

+13/+8

=

+9/+4

+

+4

+

+0

+

+0

+

GRAPPLE
attack bonus

+12/+7

=

+9/+4

+

+3

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+12/+7

1d3+3

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT

ITEM

LOCATION

QTY

WT

COST

Outfit (Explorer's)

Equipped

1

8.0

0.0

TOTAL WEIGHT CARRIED/VALUE

0.0 lbs

0.0 gp

WEIGHT ALLOWANCE

Light

86.0

Medium

173.0

Heavy

260.0

Lift over head

260.0

Lift off ground

520.0

Push / Drag

1300.0

FEATS

Alertness

See Text

Diligent

See Text

Empower Spell

See Text

Eschew Materials

See Text

Still Spell

See Text

Weapon Focus (Dagger (Punching))

See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'2"

HEIGHT

144 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP
hit points

67

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+9/+4

DEITY

5'2"

HEIGHT

144 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK 30'

SKILLS

MAX RANKS

16/8

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Painting)

INT

17

=

1

+

16.0

+

Craft (Woodworking)

INT

15

=

1

+

14.0

+

Handle Animal

CHA

9

=

5

+

4.0

+

Knowledge (The Planes)

INT

16

=

1

+

15.0

+

Perform (Comedy)

CHA

20

=

5

+

15.0

+

Perform (Dance)

CHA

20

=

5

+

15.0

+

Perform (Keyboard Instruments)

CHA

21

=

5

+

16.0

+

Perform (Sing)

CHA

19

=

5

+

14.0

+

Perform (Wind Instruments)

CHA

21

=

5

+

16.0

+

✓ : can be used untrained. X : exclusive skills

BARDIC MUSIC

Uses per day

Effects (Perform ranks required)

Inspire Courage(3), Countersong(3), Fascinate(3),Inspire Competence(6), Suggestion(9), Inspire Greatness(12)

SPECIAL ABILITIES

Bardic knowledge (+14)

Bardic music 13/day

Countersong (Su)

Fascinate (Sp) - can effect 5 creature

Inspire Competence (Su)

Inspire Courage (Su) +2

Inspire Greatness (Su) - can affect 2 people

Song of Freedom (Su)

Suggestion (Sp)

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike, Whip

LANGUAGES

Aquan, Common

Innate Racial Spells											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
At Will	Suggestion	10	Will negates	1 standard action	(CASTERLEVEL) hours or until Close (25 Feet) completed		V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]		
Effect: Compels subject to follow stated course of action.					Target: One living creature						
* =Domain/Speciality Spell											
Bard Spells											
	LEVEL	0	1	2	3	4	5	6	7	8	9
	KNOWN	6	4	4	4	4	2	0	0	0	0
	PER DAY	3	5	4	4	3	1	0	0	0	0
LEVEL 0											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Daze	15	Will negates	1 standard action	13 round	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid creature of 4 HD or less						
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]		
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light						
□□□□□	Know Direction	15	None	1 standard action	Instantaneous	Personal	V, S	No	Divination		
Effect: You discern north.					Target: You						
□□□□□	Lullaby	15	Will negates	1 standard action	Concentration + 13 rounds [D]	Medium (230 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against sleep.					Target: Living creatures within a 10-ft.-radius burst						
□□□□□	Read Magic	15	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination		
Effect: Read scrolls and spellbooks.					Target: You						
□□□□□	Resistance	15	Will negates (harmless)	1 standard action	13 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration		
Effect: Subject gains +1 on saving throws.					Target: Creature touched						
LEVEL 1											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Alarm	16	None	1 standard action	26 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration		
Effect: Wards an area for 26 hours.					Target: 20-ft.-radius emanation centered on a point in space						
□□□□□	Detect Secret Doors	16	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S	No	Divination		
Effect: Reveals hidden doors within 60 ft.					Target: Cone-shaped emanation						
□□□□□	Sleep	16	Will negates	1 round	13 minutes	Medium (230 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Puts 4 HD of creatures into magical slumber.					Target: One or more living creatures within a 10-ft.-radius burst						
□□□□□	Ventriloquism	16	Will disbelief (if interacted with)	1 standard action	13 minutes [D]	Close (55 Feet)	V, F	No	Illusion (Figment)		
Effect: Throws voice for 13 minutes.					Target: Intelligible sound, usually speech						
LEVEL 2											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Blur	17	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)		
Effect: Attacks miss subject 20% of the time.					Target: Creature touched						
□□□□□	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 13 rounds [D]	Medium (230 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread						
□□□□□	Detect Thoughts	17	Will negates; see text	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]		
Effect: Allows "listening" to surface thoughts.					Target: Cone-shaped emanation						
□□□□□	Pyrotechnics	17	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds Long (920 Feet) after creatures leave the smoke cloud; see text		V, S, M	Yes or No; see text	Transmutation		
Effect: Turns fire into blinding light or choking smoke.					Target: One fire source, up to a 20-ft. cube						
LEVEL 3											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Charm Monster	18	Will negates	1 standard action	13 days	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]		
Effect: Makes monster believe it is your ally.					Target: One living creature						
□□□□□	Clairaudience/Clairvoyance	18	None	10 minutes	13 minutes [D]	Long (920 Feet)	V, S, F/DF	No	Divination (Scrying)		
Effect: Hear or see at a distance for 13 minutes.					Target: Magical sensor						
□□□□□	Crushing Despair	18	Will negates	1 standard action	13 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Subjects take -2 on attack rolls, damage rolls, saves, and checks.					Target: Cone-shaped burst						
□□□□□	See Invisibility	18	None	1 standard action	130 minutes [D]	Personal	V, S, M	No	Divination		
Effect: Reveals invisible creatures or objects.					Target: You						
LEVEL 4											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)		
Effect: Cures 4d8+13 damage.					Target: Creature touched						
□□□□□	Legend Lore	19	None	See text	See text	Personal	V, S, M, F	No	Divination		
Effect: Lets you learn tales about a person, place, or thing.					Target: You						
□□□□□	Neutralize Poison	19	Will negates (harmless, object)	1 standard action	130 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)		
Effect: Immunizes subject against poison, detoxifies venom in or on subject.					Target: Creature or object of up to 13 cu. ft. touched						
□□□□□	Shadow Conjuration	19	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)		
Effect: Mimics conjuration below 4th level, but only 20% real.					Target: See text						
LEVEL 5											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Heroism, Greater	20	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)		
Effect: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.					Target: Creature touched						
□□□□□	Mirage Arcana	20	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (920 Feet)	V, S	No	Illusion (Glamer)		
Effect: As hallucinatory terrain, plus structures.					Target: 13 20-ft. cubes [S]						
* =Domain/Speciality Spell											