

Tharimon Male Elf Brd18

NAME	
Brd18	306000
CLASS	EXPERIENCE
18	171000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	15	+2	15	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +6	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+16	= +11	+ +5	+ +0	+ +0	+	
WILLPOWER (wisdom)	+12	= +11	+ +1	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9/+4	= +13/+8/+3	+ +1	+ +0	+ +0	+
RANGED attack bonus	+18/+13/+8	= +13/+8/+3	+ +5	+ +0	+ +0	+
GRAPPLE attack bonus	+14/+9/+4	= +13/+8/+3	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Combat Reflexes	See Text
Craft Magic Arms and Armor	See Text
Craft Wondrous Item	See Text
Deceitful	See Text
Dodge	See Text
Scribe Scroll	See Text
Silent Spell	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	84	WOUNDS/CURRENT HP
AC	armor class	15	: 10 : 15 = 10 + 0
TOTAL		FLAT	TOUCH

INITIATIVE modifier	<div>+5</div> <div>TOTAL</div>	=	<div>+5</div> <div>DEX MODIFIER</div>	+	<div>+0</div> <div>MISC MODIFIER</div>
BASE ATTACK bonus	<div>+13/+8/+3</div>				

DEITY	
5'2"	139 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	5	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		21/10.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Blacksmithing)	INT	17	= 2	+ 15.0 +
Craft (Leatherworking)	INT	18	= 2	+ 16.0 +
Craft (Sculpting)	INT	19	= 2	+ 17.0 +
Craft (Woodworking)	INT	14	= 2	+ 12.0 +
Knowledge (Religion)	INT	19	= 2	+ 17.0 +
Perform (Dance)	CHA	20	= 5	+ 15.0 +
Perform (Percussion Instruments)	CHA	24	= 5	+ 19.0 +
Perform (Sing)	CHA	26	= 5	+ 21.0 +
Perform (String Instruments)	CHA	20	= 5	+ 15.0 +
Perform (Wind Instruments)	CHA	26	= 5	+ 21.0 +
✓ : 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
+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 (+20)
Bardic music 18/day
Countersong (Su)
Fascinate (Sp) - can effect 6 creature
Immunity to magic sleep effects.
Inspire Competence (Su)
Inspire Courage (Su) +3
Inspire Greatness (Su) - can affect 4 people
Inspire Heroics (Su) - can affect 2 people
Mass Suggestion (Sp)
Song of Freedom (Su)
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, Elven, Gnome, 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 completed	Close (25 Feet)	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									

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

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Magic	15	None	1 standard action	Concentration, up to 18 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	18 rounds [D]	Close (70 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.					Target: Illusory sounds				
□□□□□	Lullaby	15	Will negates	1 standard action	Concentration + 18 rounds [D]	Medium (280 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	15	None	1 standard action	Concentration	Close (70 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (70 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				
□□□□□	Prestidigitation	15	See text	1 standard action	18 hour	10 ft.	V, S	No	Universal
Effect: Performs minor tricks.					Target: See text				

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Alarm	16	None	1 standard action	36 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
Effect: Wards an area for 36 hours.					Target: 20-ft.-radius emanation centered on a point in space				
□□□□□	Animate Rope	16	None	1 standard action	18 rounds	Medium (280 Feet)	V, S	No	Transmutation
Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 140 ft.; see text				
□□□□□	Cause Fear	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (70 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				
□□□□□	Confusion, Lesser	16	None	1 standard action	18 round	Close (70 Feet)	V, S, DF	No	Enchantment (Compulsion)
Effect: One creature is confused for 1 round.					Target: One living creature				
□□□□□	Sleep	16	Will negates	1 round	18 minutes	Medium (280 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				

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 18 rounds [D]	Medium (280 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread				
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+10 damage					Target: Creature touched				
□□□□□	Heroism	17	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Effect: Gives +2 bonus on attack rolls, saves, skill checks.					Target: Creature touched				
□□□□□	Rage	17	None	1 standard action	Concentration + 18 rounds [D]	Medium (280 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.					Target: 6 willing living creatures, no two of which may be more than 30 ft. apart				
□□□□□	Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (70 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	18	Will negates	1 standard action	18 days	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes monster believe it is your ally.					Target: One living creature				
□□□□□	Crushing Despair	18	Will negates	1 standard action	18 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				
□□□□□	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage					Target: Creature touched				
□□□□□	Deep Slumber	18	Will negates	1 round	18 minutes	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Puts 10 HD of creatures to sleep.					Target: One or more living creatures within a 10-ft.-radius burst				
□□□□□	Secret Page	18	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
Effect: Changes one page to hide its real content.					Target: Page touched, up to 3 sq. ft. in size				

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+18 damage.					Target: Creature touched				
□□□□□	Dimension Door	19	None and Will negates (object)	1 standard action	Instantaneous	Long (1120 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Teleports you short distance.					Target: You and touched objects or other touched willing creatures				
□□□□□	Hold Monster	19	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: As hold person, but any creature.					Target: One living creature				
□□□□□	Repel Vermin	19	None or Will negates; see text	1 standard action	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Insects, spiders, and other vermin stay 10 ft. away.					Target: 10 ft. radius emanation centered on you				

LEVEL 5									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	Effect: Cures 1d8+18 damage for many creatures.				Target: 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
	Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
* =Domain/Specialty Spell									

Bard Spells

□□□□	Heroism, Greater	20	Will negates (harmless)	1 standard action	18 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				
□□□□	Mislead	20	None or Will disbelief (if interacted with); see text	1 standard action	18 rounds [D] and concentration + 3 rounds; see text	Close (70 Feet)	S	No	Illusion (Figment)(Glamour)
Effect: Turns you invisible and creates illusory double.					Target: You/one illusory double				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cat's Grace, Mass	21	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 18 subjects.					<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart			
□□□□ Eagle's Splendor, Mass	21	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 18 subjects.					<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart			
□□□□ Scrying, Greater	21	Will negates	1 standard action	18 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor			

* =Domain/Speciality Spell