

Antinunna Female Half-Elf
Brd11

NAME	
Brd11	110000
CLASS	EXPERIENCE
11	66000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

DEITY	
5'4"	146 lbs
HEIGHT	WEIGHT
EYES	HAIR

Chaotic Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	13	+1	13	+1
CON Constitution	17	+3	17	+3
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP hit points	71	WOUNDS/CURRENT HP			
AC armor class	11	10	11	10	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+1	+1	+0		
TOTAL		DEX MODIFIER	MISC MODIFIER		
BASE ATTACK bonus	+8/+3				

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
								Walk 30'		
0				+0				0		
ARCANE SPELL FAILURE				ARMOR CHECK PENALTY				SPELL RESISTANCE		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	+3	+3	+0	+0		
REFLEX (dexterity)	+8	+7	+1	+0	+0		
WILLPOWER (wisdom)	+8	+7	+1	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+12/+7	+8/+3	+4	+0	+0
RANGED attack bonus	+9/+4	+8/+3	+1	+0	+0
GRAPPLE attack bonus	+12/+7	+8/+3	+4	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+4	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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Deceitful	See Text
Diligent	See Text
Extend Spell	See Text

SKILLS						MAX RANKS	14/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Decipher Script	INT	16	= 1	+ 13.0	+	2	
Knowledge (Architecture and Engineering)	INT	14	= 1	+ 13.0	+		
✓ Move Silently	DEX	12	= 1	+ 11.0	+		
Perform (Act)	CHA	16	= 4	+ 12.0	+		
Perform (Oratory)	CHA	18	= 4	+ 14.0	+		
Perform (String Instruments)	CHA	16	= 4	+ 12.0	+		
Perform (Wind Instruments)	CHA	16	= 4	+ 12.0	+		
Use Magic Device	CHA	15	= 4	+ 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	
+2 racial bonus on saving throws against enchantment spells or effects.	
Bardic knowledge (+12)	
Bardic music 11/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 1 people	
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	
Aquan, Common, Elven	

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	4	4	4	2	0	0	0	0	0

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dancing Lights	14	None	1 standard action	11 minute [D]	Medium (210 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	14	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
	Effect: Dazzles one creature [-1 on attack rolls].				Target: Burst of light				
□□□□□	Mage Hand	14	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
	Effect: 5-pound telekinesis.				Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Message	14	None	1 standard action	110 minutes	Medium (210 Feet)	V, S, F	No	Transmutation [Language-Dependent]
	Effect: Whispered conversation at distance.				Target: 11 creatures				
□□□□□	Summon Instrument	14	None	1 round	11 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
□□□□□	Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 1d8+5 damage				Target: Creature touched				
□□□□□	Detect Secret Doors	15	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Reveals hidden doors within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Silent Image	15	Will disbelief (if interacted with)	1 standard action	Concentration	Long (840 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]				
□□□□□	Sleep	15	Will negates	1 round	11 minutes	Medium (210 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Puts 4 HD of creatures into magical slumber.				Target: One or more living creatures within a 10-ft.-radius burst				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cat's Grace	16	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M	Yes	Transmutation
	Effect: Subject gains +4 to Dex for 11 minutes.				Target: Creature touched				
□□□□□	Daze Monster	16	Will negates	1 standard action	11 round	Medium (210 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	16	Will negates; see text	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
	Effect: Allows "listening" to surface thoughts.				Target: Cone-shaped emanation				
□□□□□	Glitterdust	16	Will negates (blinding only)	1 standard action	11 rounds	Medium (210 Feet)	V, S, M	No	Conjuration (Creation)
	Effect: Blinds creatures, outlines invisible creatures.				Target: Creatures and objects within 10-ft.-radius spread				

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blink	17	None	1 standard action	11 rounds [D]	Personal	V, S	No	Transmutation
	Effect: You randomly vanish and reappear for 11 rounds.				Target: You				
□□□□□	Confusion	17	Will negates	1 standard action	11 rounds	Medium (210 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects behave oddly for 11 rounds.				Target: All creatures in a 15-ft. radius burst				
□□□□□	Dispel Magic	17	None	1 standard action	Instantaneous	Medium (210 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	Secret Page	17	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
	Effect: Changes one page to hide its real content.				Target: Page touched, up to 3 sq. ft. in size				

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 4d8+11 damage.				Target: Creature touched				
□□□□□	Hold Monster	18	Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (210 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: As hold person, but any creature.				Target: One living creature				
□□□□□	Neutralize Poison	18	Will negates (harmless, object)	1 standard action	110 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
	Effect: Immunizes subject against poison, detoxifies venom in or on subject.				Target: Creature or object of up to 11 cu. ft. touched				

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