

Tharivos Male Elf Brd7

NAME

Brd7

42000

CLASS

EXPERIENCE

7

28000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	10	+0	10	+0
INT Intelligence	17	+3	17	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	= +2	+ +0	+ +0	+ +0	+	
REFLEX (dexterity)	+10	= +5	+ +5	+ +0	+ +0	+	
WILLPOWER (wisdom)	+6	= +5	+ +1	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+6	=	+5	+ +1	+ +0	+ +0	+
RANGED attack bonus	+10	=	+5	+ +5	+ +0	+ +0	+
GRAPPLE attack bonus	+6	=	+5	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Improved Initiative	See Text

NPC

PLAYERNAME

Elf

Medium

RACE

SIZE

0

Male

AGE

GENDER

HP hit points	32	WOUNDS/CURRENT HP	
AC armor class	15	10	15
TOTAL		FLAT	TOUCH

INITIATIVE modifier	+9	=	+5	+ +4
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+5			

DEITY

5'5"

133 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	5	0

SKILLS		MAX RANKS		10/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Carpentry)	INT	12	= 3	+ 9.0	+
Craft (Leatherworking)	INT	10	= 3	+ 7.0	+
Craft (Weaponsmithing)	INT	4	= 3	+ 1.0	+
Craft (Woodworking)	INT	10	= 3	+ 7.0	+
Decipher Script	INT	12	= 3	+ 9.0	+
Knowledge (The Planes)	INT	11	= 3	+ 8.0	+
Perform (Act)	CHA	14	= 4	+ 10.0	+
Perform (Comedy)	CHA	14	= 4	+ 10.0	+
Perform (Percussion Instruments)	CHA	13	= 4	+ 9.0	+
Perform (String Instruments)	CHA	14	= 4	+ 10.0	+
Perform (Wind Instruments)	CHA	14	= 4	+ 10.0	+

✓ : can be used untrained. ✗ : 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	
+2 racial saving throw bonus against enchantment spells or effects.	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Bardic knowledge (+10)	
Bardic music 7/day	
Countersong (Su)	
Fascinate (Sp) - can effect 3 creature	
Immunity to magic sleep effects.	
Inspire Competence (Su)	
Inspire Courage (Su) +1	
Suggestion (Sp)	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, 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	
Common, Draconic, Elven, Orc, Sylvan	

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/Specialty Spell									

Bard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	4	4	2	0	0	0	0	0	0
PER DAY	3	4	3	1	0	0	0	0	0	0

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dancing Lights	14	None	1 standard action	7 minute [D]	Medium (170 Feet)	V, S	No	Evocation [Light]
Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10- ft.-radius area				
□□□□□	Detect Magic	14	None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light				
□□□□□	Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.					Target: Illusory sounds				
□□□□□	Mage Hand	14	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed				

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Charm Person	15	Will negates	1 standard action	7 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes one person your friend.					Target: One humanoid creature				
□□□□□	Detect Secret Doors	15	None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
Effect: Reveals hidden doors within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Hypnotism	15	Will negates	1 round	2d4 rounds [D]	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Fascinates 2d4 HD of creatures.					Target: Several living creatures, no two of which may be more than 30 ft. apart				
□□□□□	Identify	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
Effect: Determines properties of magic item.					Target: One touched object				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Glitterdust	16	Will negates (blinding only)	1 standard action	7 rounds	Medium (170 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Blinds creatures, outlines invisible creatures.					Target: Creatures and objects within 10-ft.-radius spread				
□□□□□	Heroism	16	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Effect: Gives +2 bonus on attack rolls, saves, skill checks.					Target: Creature touched				
□□□□□	Scare	16	Will partial	1 standard action	7 rounds or 1 round; see text for cause fear	Medium (170 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
Effect: Panics creatures of less than 6 HD.					Target: 2 living creatures, no two of which can be more than 30 ft. apart				
□□□□□	Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (40 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
Effect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ft.-radius spread				

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Charm Monster	17	Will negates	1 standard action	7 days	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes monster believe it is your ally.					Target: One living creature				
□□□□□	Dispel Magic	17	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
* =Domain/Specialty Spell									