

Thyra Female Human Brd17

NAME

Brd17

272000

CLASS

EXPERIENCE

17

153000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	20	+5	20	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+6

=

+5

+

+1

+

+0

+

+0

+

conditional modifiers

+15

=

+10

+

+5

+

+0

+

+0

+

conditional modifiers

+14

=

+10

+

+4

+

+0

+

+0

+

conditional modifiers

TOTAL

MELEE
attack bonus

+14/+9/+4

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

RANGED
attack bonus

+17/+12/+7

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT MODIFIER

+5

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

GRAPPLE
attack bonus

+14/+9/+4

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+14/+9/+4

1d3+2

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

66.0

Medium

133.0

Heavy

200.0

Lift over head

200.0

Lift off ground

400.0

Push / Drag

1000.0

FEATS

Dodge

See Text

Extend Spell

See Text

Forge Ring

See Text

Magical Aptitude

See Text

Persuasive

See Text

Run

See Text

Weapon Finesse

See Text

NPC

PLAYERNAME

Human

Medium

5'8"

160 lbs

Normal

VISION

0

POINTS

HP
hit points

74

WOUNDS/CURRENT HP

AC
armor class

15

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+5

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+12/+7/+2

DEITY

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

SKILLS

MAX RANKS

20/10

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Bowmaking)

INT

18

=

1

+

17.0

+

Craft (Painting)

INT

16

=

1

+

15.0

+

Craft (Pottery)

INT

13

=

1

+

12.0

+

Craft (Trapmaking)

INT

17

=

1

+

16.0

+

Knowledge (Nature)

INT

21

=

1

+

20.0

+

Perform (Comedy)

CHA

25

=

5

+

20.0

+

Perform (Dance)

CHA

25

=

5

+

20.0

+

Perform (Percussion Instruments)

CHA

25

=

5

+

20.0

+

Perform (String Instruments)

CHA

25

=

5

+

20.0

+

✓ : 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 (+18)

Bardic music 17/day

Countersong (Su)

Fascinate (Sp) - can effect 6 creature

Inspire Competence (Su)

Inspire Courage (Su) +3

Inspire Greatness (Su) - can affect 3 people

Inspire Heroics (Su) - can affect 1 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, Draconic

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	5	5	4	4	4	3	0	0	0
PER DAY	4	6	5	5	4	4	1	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 17 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Light	15	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	Effect: Object shines like a torch.				Target: Object touched				
□□□□□	Mage Hand	15	None	1 standard action	Concentration	Close (65 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.				
□□□□□	Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (65 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	17 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
□□□□□	Cause Fear	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (65 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				
□□□□□	Charm Person	16	Will negates	1 standard action	17 hours	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes one person your friend.				Target: One humanoid creature				
□□□□□	Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 1d8+5 damage				Target: Creature touched				
□□□□□	Detect Secret Doors	16	None	1 standard action	Concentration, up to 17 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Reveals hidden doors within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Erase	16	See text	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Transmutation
	Effect: Mundane or magical writing vanishes.				Target: One scroll or two pages				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Darkness	17	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
□□□□□	Detect Thoughts	17	Will negates; see text	1 standard action	Concentration, up to 17 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
	Effect: Allows 'listening' to surface thoughts.				Target: Cone-shaped emanation				
□□□□□	Hypnotic Pattern	17	Will negates	1 standard action	Concentration + 2 rounds	Medium (270 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
	Effect: Fascinates [2d4 + level] HD of creatures.				Target: Colorful lights in a 10-ft.-radius spread				
□□□□□	Rage	17	None	1 standard action	Concentration + 17 rounds [D]	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.				Target: 5 willing living creatures, no two of which may be more than 30 ft. apart				
□□□□□	Whispering Wind	17	None	1 standard action	No more than 17 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
	Effect: Sends a short message 17 miles.				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	17 days	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes monster believe it is your ally.				Target: One living creature				
□□□□□	Invisibility Sphere	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	17 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
	Effect: Makes everyone within 10 ft. invisible.				Target: 10-ft.-radius emanation around the creature or object touched				
□□□□□	Major Image	18	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1080 Feet)	V, S, F	No	Illusion (Figment)
	Effect: As silent image, plus sound, smell and thermal effects.				Target: Visual figment that cannot extend beyond 21 10-ft. cubes[S]				
□□□□□	Tiny Hut	18	None	1 standard action	34 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
	Effect: Creates shelter for ten creatures.				Target: 20-ft.-radius sphere centered on your location				

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	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				
□□□□□	Modify Memory	19	Will negates	1 round; see text	Permanent	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Changes 5 minutes of subject's memories.				Target: One living creature				
□□□□□	Speak with Plants	19	None	1 standard action	17 minutes	Personal	V, S	No	Divination
	Effect: You can talk to normal plants and plant creatures.				Target: You				
□□□□□	Summon Monster IV	19	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				

LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	False Vision	20	None	1 standard action	17 hours [D]	Touch	V, S, M	No	Illusion (Glamour)
	Effect: Fools scrying with an illusion.				Target: 40-ft.-radius emanation				
□□□□□	Mind Fog	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects in fog get -10 to Wis and Will checks.				Target: Fog spreads in 20-ft. radius, 20 ft. high				
□□□□□	Mirage Arcana	20	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (1080 Feet)	V, S	No	Illusion (Glamour)
	Effect: As hallucinatory terrain, plus structures.				Target: 17 20-ft. cubes [S]				

* =Domain/Specialty Spell

Bard Spells

Shadow Evocation	20	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
<i>Effect:</i> Mimics evocation below 5th level, but only 20% real.			<i>Target:</i> See text					

LEVEL 6								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Analyze Dweomer	21	None or Will negates; see text	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, F	No	Divination
<i>Effect:</i> Reveals magical aspects of subject.			<i>Target:</i> One object or creature per caster level					
Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+17 damage for many creatures.			<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart					
Eyebite	21	Fortitude negates	1 standard action	17 round per three levels; see text	Close (65 Feet)	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Target becomes panicked, sickened, and comatose.			<i>Target:</i> One living creature					

* =Domain/Speciality Spell								
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