

Felonia Female Half-Elf Brd16

NAME

Brd16

240000

CLASS

EXPERIENCE

16

136000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	16	+3	16	+3
WIS Wisdom	14	+2	14	+2
CHA Charisma	21	+5	21	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+6

=

+5

+

+1

+

+0

+

+0

+

conditional modifiers

+14

=

+10

+

+4

+

+0

+

+0

+

+12

=

+10

+

+2

+

+0

+

+0

+

TOTAL

MELEE
attack bonus

+14/+9/+4

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

RANGED
attack bonus

+16/+11/+6

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

GRAPPLE
attack bonus

+14/+9/+4

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+14/+9/+4

1d3+2

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	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS

Brew Potion

See Text

Eschew Materials

See Text

Point Blank Shot

See Text

Skill Focus (Perform (Dance), Concentration)

See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'5"

140 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

HP
hit points

68

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+12/+7/+2

DEITY

5'5"

140 lbs

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK SPEED

Walk 30'

		SKILLS			MAX RANKS		19/9.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Appraise	INT	5	=	3	+ 2.0	+
✓	Concentration	CON	18	=	1	+ 17.0	+
	Craft (Trapmaking)	INT	22	=	3	+ 19.0	+
✓	Escape Artist	DEX	21	=	4	+ 17.0	+
	Knowledge (Architecture and Engineering)	INT	20	=	3	+ 17.0	+
	Perform (Act)	CHA	27	=	5	+ 19.0	+ 3
	Perform (Dance)	CHA	24	=	5	+ 19.0	+
	Perform (Oratory)	CHA	21	=	5	+ 16.0	+
	Perform (Wind Instruments)	CHA	7	=	5	+ 2.0	+
	Sleight of Hand	DEX	23	=	4	+ 19.0	+
	Speak Language		15	=	0	+ 15.0	+
				=		+	+

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 (+19)

Bardic music 16/day

Countersong (Su)

Elven Blood

Fascinate (Sp) - can effect 6 creature

Immunity to sleep spells and similar magical effects.

Inspire Competence (Su)

Inspire Courage (Su) +3

Inspire Greatness (Su) - can affect 3 people

Inspire Heroics (Su) - can affect 1 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

Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, 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 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/Specialty Spell

Bard Spells

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

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Magic	15	None	1 standard action	Concentration, up to 16 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Mage Hand	15	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
	Effect: 5-pound telekinesis.				Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	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.				
□□□□□	Message	15	None	1 standard action	160 minutes	Medium (260 Feet)	V, S, F	No	Transmutation [Language-Dependent]
	Effect: Whispered conversation at distance.				Target: 16 creatures				
□□□□□	Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (65 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				
□□□□□	Prestidigitation	15	See text	1 standard action	16 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
□□□□□	Alarm	16	None	1 standard action	32 hours [D]	Close (65 Feet)	V, S, F/DF	No	Abjuration
	Effect: Wards an area for 32 hours.				Target: 20-ft.-radius emanation centered on a point in space				
□□□□□	Cause Fear	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (65 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				
□□□□□	Comprehend Languages	16	None	1 standard action	160 minutes	Personal	V, S, M/DF	No	Divination
	Effect: You understand all spoken and written languages.				Target: You				
□□□□□	Remove Fear	16	Will negates (harmless)	1 standard action	160 minutes; see text	Close (65 Feet)	V, S	Yes (harmless)	Abjuration
	Effect: Suppresses fear or gives +4 on saves against fear for 5 subjects				Target: 5 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Ventriloquism	16	Will disbelief (if interacted with)	1 standard action	16 minutes [D]	Close (65 Feet)	V, F	No	Illusion (Figment)
	Effect: Throws voice for 16 minutes.				Target: Intelligible sound, usually speech				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blur	17	Will negates (harmless)	1 standard action	16 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
	Effect: Attacks miss subject 20% of the time.				Target: Creature touched				
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 2d8+10 damage				Target: Creature touched				
□□□□□	Darkness	17	None	1 standard action	160 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
□□□□□	Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (65 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
□□□□□	Dispel Magic	18	None	1 standard action	Instantaneous	Medium (260 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	See Invisibility	18	None	1 standard action	160 minutes [D]	Personal	V, S, M	No	Divination
	Effect: Reveals invisible creatures or objects.				Target: You				
□□□□□	Sepia Snake Sigil	18	Reflex negates	10 minutes	Permanent or until discharged; Touch until released or 1d4 days + one day/level; see text		V, S, M	No	Conjuration (Creation) [Force]
	Effect: Creates text symbol that immobilizes reader.				Target: One touched book or written work				
□□□□□	Slow	18	Will negates	1 standard action	16 rounds	Close (65 Feet)	V, S, M	Yes	Transmutation
	Effect: 16 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				Target: 16 creatures, no two of which can be more than 30 ft. apart				

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+16 damage.				Target: Creature touched				
□□□□□	Legend Lore	19	None	See text	See text	Personal	V, S, M, F	No	Divination
	Effect: Lets you learn tales about a person, place, or thing.				Target: You				
□□□□□	Summon Monster IV	19	None	1 round	16 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	Zone of Silence	19	None	1 round	16 hours [D]	Personal	V, S	No	Illusion (Glamour)
	Effect: Keeps eavesdroppers from overhearing conversations.				Target: 5-ft.-radius emanation centered on you				

LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Mind Fog	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (260 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects in fog get -10 to Wis and Will checks.				Target: Fog spreads in 20-ft. radius, 20 ft. high				
□□□□□	Mirage Arcana	20	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (1040 Feet)	V, S	No	Illusion (Glamour)
	Effect: As hallucinatory terrain, plus structures.				Target: 16 20-ft. cubes [S]				
□□□□□	Nightmare	20	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]
	Effect: Sends vision dealing 1d10 damage, fatigue.				Target: One living creature				
□□□□□	Shadow Walk	20	Will negates	1 standard action	16 hours [D]	Touch	V, S	Yes	Illusion (Shadow)
	Effect: Step into shadow to travel rapidly.				Target: Up to 16 touched creatures				

* =Domain/Specialty Spell