

Godfred Male Human Brd16

NAME

Brd16

240000

CLASS

EXPERIENCE

16

136000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	18	+4	18	+4
CON Constitution	16	+3	16	+3
INT Intelligence	17	+3	17	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

=

+5

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+14

=

+10

+

+4

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+11

=

+10

+

+1

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+15/+10/+5

=

+12/+7/+2

+

+3

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+16/+11/+6

=

+12/+7/+2

+

+4

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+15/+10/+5

=

+12/+7/+2

+

+3

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+15/+10/+5

DAMAGE

1d3+3

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

76.0

Medium

153.0

Heavy

230.0

Lift over head

230.0

Lift off ground

460.0

Push / Drag

1150.0

FEATS

Combat Reflexes

See Text

Craft Wand

See Text

Craft Wondrous Item

See Text

Deceitful

See Text

Dodge

See Text

Run

See Text

Scribe Scroll

See Text

NPC

PLAYERNAME

Human

Medium

5'5"

155 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP
hit points

110

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

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

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+12/+7/+2

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS

MAX RANKS

19/9.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

20

=

3

+

17.0

+

✓ Concentration

CON

22

=

3

+

19.0

+

Craft (Alchemy)

INT

13

=

3

+

10.0

+

Craft (Armorsmithing)

INT

9

=

3

+

6.0

+

Craft (Bowmaking)

INT

11

=

3

+

8.0

+

✓ Disguise

CHA

14

=

5

+

9.0

+

Knowledge (Nature)

INT

20

=

3

+

17.0

+

Perform (Act)

CHA

24

=

5

+

19.0

+

Perform (Comedy)

CHA

20

=

5

+

15.0

+

Perform (Oratory)

CHA

20

=

5

+

15.0

+

Perform (Percussion Instruments)

CHA

24

=

5

+

19.0

+

Perform (Sing)

CHA

22

=

5

+

17.0

+

Perform (Wind Instruments)

CHA

24

=

5

+

19.0

+

=

+

+

✓ : 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

Bardic knowledge (+19)

Bardic music 16/day

Countersong (Su)

Fascinate (Sp) - can affect 6 creature

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

Aquan, Common, Draconic, Gnome

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	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
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (65 Feet)	V	Yes	Evocation [Light]
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light				
□□□□□	Know Direction	15	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.					Target: You				
□□□□□	Lullaby	15	Will negates	1 standard action	Concentration + 16 rounds [D]	Medium (260 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				
□□□□□	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.				
□□□□□	Prestidigitation	15	See text	1 standard action	16 hour	10 ft.	V, S	No	Universal
Effect: Performs minor tricks.					Target: See text				
□□□□□	Resistance	15	Will negates (harmless)	1 standard action	16 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
□□□□□	Disguise Self	16	None	1 standard action	160 minutes [D]	Personal	V, S	No	Illusion (Glamour)
Effect: Changes your appearance.					Target: You				
□□□□□	Grease	16	See text	1 standard action	16 rounds [D]	Close (65 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Makes 10-ft. square or one object slippery.					Target: One object or a 10-ft. square				
□□□□□	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				
□□□□□	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (65 Feet)	V, S	Yes (object)	Abjuration
Effect: Conceals alignment for 24 hours.					Target: One creature or object				
□□□□□	Unseen Servant	16	None	1 standard action	16 hours	Close (65 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
□□□□□	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				
□□□□□	Cat's Grace	17	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M	Yes	Transmutation
Effect: Subject gains +4 to Dex for 16 minutes.					Target: Creature touched				
□□□□□	Daze Monster	17	Will negates	1 standard action	16 round	Medium (260 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	17	Will negates; see text	1 standard action	Concentration, up to 16 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
Effect: Allows 'listening' to surface thoughts.					Target: Cone-shaped emanation				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Confusion	18	Will negates	1 standard action	16 rounds	Medium (260 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 16 rounds.					Target: All creatures in a 15-ft. radius burst				
□□□□□	Illusory Script	18	Will negates; see text	1 minute or longer; see text	16 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
Effect: Only intended reader can decipher.					Target: One touched object weighing no more than 10 lb.				
□□□□□	Invisibility Sphere	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	16 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				
□□□□□	Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
Effect: Frees object or person from curse.					Target: Creature or item touched				

LEVEL 4									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Invisibility, Greater	19	Will negates (harmless)	1 standard action	16 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: As invisibility, but subject can attack and stay invisible.					Target: You or creature touched				
□□□□□	Locate Creature	19	None	1 standard action	160 minutes	Long (1040 Feet)	V, S, M	No	Divination
Effect: Indicates direction to familiar creature.					Target: Circle, centered on you, with a radius of 1040 ft.				
□□□□□	Modify Memory	19	Will negates	1 round; see text	Permanent	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Changes 5 minutes of subject's memories.					Target: One living creature				
□□□□□	Rainbow Pattern	19	Will negates	1 standard action	Concentration + 16 rounds [D]	Medium (260 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				

LEVEL 5									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (260 Feet)	V, S	No	Abjuration
	Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	Dream	20	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
	Effect: Sends message to anyone sleeping.				Target: One living creature touched				
□□□□□	Shadow Evocation	20	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
	Effect: Mimics evocation below 5th level, but only 20% real.				Target: See text				
□□□□□	Summon Monster V	20	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				
* =Domain/Specialty Spell									