

NAME	
Brd19	342000
CLASS	EXPERIENCE
19	190000
TCL	NEXT LEVEL

PLAYERNAME	
Half-orc	Medium
RACE	SIZE
0	Female
AGE	GENDER

DEITY	
5'10"	180 lbs
HEIGHT	WEIGHT
EYES	HAIR

Chaotic Neutral
ALIGNMENT
Darkvision (60'), Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	14	+2	14	+2
CON Constitution	12	+1	12	+1
INT Intelligence	16	+3	16	+3
WIS Wisdom	13	+1	13	+1
CHA Charisma	18	+4	18	+4

HP hit points	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION	
91												
AC armor class	12	10	12	10	0	0	2	0	0	0		
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	

$$\begin{array}{l} \text{INITIATIVE} \\ \text{modifier} \end{array} \quad \begin{array}{l} +2 \\ \text{TOTAL} \end{array} = \begin{array}{l} +2 \\ \text{DEX} \\ \text{MODIFIER} \end{array} + \begin{array}{l} +0 \\ \text{MISC} \\ \text{MODIFIER} \end{array}$$

$$\begin{array}{l} \text{BASE ATTACK} \\ \text{bonus} \end{array} \quad \begin{array}{l} +14/+9/+4 \end{array}$$

Skill Name	SKILLS					MAX RANKS	22/11
	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier		
Craft (Blacksmithing)	INT	17	= 3	+ 14.0	+		
Craft (Painting)	INT	11	= 3	+ 8.0	+		
Craft (Stonemasonry)	INT	19	= 3	+ 16.0	+		
Knowledge (Nature)	INT	25	= 3	+ 22.0	+		
Knowledge (Religion)	INT	23	= 3	+ 20.0	+		
Perform (Act)	CHA	23	= 4	+ 19.0	+		
Perform (Comedy)	CHA	25	= 4	+ 21.0	+		
Perform (Dance)	CHA	25	= 4	+ 21.0	+		
Perform (Keyboard Instruments)	CHA	25	= 4	+ 21.0	+		
Perform (Oratory)	CHA	18	= 4	+ 14.0	+		
Perform (Sing)	CHA	26	= 4	+ 22.0	+		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE <small>(constitution)</small>	+7 =	+6	+1	+0	+0		
REFLEX <small>(dexterity)</small>	+13 =	+11	+2	+0	+0		
WILLPOWER <small>(wisdom)</small>	+12 =	+11	+1	+0	+0		

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+16/+11/+6	=	+14/+9/+4	+2	+0	+0	
RANGED attack bonus	+16/+11/+6	=	+14/+9/+4	+2	+0	+0	
GRAPPLE attack bonus	+16/+11/+6	=	+14/+9/+4	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+2	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
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WEIGHT ALLOWANCE					
Light	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Craft Wand	See Text
Diligent	See Text
Magical Aptitude	See Text
Nimble Fingers	See Text
Point Blank Shot	See Text
Scribe Scroll	See Text

BARDIC MUSIC	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Effects (Perform ranks required)	Inspire Courage(3), Countersong(3), Fascinate(3), Inspire Competence(6), Suggestion(9), Inspire Greatness(12)

SPECIAL ABILITIES

Bardic knowledge (+22)
Bardic music 19/day
Countersong (Su)
Fascinate (Sp) - can effect 7 creature
Inspire Competence (Su)
Inspire Courage (Su) +3
Inspire Greatness (Su) - can affect 4 people
Inspire Heroics (Su) - can affect 2 people
Mass Suggestion (Sp)
Orc Blood
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
Abyssal, Common, Goblin, Orc, Undercommon

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	5	5	5	5	4	4	0	0	0
PER DAY	4	5	5	5	5	4	3	0	0	0

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Know Direction	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.					Target: You				
□□□□□	Light	14	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
Effect: Object shines like a torch.					Target: Object touched				
□□□□□	Mage Hand	14	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.				
□□□□□	Mending	14	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.				
□□□□□	Open/Close	14	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				
□□□□□	Resistance	14	Will negates (harmless)	1 standard action	19 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
□□□□□	Detect Secret Doors	15	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S	No	Divination
Effect: Reveals hidden doors within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 19 rounds	Close (70 Feet)	V	Yes (object)	Transmutation
Effect: Objects or creatures fall slowly.					Target: 19 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
□□□□□	Hideous Laughter	15	Will negates	1 standard action	19 rounds	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject loses actions for 19 rounds.					Target: One creature; see text				
□□□□□	Obscure Object	15	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
Effect: Masks object against scrying.					Target: One object touched of up to 1900 lbs				
□□□□□	Sleep	15	Will negates	1 round	19 minutes	Medium (290 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
□□□□□	Blur	16	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
Effect: Attacks miss subject 20% of the time.					Target: Creature touched				
□□□□□	Eagle's Splendor	16	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Cha for 19 minutes.					Target: Creature touched				
□□□□□	Enthrall	16	Will negates; see text	1 round	19 hour or less	Medium (290 Feet)	V, S	Yes	Enchantment (Charm)
Effect: Captivates all within 290 ft.					Target: Any number of creatures				
□□□□□	Rage	16	None	1 standard action	Concentration + 19 rounds [D]	Medium (290 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	16	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	17	Will negates	1 standard action	19 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	17	Will negates	1 standard action	19 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				
□□□□□	Dispel Magic	17	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	Haste	17	Fortitude negates (harmless)	1 standard action	19 rounds	Close (70 Feet)	V, S, M	Yes (harmless)	Transmutation
Effect: 19 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.					Target: 19 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Slow	17	Will negates	1 standard action	19 rounds	Close (70 Feet)	V, S, M	Yes	Transmutation
Effect: 19 subjects takes only one action/round, -2 to AC, -2 on attack rolls.					Target: 19 creatures, no two of which can be more than 30 ft. apart				

LEVEL 4									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Hold Monster	18	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: As hold person, but any creature.					Target: One living creature				
□□□□□	Invisibility, Greater	18	Will negates (harmless)	1 standard action	19 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: As invisibility, but subject can attack and stay invisible.					Target: You or creature touched				
□□□□□	Legend Lore	18	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				
□□□□□	Secure Shelter	18	None	10 minutes	38 hours [D]	Close (70 Feet)	V, S, M, F; No see text		Conjuration (Creation)
Effect: Creates sturdy cottage.					Target: 20 ft. square structure				
□□□□□	Shout	18	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
Effect: Deafens all within cone and deals 5d6 sonic damage.					Target: Cone-shaped burst				

LEVEL 5									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Mirage Arcana	19	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (1160 Feet)	V, S	No	Illusion (Glamer)
	Effect: As hallucinatory terrain, plus structures.				Target: 19 20-ft. cubes [S]				
□□□□□	Mislead	19	None or Will disbelief (if interacted with); see text	1 standard action	19 rounds [D] and concentration + 3 rounds; see text	Close (70 Feet)	S	No	Illusion (Fgment[Glamer])
	Effect: Turns you invisible and creates illusory double.				Target: You/one illusory double				
* =Domain/Speciality Spell									

Bard Spells

■■■■■	Shadow Evocation	19	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
	Effect: Mimics evocation below 5th level, but only 20% real.				Target: See text				
■■■■■	Suggestion, Mass	19	Will negates	1 standard action	19 hours or until completed	Medium (290 Feet)	V, M	Yes	Enchantment (Compulsion)
	Effect: As suggestion, plus 19 subjects.				Target: 19 creatures, no two of which can be more than 30 ft. apart				
LEVEL 6									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■	Animate Objects	20	None	1 standard action	19 rounds	Medium (290 Feet)	V, S	No	Transmutation
	Effect: Objects attack your foes.				Target: 19 Small objects; see text				
■■■■■	Permanent Image	20	Will disbelief (if interacted with)	1 standard action	Permanent [D]	Long (1160 Feet)	V, S, F	No	Illusion (Figment)
	Effect: Includes sight, sound, and smell.				Target: Figment that cannot extend beyond a 20-ft. cube + 19 10-ft. cubes [S]				
■■■■■	Project Image	20	Will disbelief (if interacted with)	1 standard action	19 rounds [D]	Medium (290 Feet)	V, S, M	No	Illusion (Shadow)
	Effect: Illusory double can talk and cast spells.				Target: One shadow duplicate				
■■■■■	Veil	20	Will negates; see text	1 standard action	Concentration + 19 hours [D]	Long (1160 Feet)	V, S	Yes; see text	Illusion (Glamour)
	Effect: Changes appearance of group of creatures.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
* =Domain/Specialty Spell									