

Nizam Male Human Brd15

NAME

Brd15

210000

CLASS

EXPERIENCE

15

120000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	15	+2	15	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +5	+ +1	+ +0	+ +2	+	
REFLEX (dexterity)	+13	= +9	+ +4	+ +0	+ +0	+	
WILLPOWER (wisdom)	+10	= +9	+ +1	+ +0	+ +0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+14/+9/+4	= +11/+6/+1	+ +3	+ +0	+ +0	+
RANGED attack bonus	+15/+10/+5	= +11/+6/+1	+ +4	+ +0	+ +0	+
GRAPPLE attack bonus	+14/+9/+4	= +11/+6/+1	+ +3	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	1d3+3	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	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Combat Casting	See Text
Combat Reflexes	See Text
Craft Magic Arms and Armor	See Text
Dodge	See Text
Great Fortitude	See Text
Leadership	See Text
Skill Focus (Perform (Percussion Instruments))	See Text

NPC

PLAYERNAME

Human

Medium

6'2"

200 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP hit points	66	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	14	: 10	: 14	= 10	+ 0	+ 0	+ 4	+ 0	+ 0	+ 0	0	+0	0	
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	+11/+6/+1		

Chaotic Good

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS		18/9	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Blacksmithing)	INT	20	= 2	+ 18.0	+
Craft (Woodworking)	INT	14	= 2	+ 12.0	+
Knowledge (Geography)	INT	19	= 2	+ 17.0	+
Knowledge (Nature)	INT	19	= 2	+ 17.0	+
Perform (Act)	CHA	24	= 5	+ 16.0	3
Perform (Dance)	CHA	22	= 5	+ 17.0	+
Perform (Oratory)	CHA	20	= 5	+ 15.0	+
Perform (Percussion Instruments)	CHA	22	= 5	+ 17.0	+
Perform (Sing)	CHA	21	= 5	+ 16.0	+
Spellcraft	INT	19	= 2	+ 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	
+4 to Concentration to use spll or spelllike ability	
Bardic knowledge (+17)	
Bardic music 15/day	
Countersong (Su)	
Fascinate (Sp) - can effect 5 creature	
Inspire Competence (Su)	
Inspire Courage (Su) +3	
Inspire Greatness (Su) - can affect 3 people	
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, Halfling, Undercommon	

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/Specialty 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	6	4	4	4	3	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Dancing Lights	15	None	1 standard action	15 minute [D]	Medium (250 Feet)	V, S	No	Evocation [Light]
Effect: Creates torches or other lights.				Target: Up to four lights, all within a 10-ft.-radius area				
□□□□□Detect Magic	15	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				
□□□□□Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.				Target: Illusory sounds				
□□□□□Lullaby	15	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				
□□□□□Mage Hand	15	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.				Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□Resistance	15	Will negates (harmless)	1 standard action	15 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	16	None	1 standard action	30 hours [D]	Close (60 Feet)	V, S, F/DF	No	Abjuration
Effect: Wards an area for 30 hours.				Target: 20-ft.-radius emanation centered on a point in space				
□□□□□Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
Effect: Determines properties of magic item.				Target: One touched object				
□□□□□Remove Fear	16	Will negates (harmless)	1 standard action	150 minutes; see text	Close (60 Feet)	V, S	Yes (harmless)	Abjuration
Effect: Suppresses fear or gives +4 on saves against fear for 4 subjects				Target: 4 creatures, no two of which can be more than 30 ft. apart				
□□□□□Silent Image	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (1000 Feet)	V, S, F	No	Illusion (Figment)
Effect: Creates minor illusion of your design.				Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]				

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	15 round	Medium (250 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				
□□□□□Detect Thoughts	17	Will negates; see text	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
Effect: Allows "listening" to surface thoughts.				Target: Cone-shaped emanation				
□□□□□Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	15 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: Subject is invisible for 15 minutes or until it attacks.				Target: You or a creature or object weighing no more than 1500 lbs				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Deep Slumber	18	Will negates	1 round	15 minutes	Close (60 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				
□□□□□Phantom Steed	18	None	10 minutes	15 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
Effect: Magic horse appears for 15 hours.				Target: One quasi-real, horse-like creature				
□□□□□Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
Effect: Frees object or person from curse.				Target: Creature or item touched				
□□□□□Tiny Hut	18	None	1 standard action	30 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
□□□□□Hold Monster	19	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				
□□□□□Legend Lore	19	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				
□□□□□Secure Shelter	19	None	10 minutes	30 hours [D]	Close (60 Feet)	V, S, M, F; No see text		Conjuration (Creation)
Effect: Creates sturdy cottage.				Target: 20 ft. square structure				
□□□□□Shout	19	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				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	No	Abjuration
Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□Shadow Walk	20	Will negates	1 standard action	15 hours [D]	Touch	V, S	Yes	Illusion (Shadow)
Effect: Step into shadow to travel rapidly.				Target: Up to 15 touched creatures				
□□□□□Song of Discord	20	Will negates	1 standard action	15 rounds	Medium (250 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