

Xananiqui Female Elf Brd15

NAME

Brd15

210000

CLASS

EXPERIENCE

15

120000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +5	+ +2	+ +0	+ +0	+	
REFLEX (dexterity)	+14	= +9	+ +5	+ +0	+ +0	+	
WILLPOWER (wisdom)	+10	= +9	+ +1	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+15/+10/+5	=	+11/+6/+1	+	+4	+	+0	+	+0	+	
RANGED attack bonus	+16/+11/+6	=	+11/+6/+1	+	+5	+	+0	+	+0	+	
GRAPPLE attack bonus	+15/+10/+5	=	+11/+6/+1	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d3+4	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

WEIGHT ALLOWANCE					
Light	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Brew Potion	See Text
Craft Wand	See Text
Deceitful	See Text
Endurance	See Text
Eschew Materials	See Text
Scribe Scroll	See Text

NPC

PLAYERNAME

Elf

Medium

RACE

SIZE

0

Female

AGE

GENDER

HP	hit points	84	WOUNDS/CURRENT HP							
AC	armor class	15	:	10	:	15	:	10	=	BASE
TOTAL			FLAT	TOUCH						

INITIATIVE	modifier	+5	=	+5	+	+0	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	bonus	+11/+6/+1							

DEITY

4'10"

85 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE				DAMAGE REDUCTION			
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0	5	0	0	0		

SKILLS					MAX RANKS	18/9
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Blacksmithing)	INT	10	=	1	+ 9.0	+
Craft (Sculpting)	INT	11	=	1	+ 10.0	+
✓ Diplomacy	CHA	21	=	4	+ 17.0	+
✓ Intimidate	CHA	8	=	4	+ 4.0	+
Knowledge (Nature)	INT	18	=	1	+ 17.0	+
Knowledge (The Planes)	INT	19	=	1	+ 18.0	+
Perform (Keyboard Instruments)	CHA	19	=	4	+ 15.0	+
Perform (Percussion Instruments)	CHA	14	=	4	+ 10.0	+
Perform (Sing)	CHA	22	=	4	+ 18.0	+
Perform (Wind Instruments)	CHA	10	=	4	+ 6.0	+
✓ : can be used untrained. ✕ : 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 (+16)
Bardic music 15/day
Countersong (Su)
Fascinate (Sp) - can effect 5 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

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	4	4	4	4	3	0	0	0	0	
	PER DAY	4	5	4	4	4	2	0	0	0	0	
LEVEL 0												
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School			
000000	Daze	14	Will negates	1 standard action	15 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]			
	Effect: Humanoid creature of 4 HD or less loses next action.				Target: One humanoid creature of 4 HD or less							
000000	Detect Magic	14	None	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S	No	Divination			
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation							
000000	Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]			
	Effect: Dazzles one creature [-1 on attack rolls].				Target: Burst of light							
000000	Light	14	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]			
	Effect: Object shines like a torch.				Target: Object touched							
000000	Lullaby	14	Will negates	1 standard action	Concentration + 15 rounds [D]	Medium (250 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							
000000	Summon Instrument	14	None	1 round	15 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			
000000	Animate Rope	15	None	1 standard action	15 rounds	Medium (250 Feet)	V, S	No	Transmutation			
	Effect: Makes a rope move at your command.				Target: One ropelike object, length up to 125 ft.; see text							
000000	Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 15 rounds	Close (60 Feet)	V	Yes (object)	Transmutation			
	Effect: Objects or creatures fall slowly.				Target: 15 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart							
000000	Hypnotism	15	Will negates	1 round	2d4 rounds [D]	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]			
	Effect: Fascinates 2d4 HD of creatures.				Target: Several living creatures, no two of which may be more than 30 ft. apart							
000000	Identify	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination			
	Effect: Determines properties of magic item.				Target: One touched object							
LEVEL 2												
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School			
000000	Enthrall	16	Will negates; see text	1 round	15 hour or less	Medium (250 Feet)	V, S	Yes	Enchantment (Charm)			
	Effect: Captivates all within 250 ft.				Target: Any number of creatures							
000000	Heroism	16	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]			
	Effect: Gives +2 bonus on attack rolls, saves, skill checks.				Target: Creature touched							
000000	Locate Object	16	None	1 standard action	15 minutes	Long (1000 Feet)	V, S, F/DF	No	Divination			
	Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 1000 ft.							
000000	Suggestion	16	Will negates	1 standard action	15 hours or until completed	Close (60 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]			
	Effect: Compels subject to follow stated course of action.				Target: One living creature							
LEVEL 3												
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School			
000000	Geas, Lesser	17	Will negates	1 round	15 days or until discharged [D]	Close (60 Feet)	V	Yes	Enchantment (Compulsion)			
	Effect: Commands subject of 7 HD or less.				Target: One living creature with 7 HD or less							
000000	Scrying	17	Will negates	1 hour	15 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)			
	Effect: Spies on subject from a distance.				Target: Magical sensor							
000000	Sepia Snake Sigil	17	Reflex negates	10 minutes	Permanent or until discharged; Touch until released or 1d4 days + one day/level; see text		V, S, M	No	Conjuration (Creation) [Force]			
	Effect: Creates text symbol that immobilizes reader.				Target: One touched book or written work							
000000	Summon Monster III	17	None	1 round	15 rounds [D]	Close (60 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 4												
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School			
000000	Dimension Door	18	None and Will negates (object)	1 standard action	Instantaneous	Long (1000 Feet)	V	No and Yes (object)	Conjuration (Teleportation)			
	Effect: Teleports you short distance.				Target: You and touched objects or other touched willing creatures							
000000	Hold Monster	18	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]			
	Effect: As hold person, but any creature.				Target: One living creature							
000000	Invisibility, Greater	18	Will negates (harmless)	1 standard action	15 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes Illusion (Glamer) (harmless, object)				
	Effect: As invisibility, but subject can attack and stay invisible.				Target: You or creature touched							
000000	Repel Vermin	18	None or Will negates; see text	1 standard action	150 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							
LEVEL 5												
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School			
000000	Cure Light Wounds, Mass	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)			
	Effect: Cures 1d8+15 damage for many creatures.				Target: 15 creatures, no two of which can be more than 30 ft. apart							
000000	Dream	19	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]			
	Effect: Sends message to anyone sleeping.				Target: One living creature touched							
000000	False Vision	19	None	1 standard action	15 hours [D]	Touch	V, S, M	No	Illusion (Glamer)			
	Effect: Fools scrying with an illusion.				Target: 40-ft.-radius emanation							
* =Domain/Speciality Spell												