

Silaquinthe Female Elf Brd16

NAME

Brd16

240000

CLASS

EXPERIENCE

16

136000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	17	+3	17	+3
CON Constitution	16	+3	16	+3
INT Intelligence	16	+3	16	+3
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)	+10	= +5	+ +3	+ +0	+ +2	+	
REFLEX (dexterity)	+13	= +10	+ +3	+ +0	+ +0	+	
WILLPOWER (wisdom)	+11	= +10	+ +1	+ +0	+ +0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+13/+8/+3	= +12/+7/+2	+ +1	+ +0	+ +0	+
RANGED attack bonus	+15/+10/+5	= +12/+7/+2	+ +3	+ +0	+ +0	+
GRAPPLE attack bonus	+13/+8/+3	= +12/+7/+2	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8/+3	1d3+1	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Blind-Fight	See Text
Brew Potion	See Text
Craft Rod	See Text
Diligent	See Text
Great Fortitude	See Text

NPC

PLAYERNAME

Elf

Medium

4'7"

86 lbs

Low-Light, Normal

VISION

0

POINTS

HP  
hit points

106

WOUNDS/CURRENT HP

AC  
armor class

13

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

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+12/+7/+2

DEITY

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	21	= 3	+ 16.0	+ 2	
Craft (Leatherworking)	INT	10	= 3	+ 7.0	+	
Craft (Painting)	INT	8	= 3	+ 5.0	+	
Craft (Pottery)	INT	8	= 3	+ 5.0	+	
Knowledge (Nature)	INT	22	= 3	+ 19.0	+	
Knowledge (Religion)	INT	22	= 3	+ 19.0	+	
Knowledge (The Planes)	INT	21	= 3	+ 18.0	+	
Perform (Act)	CHA	18	= 5	+ 13.0	+	
Perform (Comedy)	CHA	24	= 5	+ 19.0	+	
Perform (Dance)	CHA	22	= 5	+ 17.0	+	
Perform (Percussion Instruments)	CHA	21	= 5	+ 16.0	+	
Perform (Wind Instruments)	CHA	22	= 5	+ 17.0	+	

✓ : 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 (+19)	
Bardic music 16/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 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, 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, Goblin, Orc, 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 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									

Bard Spells										
LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	5	4	4	4	4	0	0	0	0
PER DAY	4	6	5	4	4	3	0	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 16 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	16 rounds [D]	Close (65 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.					Target: Illusory sounds				
□□□□□	Message	15	None	1 standard action	160 minutes	Medium (260 Feet)	V, S, F	No	Transmutation [Language-Dependent]
Effect: Whispered conversation at distance.					Target: 16 creatures				
□□□□□	Prestidigitation	15	See text	1 standard action	16 hour	10 ft.	V, S	No	Universal
Effect: Performs minor tricks.					Target: See text				
□□□□□	Resistance	15	Will negates (harmless)	1 standard action	16 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Effect: Subject gains +1 on saving throws.					Target: Creature touched				
□□□□□	Summon Instrument	15	None	1 round	16 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)
Effect: Summons one instrument of the caster's choice.					Target: One summoned handheld musical instrument				

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Expeditious Retreat	16	None	1 standard action	16 minutes [D]	Personal	V, S	No	Transmutation
Effect: Your speed increases by 30 ft.					Target: You				
□□□□□	Grease	16	See text	1 standard action	16 rounds [D]	Close (65 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	16 rounds	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject loses actions for 16 rounds.					Target: One creature; see text				
□□□□□	Magic Mouth	16	Will negates (object)	1 standard action	Permanent until discharged	Close (65 Feet)	V, S, M	Yes (object)	Illusion (Glamer)
Effect: Speaks once when triggered.					Target: One creature or object				
□□□□□	Sleep	16	Will negates	1 round	16 minutes	Medium (260 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
□□□□□	Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (260 Feet)	V	Yes	Necromancy
Effect: Makes subject blinded or deafened.					Target: One living creature				
□□□□□	Darkness	17	None	1 standard action	160 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 16 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
Effect: Allows "listening" to surface thoughts.					Target: Cone-shaped emanation				
□□□□□	Hold Person	17	Will negates; see text	1 standard action	16 rounds [D]; see text	Medium (260 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 16 rounds.					Target: One humanoid creature				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Charm Monster	18	Will negates	1 standard action	16 days	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes monster believe it is your ally.					Target: One living creature				
□□□□□	Deep Slumber	18	Will negates	1 round	16 minutes	Close (65 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				
□□□□□	Fear	18	Will partial	1 standard action	16 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
Effect: Subjects within cone flee for 16 rounds.					Target: Cone-shaped burst				
□□□□□	Tiny Hut	18	None	1 standard action	32 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
□□□□□	Break Enchantment	19	See text	1 minute	Instantaneous	Close (65 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 16 creatures, all within 30 ft. of each other				
□□□□□	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+16 damage.					Target: Creature touched				
□□□□□	Hallucinatory Terrain	19	Will disbelief (if interacted with)	10 minutes	32 hours [D]	Long (1040 Feet)	V, S, M	No	Illusion (Glamer)
Effect: Makes one type of terrain appear like another [field into forest, or the like].					Target: 16 30-ft. cubes [S]				
□□□□□	Hold Monster	19	Will negates; see text	1 standard action	16 rounds [D]; see text	Medium (260 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: As hold person, but any creature.					Target: One living creature				

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 (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	Effect: Cures 1d8+16 damage for many creatures.				Target: 16 creatures, no two of which can be more than 30 ft. apart				
□□□□□	False Vision	20	None	1 standard action	16 hours [D]	Touch	V, S, M	No	Illusion (Glamer)
	Effect: Fools spying with an illusion.				Target: 40-ft.-radius emanation				
□□□□□	Mirage Arcana	20	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (1040 Feet)	V, S	No	Illusion (Glamer)
	Effect: As hallucinatory terrain, plus structures.				Target: 16 20-ft. cubes [S]				
□□□□□	Song of Discord	20	Will negates	1 standard action	16 rounds	Medium (260 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
	Effect: Forces targets to attack each other.				Target: Creatures within a 20-ft.-radius spread				
* =Domain/Specialty Spell									