

Lobelia Female Halfling Brd12

NAME

Brd12

132000

CLASS

EXPERIENCE

12

78000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0	11	+0
DEX Dexterity	21	+5	21	+5
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	20	+5	20	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+6

=

+4

+

+1

+

+0

+

+1

+

TEMP MODIFIER

conditional modifiers

TOTAL

+14

=

+8

+

+5

+

+0

+

+1

+

TEMP MODIFIER

conditional modifiers

TOTAL

+11

=

+8

+

+2

+

+0

+

+1

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+10/+5

=

+9/+4

+

+0

+

+1

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+15/+10

=

+9/+4

+

+5

+

+1

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+10/+5

=

+9/+4

+

+0

+

+1

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+10/+5

DAMAGE

1d2

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	28.0	Medium	57.0	Heavy	86.0
Lift over head	86.0	Lift off ground	172.0	Push / Drag	430.0

FEATS	
Diligent	See Text
Dodge	See Text
Forge Ring	See Text
Improved Initiative	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME

Halfling

Small

3'1"

32 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

HP
hit points

52

WOUNDS/CURRENT HP

AC
armor class

16

TOTAL

11

FLAT

16

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

INITIATIVE
modifier

+9

TOTAL

+5

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+9/+4

DEITY

3'1"

32 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK 20'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Knowledge (Architecture and Engineering)		INT	10	=	1	+ 9.0 +
Knowledge (History)		INT	15	=	1	+ 14.0 +
Knowledge (Nature)		INT	13	=	1	+ 12.0 +
Perform (Act)		CHA	14	=	5	+ 9.0 +
Perform (Comedy)		CHA	16	=	5	+ 11.0 +
Perform (Oratory)		CHA	13	=	5	+ 8.0 +
Perform (Sing)		CHA	20	=	5	+ 15.0 +
Perform (String Instruments)		CHA	18	=	5	+ 13.0 +
Perform (Wind Instruments)		CHA	17	=	5	+ 12.0 +
Speak Language			2	=	0	+ 2.0 +

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	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Bardic knowledge (+13)	
Bardic music 12/day	
Countersong (Su)	
Fascinate (Sp) - can effect 4 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

Common, Dwarven, Goblin, Halfling, Orc

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

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Dancing Lights	15	None	1 standard action	12 minute [D]	Medium (220 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	15	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□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				
□□□□□Lullaby	15	Will negates	1 standard action	Concentration + 12 rounds [D]	Medium (220 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 (55 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.				Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Effect: Makes minor repairs on an object.				Target: One object of up to 1 lb.				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Erase	16	See text	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Transmutation
Effect: Mundane or magical writing vanishes.				Target: One scroll or two pages				
□□□□□Grease	16	See text	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Makes 10-ft. square or one object slippery.				Target: One object or a 10-ft. square				
□□□□□Hideous Laughter	16	Will negates	1 standard action	12 rounds	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject loses actions for 12 rounds.				Target: One creature; see text				
□□□□□Summon Monster I	16	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Blur	17	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
Effect: Attacks miss subject 20% of the time.				Target: Creature touched				
□□□□□Darkness	17	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
□□□□□Hold Person	17	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 12 rounds.				Target: One humanoid creature				
□□□□□Pyrotechnics	17	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text	Long (880 Feet)	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
□□□□□Confusion	18	Will negates	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 12 rounds.				Target: All creatures in a 15-ft. radius burst				
□□□□□Geas, Lesser	18	Will negates	1 round	12 days or until discharged [D]	Close (55 Feet)	V	Yes	Enchantment (Compulsion)
Effect: Commands subject of 7 HD or less.				Target: One living creature with 7 HD or less				
□□□□□Haste	18	Fortitude negates (harmless)	1 standard action	12 rounds	Close (55 Feet)	V, S, M	Yes (harmless)	Transmutation
Effect: 12 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
□□□□□See Invisibility	18	None	1 standard action	120 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
□□□□□Dimension Door	19	None and Will negates (object)	1 standard action	Instantaneous	Long (880 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Teleports you short distance.				Target: You and touched objects or other touched willing creatures				
□□□□□Dominate Person	19	Will negates	1 round	12 days	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Controls humanoid telepathically.				Target: One humanoid				
□□□□□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				

* =Domain/Specialty Spell

Created using PCGen

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak & Dimrill.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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