

Solvi Male Half-orc Brd8

NAME

Brd8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

RACE

Medium

SIZE

6'0"

HEIGHT

186 lbs

WEIGHT

0

MALE

GENDER

0

AGE

0

HAIR

Neutral Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	17	+3	17	+3
CON Constitution	14	+2	14	+2
INT Intelligence	16	+3	16	+3
WIS Wisdom	14	+2	14	+2
CHA Charisma	18	+4	18	+4

HP hit points	48	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	13	10	13	10	0	0	3	0	0	0	0	0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+3	=	+3	=	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+6/+1				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5
Craft (Armorsmithing)	INT	9	=	3	+ 6.0	+
Craft (Stonemasonry)	INT	10	=	3	+ 7.0	+
Knowledge (History)	INT	14	=	3	+ 11.0	+
Knowledge (Nature)	INT	14	=	3	+ 11.0	+
Knowledge (Religion)	INT	14	=	3	+ 11.0	+
Perform (Act)	CHA	18	=	4	+ 11.0	3
Perform (Comedy)	CHA	14	=	4	+ 10.0	+
Perform (Keyboard Instruments)	CHA	15	=	4	+ 11.0	+
Perform (String Instruments)	CHA	14	=	4	+ 10.0	+
Perform (Wind Instruments)	CHA	15	=	4	+ 11.0	+
				=	+	+
✓ : can be used untrained. ✗ : exclusive skills						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	=	+2	=	+0	=	
REFLEX (dexterity)	+9	=	+6	=	+0	=	
WILLPOWER (wisdom)	+8	=	+6	=	+0	=	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+8/+3	=	+6/+1	=	+2	=
GRAPPLE attack bonus	+9/+4	=	+6/+1	=	+3	=
	+8/+3	=	+6/+1	=	+2	=

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	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	58.0	Medium	116.0
Lift over head	175.0	Lift off ground	350.0
		Heavy	175.0
		Push / Drag	875.0

FEATS	
Combat Reflexes	See Text
Skill Focus (Perform (Comedy))	See Text

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 (+11)

Bardic music 8/day

Countersong (Su)

Fascinate (Sp) - can effect 3 creature

Inspire Competence (Su)

Inspire Courage (Su) +2

Orc Blood

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, Goblin, Orc, 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	3	0	0	0	0	0	0
PER DAY	3	4	4	2	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	8 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.				Target: Illusory sounds				
☐☐☐☐ Know Direction	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.				Target: You				
☐☐☐☐ Light	14	None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
Effect: Object shines like a torch.				Target: Object touched				
☐☐☐☐ Lullaby	14	Will negates	1 standard action	Concentration + 8 rounds [D]	Medium (180 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	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.				Target: One nonmagical, unattended object weighing up to 5 lb.				
☐☐☐☐ Prestidigitation	14	See text	1 standard action	8 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
☐☐☐☐ Comprehend Languages	15	None	1 standard action	80 minutes	Personal	V, S, M/DF	No	Divination
Effect: You understand all spoken and written languages.				Target: You				
☐☐☐☐ Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 8 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
Effect: Objects or creatures fall slowly.				Target: 8 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
☐☐☐☐ Hideous Laughter	15	Will negates	1 standard action	8 rounds	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject loses actions for 8 rounds.				Target: One creature; see text				
☐☐☐☐ Unseen Servant	15	None	1 standard action	8 hours	Close (45 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Invisible force obeys your commands.				Target: One invisible, mindless, shapeless servant				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Eagle's Splendor	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Cha for 8 minutes.				Target: Creature touched				
☐☐☐☐ Enthral	16	Will negates; see text	1 round	8 hour or less	Medium (180 Feet)	V, S	Yes	Enchantment (Charm)
Effect: Captivates all within 180 ft.				Target: Any number of creatures				
☐☐☐☐ Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
Effect: Sonic vibration damages objects or crystalline creatures.				Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
☐☐☐☐ Whispering Wind	16	None	1 standard action	No more than 8 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
Effect: Sends a short message 8 miles.				Target: 10-ft.-radius spread				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Charm Monster	17	Will negates	1 standard action	8 days	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes monster believe it is your ally.				Target: One living creature				
☐☐☐☐ Confusion	17	Will negates	1 standard action	8 rounds	Medium (180 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 8 rounds.				Target: All creatures in a 15-ft. radius burst				
☐☐☐☐ Deep Slumber	17	Will negates	1 round	8 minutes	Close (45 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				

\* =Domain/Specialty Spell