

Ishmael Male Half-Elf Brd12

NAME	
Brd12	132000
CLASS	EXPERIENCE
12	78000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
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	= +4	+ +4	+ +0	+ +0	+	
REFLEX (dexterity)	+9	= +8	+ +1	+ +0	+ +0	+	
WILLPOWER (wisdom)	+9	= +8	+ +1	+ +0	+ +0	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+1	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Brew Potion	See Text
Deceitful	See Text
Magical Aptitude	See Text
Point Blank Shot	See Text
Scribe Scroll	See Text

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
102		
AC	armor class	
11		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier			
+1		= +1	+ +0	
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	bonus	+9/+4		

DEITY	
5'1"	118 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	1	0

SKILLS		MAX RANKS		15/7.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Alchemy)	INT	16	= 1	+ 15.0	+
Craft (Leatherworking)	INT	14	= 1	+ 13.0	+
Gather Information	CHA	18	= 5	+ 11.0	2
Knowledge (Arcana)	INT	15	= 1	+ 14.0	+
Knowledge (The Planes)	INT	11	= 1	+ 10.0	+
Perform (Comedy)	CHA	20	= 5	+ 15.0	+
Perform (Keyboard Instruments)	CHA	20	= 5	+ 15.0	+
Perform (Wind Instruments)	CHA	17	= 5	+ 12.0	+
✓ : 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
+2 racial bonus on saving throws against enchantment spells or effects.
Bardic knowledge (+13)
Bardic music 12/day
Countersong (Su)
Elven Blood
Fascinate (Sp) - can effect 4 creature
Immunity to sleep spells and similar magical effects.
Inspire Competence (Su)
Inspire Courage (Su) +2
Inspire Greatness (Su) - can affect 2 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, Elven, Gnoll

# 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	4	3	0	0	0	0	0
PER DAY	3	5	4	4	3	0	0	0	0	0

## LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	15	Will negates	1 standard action	12 round	Close (55 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				
□□□□□	Detect Magic	15	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	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.				
□□□□□	Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes (object)	Transmutation
	Effect: Opens or closes small or light things.				Target: Object weighing up to 30 lb. or portal that can be opened or closed				
□□□□□	Read Magic	15	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Summon Instrument	15	None	1 round	12 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)
	Effect: Summons one instrument of the caster's choice.				Target: One summoned handheld musical instrument				

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Secret Doors	16	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Reveals hidden doors within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Hideous Laughter	16	Will negates	1 standard action	12 rounds	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subject loses actions for 12 rounds.				Target: One creature; see text				
□□□□□	Obscure Object	16	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	Effect: Masks object against scrying.				Target: One object touched of up to 1200 lbs				
□□□□□	Summon Monster I	16	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	Effect: Calls extraplanar creature to fight for you.				Target: One summoned creature				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blur	17	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
	Effect: Attacks miss subject 20% of the time.				Target: Creature touched				
□□□□□	Darkness	17	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
□□□□□	Detect Thoughts	17	Will negates; see text	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
	Effect: Allows "listening" to surface thoughts.				Target: Cone-shaped emanation				
□□□□□	Suggestion	17	Will negates	1 standard action	12 hours or until completed	Close (55 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	Effect: Compels subject to follow stated course of action.				Target: One living creature				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blink	18	None	1 standard action	12 rounds [D]	Personal	V, S	No	Transmutation
	Effect: You randomly vanish and reappear for 12 rounds.				Target: You				
□□□□□	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+12 damage				Target: Creature touched				
□□□□□	Phantom Steed	18	None	10 minutes	12 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
	Effect: Magic horse appears for 12 hours.				Target: One quasi-real, horselike creature				
□□□□□	Scrying	18	Will negates	1 hour	12 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	Effect: Spies on subject from a distance.				Target: Magical sensor				

## 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+12 damage.				Target: Creature touched				
□□□□□	Invisibility, Greater	19	Will negates (harmless)	1 standard action	12 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
	Effect: As invisibility, but subject can attack and stay invisible.				Target: You or creature touched				
□□□□□	Rainbow Pattern	19	Will negates	1 standard action	Concentration + 12 rounds [D]	Medium (220 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
	Effect: Lights fascinate 24 HD of creatures.				Target: Colorful lights with a 20-ft.-radius spread				

\* =Domain/Speciality Spell