

Zhenya Female Human Brd6

NAME

Brd6

30000

CLASS

EXPERIENCE

6

21000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	14	+2	14	+2
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	= +2	+ +4	+ +0	+ +0	+	
REFLEX (dexterity)	+7	= +5	+ +2	+ +0	+ +0	+	
WILLPOWER (wisdom)	+6	= +5	+ +1	+ +0	+ +0	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+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

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
Diligent	See Text
Eschew Materials	See Text
Improved Counterspell	See Text

NPC

PLAYERNAME

Human

Medium

4'11"

115 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

HP hit points	50	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION					
AC armor class	12	: 10	: 12	= 10	+ 0	+ 0	+ 2	+ 0	+ 0	+ 0	+ 0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+2	=	+2	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+4			

Chaotic Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		9/4.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Alchemy)	INT	3	= 1	+ 2.0 +
Craft (Stonemasonry)	INT	8	= 1	+ 7.0 +
✓ Diplomacy	CHA	13	= 4	+ 7.0 + 2
Knowledge (History)	INT	7	= 1	+ 6.0 +
Knowledge (Local)	INT	8	= 1	+ 7.0 +
Knowledge (Religion)	INT	10	= 1	+ 9.0 +
Perform (Comedy)	CHA	7	= 4	+ 3.0 +
Perform (Keyboard Instruments)	CHA	9	= 4	+ 5.0 +
Perform (Sing)	CHA	10	= 4	+ 6.0 +
Perform (Wind Instruments)	CHA	13	= 4	+ 9.0 +
✓ Search	INT	3	= 1	+ 2.0 +
✓ Sense Motive	WIS	9	= 1	+ 8.0 +
✓ : 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 (+7)	
Bardic music 6/day	
Countersong (Su)	
Fascinate (Sp) - can effect 2 creature	
Inspire Competence (Su)	
Inspire Courage (Su) +1	
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	

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Daze	14	Will negates	1 standard action	6 round	Close (40 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				
☐☐☐☐☐Detect Magic	14	None	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
☐☐☐☐☐Mage Hand	14	None	1 standard action	Concentration	Close (40 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.				
☐☐☐☐☐Read Magic	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
Effect: Read scrolls and spellbooks.				Target: You				
☐☐☐☐☐Summon Instrument	14	None	1 round	6 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
☐☐☐☐☐Cure Light Wounds	15	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				
☐☐☐☐☐Hideous Laughter	15	Will negates	1 standard action	6 rounds	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject loses actions for 6 rounds.				Target: One creature; see text				
☐☐☐☐☐Magic Mouth	15	Will negates (object)	1 standard action	Permanent until discharged	Close (40 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
Effect: Speaks once when triggered.				Target: One creature or object				
☐☐☐☐☐Summon Monster I	15	None	1 round	6 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Hold Person	16	Will negates; see text	1 standard action	6 rounds [D]; see text	Medium (160 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 6 rounds.				Target: One humanoid creature				
☐☐☐☐☐Locate Object	16	None	1 standard action	6 minutes	Long (640 Feet)	V, S, F/DF	No	Divination
Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 640 ft.				
☐☐☐☐☐Misdirection	16	None or Will negates; see text	1 standard action	6 hours	Close (40 Feet)	V, S	No	Illusion (Glamour)
Effect: Misleads divinations for one creature or object.				Target: One creature or object, up to a 10-ft. cube in size				

* =Domain/Speciality Spell