

Thorkatla Female Human Brd18

NAME

Brd18

306000

CLASS

EXPERIENCE

18

171000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	15	+2	15	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+8

=

+6

+

+2

+

+0

+

+0

+

conditional modifiers

+15

=

+11

+

+4

+

+0

+

+0

+

+12

=

+11

+

+1

+

+0

+

+0

+

TOTAL

MELEE
attack bonus

+14/+9/+4

=

BASE ATTACK BONUS

+13/+8/+3

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED
attack bonus

+17/+12/+7

=

BASE ATTACK BONUS

+13/+8/+3

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

+14/+9/+4

=

BASE ATTACK BONUS

+13/+8/+3

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+14/+9/+4

DAMAGE

1d3+1

CRITICAL

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	
Alertness	See Text
Combat Casting	See Text
Combat Reflexes	See Text
Craft Wand	See Text
Craft Wondrous Item	See Text
Dodge	See Text
Improved Counterspell	See Text
Mobility	See Text

NPC

PLAYERNAME

Human

Medium

5'2"

148 lbs

DEITY

ALIGNMENT

Normal

VISION

0

POINTS

AGE

GENDER

EYES

HAIR

HP
hit points

98

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

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

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+13/+8/+3

SKILLS		MAX RANKS 21/10.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Bluff	CHA	26	=	5	+ 21.0 +
✓ Concentration	CON	22	=	2	+ 20.0 +
Craft (Blacksmithing)	INT	18	=	4	+ 14.0 +
Craft (Carpentry)	INT	10	=	4	+ 6.0 +
Craft (Painting)	INT	21	=	4	+ 17.0 +
Craft (Trapmaking)	INT	23	=	4	+ 19.0 +
Craft (Woodworking)	INT	17	=	4	+ 13.0 +
Knowledge (History)	INT	22	=	4	+ 18.0 +
Knowledge (Religion)	INT	25	=	4	+ 21.0 +
Perform (Act)	CHA	26	=	5	+ 21.0 +
Perform (Comedy)	CHA	26	=	5	+ 21.0 +
Perform (String Instruments)	CHA	25	=	5	+ 20.0 +
✓ Swim	STR	21	=	1	+ 20.0 +
✓ : 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	
+4 to Concentration to use spll or spelllike ability	
Bardic knowledge (+22)	
Bardic music 18/day	
Countersong (Su)	
Fascinate (Sp) - can effect 6 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

Abyssal, Auran, Common, Elven, Orc

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 completed	Close (25 Feet)	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	5	5	5	4	4	3	0	0	0
PER DAY	4	6	5	5	5	4	2	0	0	0

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	15	Will negates	1 standard action	18 round	Close (70 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				
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (70 Feet)	V	Yes	Evocation [Light]
	Effect: Dazzles one creature [-1 on attack rolls].				Target: Burst of light				
□□□□□	Know Direction	15	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
	Effect: You discern north.				Target: You				
□□□□□	Light	15	None	1 standard action	180 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	Effect: Object shines like a torch.				Target: Object touched				
□□□□□	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.				
□□□□□	Prestidigitation	15	See text	1 standard action	18 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 (70 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				
□□□□□	Comprehend Languages	16	None	1 standard action	180 minutes	Personal	V, S, M/DF	No	Divination
	Effect: You understand all spoken and written languages.				Target: You				
□□□□□	Hideous Laughter	16	Will negates	1 standard action	18 rounds	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subject loses actions for 18 rounds.				Target: One creature; see text				
□□□□□	Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	Effect: Determines properties of magic item.				Target: One touched object				
□□□□□	Sleep	16	Will negates	1 round	18 minutes	Medium (280 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
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 2d8+10 damage				Target: Creature touched				
□□□□□	Daze Monster	17	Will negates	1 standard action	18 round	Medium (280 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Living creature of 6 HD or less loses next action.				Target: One living creature of 6 HD or less				
□□□□□	Delay Poison	17	Fortitude negates (harmless)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 18 hours.				Target: Creature touched				
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 18 minutes.				Target: Creature touched				
□□□□□	Hold Person	17	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Paralyzes one humanoid for 18 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	18 days	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes monster believe it is your ally.				Target: One living creature				
□□□□□	Cure Serious Wounds	18	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				
□□□□□	Displacement	18	Will negates (harmless)	1 standard action	18 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamer)
	Effect: Attacks miss subject 50%.				Target: Creature touched				
□□□□□	Scrying	18	Will negates	1 hour	18 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	Effect: Spies on subject from a distance.				Target: Magical sensor				
□□□□□	See Invisibility	18	None	1 standard action	180 minutes [D]	Personal	V, S, M	No	Divination
	Effect: Reveals invisible creatures or objects.				Target: You				

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	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+18 damage.				Target: Creature touched				
□□□□□	Repel Vermin	19	None or Will negates; see text	1 standard action	180 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				
□□□□□	Secure Shelter	19	None	10 minutes	36 hours [D]	Close (70 Feet)	V, S, M, F; No see text		Conjuration (Creation)
	Effect: Creates sturdy cottage.				Target: 20 ft. square structure				
□□□□□	Summon Monster IV	19	None	1 round	18 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				

LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Nightmare	20	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]
	Effect: Sends vision dealing 1d10 damage, fatigue.				Target: One living creature				
□□□□□	Shadow Evocation	20	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
	Effect: Mimics evocation below 5th level, but only 20% real.				Target: See text				
□□□□□	Shadow Walk	20	Will negates	1 standard action	18 hours [D]	Touch	V, S	Yes	Illusion (Shadow)
	Effect: Step into shadow to travel rapidly.				Target: Up to 18 touched creatures				

* =Domain/Speciality Spell

Bard Spells

□□□□□	Summon Monster V	20	None	1 round	18 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
Find the Path	21	None or Will negates (harmless)	3 rounds	180 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
Effect: Shows most direct way to a location.				Target: You or creature touched				
Irresistible Dance	21	None	1 standard action	1d4+1 rounds	Touch	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Forces subject to dance.				Target: Living creature touched				
Veil	21	Will negates; see text	1 standard action	Concentration + 18 hours [D]	Long (1120 Feet)	V, S	Yes; see text	Illusion (Glamer)
Effect: Changes appearance of group of creatures.				Target: One or more creatures, no two of which can be more than 30 ft. apart				

* =Domain/Speciality Spell