

Urabi Male Human Brd8

NAME

Brd8

CLASS

56000

EXPERIENCE

8

36000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'6"

HEIGHT

144 lbs

WEIGHT

0

Male

GENDER

AGE

EYES

HAIR

POINTS

Neutral Evil

ALIGNMENT

Normal

VISION

0

SPEED

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	17	+3	17	+3
INT Intelligence	19	+4	19	+4
WIS Wisdom	13	+1	13	+1
CHA Charisma	19	+4	19	+4

HP  
hit points

47

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

AC  
armor class

12

TOTAL

:

FLAT

:

TOUCH

=

BASE

:

ARMOR BONUS

:

SHIELD BONUS

:

STAT MODIFIER

:

SIZE MODIFIER

:

NATURAL ARMOR

:

MISC MODIFIER

:

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE  
modifier

+2

TOTAL

=

+2

DEX MODIFIER

+

+0

MISC MODIFIER

BASE ATTACK  
bonus

+6/+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+5

=

+2

BASE SAVE

+

+3

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

+8

=

+6

+

+2

+

+0

+

+0

+7

=

+6

+

+1

+

+0

+

+0

MELEE  
attack bonus

TOTAL

+7/+2

=

+6/+1

BASE ATTACK BONUS

+

+1

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

RANGED  
attack bonus

+8/+3

=

+6/+1

+

+2

+

+0

+

+0

GRAPPLE  
attack bonus

+7/+2

=

+6/+1

+

+1

+

+0

+

+0

UNARMED

TOTAL ATTACK BONUS

+7/+2

DAMAGE

1d3+1

CRITICAL

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS

Brew Potion

See Text

Dodge

See Text

Negotiator

See Text

Skill Focus (Perform (Dance))

See Text

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Carpentry)	INT	13	=	4	+ 9.0	+
Craft (Pottery)	INT	9	=	4	+ 5.0	+
Craft (Shipmaking)	INT	10	=	4	+ 6.0	+
Craft (Weaponsmithing)	INT	5	=	4	+ 1.0	+
Knowledge (History)	INT	12	=	4	+ 8.0	+
Knowledge (Nobility and Royalty)	INT	14	=	4	+ 10.0	+
Knowledge (Religion)	INT	15	=	4	+ 11.0	+
Perform (Act)	CHA	18	=	4	+ 11.0	3
Perform (Comedy)	CHA	15	=	4	+ 11.0	+
Perform (Dance)	CHA	15	=	4	+ 11.0	+
Perform (Oratory)	CHA	14	=	4	+ 10.0	+
Perform (Percussion Instruments)	CHA	15	=	4	+ 11.0	+
Perform (String Instruments)	CHA	13	=	4	+ 9.0	+
Perform (Wind Instruments)	CHA	12	=	4	+ 8.0	+

=

+

+

✓ : 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 (+12)

Bardic music 8/day

Countersong (Su)

Fascinate (Sp) - can effect 3 creature

Inspire Competence (Su)

Inspire Courage (Su) +2

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

Celestial, Common, Draconic, Dwarven, Ignan

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	3	0	0	0	0	0	0
PER DAY	3	4	4	2	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	8 minute [D]	Medium (180 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 8 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Know Direction	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.					Target: You				
□□□□□	Lullaby	14	Will negates	1 standard action	Concentration + 8 rounds [D]	Medium (180 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				
□□□□□	Mage Hand	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Read Magic	14	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
Effect: Read scrolls and spellbooks.					Target: You				

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
Effect: One creature of 5 HD or less flees for 1d4 rounds.					Target: One living creature with 5 or fewer HD				
□□□□□	Comprehend Languages	15	None	1 standard action	80 minutes	Personal	V, S, M/DF	No	Divination
Effect: You understand all spoken and written languages.					Target: You				
□□□□□	Confusion, Lesser	15	None	1 standard action	8 round	Close (45 Feet)	V, S, DF	No	Enchantment (Compulsion)
Effect: One creature is confused for 1 round.					Target: One living creature				
□□□□□	Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 8 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
Effect: Objects or creatures fall slowly.					Target: 8 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Alter Self	16	None	1 standard action	80 minutes [D]	Personal	V, S	No	Transmutation
Effect: Assume form of a similar creature.					Target: You				
□□□□□	Daze Monster	16	Will negates	1 standard action	8 round	Medium (180 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Living creature of 6 HD or less loses next action.					Target: One living creature of 6 HD or less				
□□□□□	Detect Thoughts	16	Will negates; see text	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
Effect: Allows "listening" to surface thoughts.					Target: Cone-shaped emanation				
□□□□□	Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: Subject is invisible for 8 minutes or until it attacks.					Target: You or a creature or object weighing no more than 800 lbs				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Charm Monster	17	Will negates	1 standard action	8 days	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes monster believe it is your ally.				Target: One living creature				
□□□□□	Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
	Effect: Makes everyone within 10 ft. invisible.				Target: 10-ft.-radius emanation around the creature or object touched				
□□□□□	Sculpt Sound	17	Will negates (object)	1 standard action	8 hours [D]	Close (45 Feet)	V, S	Yes (object)	Transmutation
	Effect: Creates new sounds or changes existing ones.				Target: 8 creatures or objects, no two of which can be more than 30 ft. apart				
* =Domain/Speciality Spell									