

Volodya Male Human Brd19

NAME

Brd19

CLASS

342000

EXPERIENCE

19

190000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'3"

HEIGHT

140 lbs

WEIGHT

0

Male

GENDER

0

AGE

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	22	+6	22	+6

HP
hit points

96

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

14

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

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+14/+9/+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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

Brew Potion

See Text

Combat Casting

See Text

Enlarge Spell

See Text

Point Blank Shot

See Text

Skill Focus (Perform (Act), Diplomacy, Perform (Comedy))

See Text

SKILLS

MAX RANKS

22/11

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Leatherworking)

INT

8

=

1

+

7.0

+

Craft (Pottery)

INT

6

=

1

+

5.0

+

Diplomacy

CHA

30

=

6

+

22.0

+

2

Listen

WIS

22

=

1

+

21.0

+

Perform (Act)

CHA

31

=

6

+

22.0

+

3

Perform (Comedy)

CHA

28

=

6

+

22.0

+

Perform (Dance)

CHA

26

=

6

+

20.0

+

Perform (Sing)

CHA

23

=

6

+

17.0

+

Perform (Wind Instruments)

CHA

26

=

6

+

20.0

+

Sense Motive

WIS

21

=

1

+

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

+4 to Concentration to use spll or spelllike ability

Bardic knowledge (+20)

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)

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, Giant

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	5	5	4	4	0	0	0
PER DAY	4	6	6	5	5	5	4	0	0	0

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dancing Lights	16	None	1 standard action	19 minute [D]	Medium (290 Feet)	V, S	No	Evocation [Light]
	Effect: Creates torches or other lights.				Target: Up to four lights, all within a 10- ft.-radius area				
□□□□□	Ghost Sound	16	Will disbelief (if interacted with)	1 standard action	19 rounds [D]	Close (70 Feet)	V, S, M	No	Illusion (Figment)
	Effect: Figment sounds.				Target: Illusory sounds				
□□□□□	Mage Hand	16	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	16	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				
□□□□□	Read Magic	16	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	16	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
□□□□□	Alarm	17	None	1 standard action	38 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
	Effect: Wards an area for 38 hours.				Target: 20-ft.-radius emanation centered on a point in space				
□□□□□	Animate Rope	17	None	1 standard action	19 rounds	Medium (290 Feet)	V, S	No	Transmutation
	Effect: Makes a rope move at your command.				Target: One ropelike object, length up to 145 ft.; see text				
□□□□□	Charm Person	17	Will negates	1 standard action	19 hours	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes one person your friend.				Target: One humanoid creature				
□□□□□	Identify	17	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	Effect: Determines properties of magic item.				Target: One touched object				
□□□□□	Ventriloquism	17	Will disbelief (if interacted with)	1 standard action	19 minutes [D]	Close (70 Feet)	V, F	No	Illusion (Figment)
	Effect: Throws voice for 19 minutes.				Target: Intelligible sound, usually speech				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Darkness	18	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
□□□□□	Delay Poison	18	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 19 hours.				Target: Creature touched				
□□□□□	Hold Person	18	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Paralyzes one humanoid for 19 rounds.				Target: One humanoid creature				
□□□□□	Pyrotechnics	18	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds	Long (1160 Feet)	V, S, M	Yes or No; see text	Transmutation
	Effect: Turns fire into blinding light or choking smoke.				after creatures leave the smoke cloud; see text				
□□□□□	Sound Burst	18	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
□□□□□	Crushing Despair	19	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				
□□□□□	Cure Serious Wounds	19	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				
□□□□□	Dispel Magic	19	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				
□□□□□	Glibness	19	None	1 standard action	190 minutes [D]	Personal	S	No	Transmutation
	Effect: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.				Target: You				
□□□□□	Scrying	19	Will negates	1 hour	19 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	Effect: Spies on subject from a distance.				Target: Magical sensor				

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Legend Lore	20	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				
□□□□□	Repel Vermin	20	None or Will negates; see text	1 standard action	190 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				
□□□□□	Shout	20	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				
□□□□□	Summon Monster IV	20	None	1 round	19 rounds [D]	Close (70 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				
□□□□□	Zone of Silence	20	None	1 round	19 hours [D]	Personal	V, S	No	Illusion (Glamer)
	Effect: Keeps eavesdroppers from overhearing conversations.				Target: 5-ft.-radius emanation centered on you				

LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	False Vision	21	None	1 standard action	19 hours [D]	Touch	V, S, M	No	Illusion (Glamer)
	Effect: Fools scrying with an illusion.				Target: 40-ft.-radius emanation				
□□□□□	Mirage Arcana	21	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]				
□□□□□	Song of Discord	21	Will negates	1 standard action	19 rounds	Medium (290 Feet)	V, S	Yes	Enchantment (Compulsion)

* =Domain/Specialty Spell

Bard Spells

[Mind-Affecting, Sonic]

Summon Monster V	21	None	1 round	<i>Effect:</i> Forces targets to attack each other. <i>Target:</i> Creatures within a 20-ft.-radius spread	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you. <i>Target:</i> One or more summoned 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	22	None	1 standard action	19 rounds	Medium (290 Feet)	V, S	No	Transmutation
Effect: Objects attack your foes.								
☐☐☐☐ Cat's Grace, Mass	22	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, M	Yes	Transmutation
Effect: As cat's grace, affects 19 subjects.								
☐☐☐☐ Eyebite	22	Fortitude negates	1 standard action	19 rounds per three levels; see text	Close (70 Feet)	V, S	Yes	Necromancy [Evil]
Effect: Target becomes panicked, sickened, and comatose.								
☐☐☐☐☐ Permanent Image	22	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]				

* =Domain/Speciality Spell