

Torggnal Female Dwarf Brd8

NAME

Brd8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Female

GENDER

DEITY

3'11"

HEIGHT

136 lbs

WEIGHT

,

HAIR

EYES

Neutral Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	14	+2	14	+2
<b>DEX</b> Dexterity	16	+3	16	+3
<b>CON</b> Constitution	20	+5	20	+5
<b>INT</b> Intelligence	14	+2	14	+2
<b>WIS</b> Wisdom	13	+1	13	+1
<b>CHA</b> Charisma	17	+3	17	+3

WOUNDS/CURRENT HP

HP

hit points

64

AC

armor class

13

TOTAL

10

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+7

=

+2

BASE SAVE

+5

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+8/+3

=

+6/+1

BASE ATTACK BONUS

+2

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

RANGED

attack bonus

+9/+4

=

+6/+1

BASE ATTACK BONUS

+3

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

GRAPPLE

attack bonus

+8/+3

=

+6/+1

BASE ATTACK BONUS

+2

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+8/+3

DAMAGE

1d3+2

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

58.0

Medium

116.0

Heavy

175.0

Lift over head

175.0

Lift off ground

350.0

Push / Drag

875.0

FEATS

Blind-Fight

See Text

Combat Casting

See Text

Dodge

See Text

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

11/5.5

MISC MODIFIER

Craft (Blacksmithing)

INT

13

=

2

+

9.0

+

2

Craft (Pottery)

INT

12

=

2

+

10.0

+

✓ Hide

DEX

13

=

3

+

10.0

+

Knowledge (Local)

INT

12

=

2

+

10.0

+

Perform (Comedy)

CHA

13

=

3

+

10.0

+

Perform (Dance)

CHA

14

=

3

+

11.0

+

Perform (Keyboard Instruments)

CHA

14

=

3

+

11.0

+

Spellcraft

INT

9

=

2

+

7.0

+

=

+

+

✓ : 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

+1 racial bonus on attack rolls against orcs and goblinoids

+2 racial bonus on Appraise and Craft checks that are related to stone or metal.

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

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

+4 to Concentration to use spll or spelllike ability

Bardic knowledge (+10)

Bardic music 8/day

Countersong (Su)

Fascinate (Sp) - can effect 3 creature

Inspire Competence (Su)

Inspire Courage (Su) +2

Stability

Stonemcunning

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, Terran

# 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	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
□□□□□	Detect Magic	13	None	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Know Direction	13	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
	Effect: You discern north.				Target: You				
□□□□□	Lullaby	13	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	13	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.				
□□□□□	Read Magic	13	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	13	Will negates (harmless)	1 standard action	8 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
□□□□□	Cause Fear	14	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 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				
□□□□□	Charm Person	14	Will negates	1 standard action	8 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes one person your friend.				Target: One humanoid creature				
□□□□□	Identify	14	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	Effect: Determines properties of magic item.				Target: One touched object				
□□□□□	Unseen Servant	14	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
□□□□□	Animal Trance	15	Will negates; see text	1 standard action	Concentration	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
	Effect: Fascinates 2d6 HD of animals.				Target: Animals or magical beasts with Intelligence 1 or 2				
□□□□□	Fox's Cunning	15	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 Int for 8 minutes.				Target: Creature touched				
□□□□□	Invisibility	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
	Effect: Subject is invisible for 8 minutes or until it attacks.				Target: You or a creature or object weighing no more than 800 lbs				
□□□□□	Shatter	15	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				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daylight	16	None	1 standard action	80 minutes [D]	Touch	V, S	No	Evocation [Light]
	Effect: 60-ft. radius of bright light.				Target: Object touched				
□□□□□	Invisibility Sphere	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
	Effect: Makes everyone within 10 ft. invisible.				Target: 10-ft.-radius emanation around the creature or object touched				
□□□□□	Sculpt Sound	16	Will negates (object)	1 standard action	8 hours [D]	Close (45 Feet)	V, S	Yes (object)	Transmutation
	Effect: Creates new sounds or changes existing ones.				Target: 8 creatures or objects, no two of which can be more than 30 ft. apart				

\* =Domain/Speciality Spell