

Namfoodle Male Gnome Brd9

NAME

Brd9

72000

CLASS

EXPERIENCE

9

45000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

=

+3

+

+5

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+7

=

+6

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+7

=

+6

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+8/+3

=

+6/+1

+

+1

+

+1

+

+0

+

TEMP MODIFIER

TOTAL

+8/+3

=

+6/+1

+

+1

+

+1

+

+0

+

TEMP MODIFIER

TOTAL

+8/+3

=

+6/+1

+

+1

+

+1

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+8/+3

DAMAGE

1d2+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

37.0

Medium

74.0

Heavy

112.0

Lift over head

112.0

Lift off ground

224.0

Push / Drag

560.0

FEATS

Alertness

See Text

Craft Wand

See Text

Magical Aptitude

See Text

Persuasive

See Text

NPC

PLAYERNAME

Gnome

Small

RACE

SIZE

0

Male

AGE

GENDER

HP

hit points

66

WOUNDS/CURRENT HP

AC

armor class

12

TOTAL

FLAT

11

TOUCH

12

BASE

10

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+1

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

DEITY

3'4"

44 lbs

HEIGHT

WEIGHT

EYES

HAIR

DEITY

3'4"

44 lbs

HEIGHT

WEIGHT

EYES

HAIR

SKILLS

MAX RANKS

12/6

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Bowmaking)

INT

3

=

1

+

2.0

+

Craft (Leatherworking)

INT

8

=

1

+

7.0

+

Craft (Pottery)

INT

12

=

1

+

11.0

+

Craft (Sculpting)

INT

10

=

1

+

9.0

+

Knowledge (Geography)

INT

12

=

1

+

11.0

+

Knowledge (Religion)

INT

13

=

1

+

12.0

+

Perform (Comedy)

CHA

14

=

5

+

9.0

+

Perform (String Instruments)

CHA

17

=

5

+

12.0

+

Perform (Wind Instruments)

CHA

16

=

5

+

11.0

+

✓ : 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

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Bardic knowledge (+10)

Bardic music 9/day

Countersong (Su)

Fascinate (Sp) - can effect 3 creature

Inspire Competence (Su)

Inspire Courage (Su) +2

Inspire Greatness (Su) - can affect 1 people

Speak with Animals (burrowing mammal only, duration 1 minute).

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, Dwarven, Gnome

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target:</i> You	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target:</i> Up to four lights, all within a 10-ft-radius area	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target:</i> Illusory sounds (CASTERLEVEL) hour	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	10 ft. <i>Target:</i> See text		V, S	No	Universal
At Will	Suggestion <i>Effect:</i> Compels subject to follow stated course of action.	10	Will negates	1 standard action	(CASTERLEVEL) hours or until Close (25 Feet) completed <i>Target:</i> One living creature		V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
* =Domain/Speciality Spell									

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	4	4	3	0	0	0	0	0	0
PER DAY	3	5	4	3	0	0	0	0	0	0

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 9 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
☐☐☐☐☐	Know Direction <i>Effect:</i> You discern north.	15	None	1 standard action	Instantaneous <i>Target:</i> You	Personal	V, S	No	Divination
☐☐☐☐☐	Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	90 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐	Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	90 minutes <i>Target:</i> 9 creatures	Medium (190 Feet)	V, S, F	No	Transmutation [Language-Dependent]
☐☐☐☐☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	9 hour <i>Target:</i> See text	10 ft.	V, S	No	Universal
☐☐☐☐☐	Summon Instrument <i>Effect:</i> Summons one instrument of the caster's choice.	15	None	1 round	9 minutes [D] <i>Target:</i> One summoned handheld musical instrument	0 ft.	V, S	No	Conjuration (Summoning)

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Charm Person <i>Effect:</i> Makes one person your friend.	16	Will negates	1 standard action	9 hours <i>Target:</i> One humanoid creature	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 9 rounds <i>Target:</i> 9 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart	Close (45 Feet)	V	Yes (object)	Transmutation
☐☐☐☐☐	Magic Mouth <i>Effect:</i> Speaks once when triggered.	17	Will negates (object)	1 standard action	Permanent until discharged <i>Target:</i> One creature or object	Close (45 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
☐☐☐☐☐	Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	16	None	1 standard action	9 hours <i>Target:</i> One invisible, mindless, shapeless servant	Close (45 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 9 minutes.	17	Will negates (harmless)	1 standard action	9 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Suggestion <i>Effect:</i> Compels subject to follow stated course of action.	17	Will negates	1 standard action	9 hours or until completed <i>Target:</i> One living creature	Close (45 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
☐☐☐☐☐	Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you.	17	None	1 round	9 rounds [D] <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
☐☐☐☐☐	Whispering Wind <i>Effect:</i> Sends a short message 9 miles.	17	None	1 standard action	No more than 9 hours or until discharged [destination is reached] <i>Target:</i> 10-ft.-radius spread	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Confusion <i>Effect:</i> Subjects behave oddly for 9 rounds.	18	Will negates	1 standard action	9 rounds <i>Target:</i> All creatures in a 15-ft. radius burst	Medium (190 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Crushing Despair <i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks.	18	Will negates	1 standard action	9 minutes <i>Target:</i> Cone-shaped burst	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	See Invisibility <i>Effect:</i> Reveals invisible creatures or objects.	18	None	1 standard action	90 minutes [D] <i>Target:</i> You	Personal	V, S, M	No	Divination
* =Domain/Speciality Spell									