

Laucio Male Elf Brd8

NAME	
Brd8	56000
CLASS	EXPERIENCE
8	36000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

DEITY	
4'11"	115 lbs
HEIGHT	WEIGHT
EYES	HAIR

Neutral Evil

ALIGNMENT	
Low-Light, Normal	
VISION	
0	
POINTS	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	15	+2	15	+2
INT Intelligence	14	+2	14	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

HP hit points	40	WOUNDS/CURRENT HP			
AC armor class	15	10	15	10	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS

INITIATIVE modifier	+5	+5	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+6/+1		

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
								Walk 30'		
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	
0	0	5	0	0	0		0	+0	0	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	+2	+2	+0	+0		
REFLEX (dexterity)	+11	+6	+5	+0	+0		
WILLPOWER (wisdom)	+7	+6	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+7/+2	+6/+1	+1	+0	+0	
RANGED attack bonus	+11/+6	+6/+1	+5	+0	+0	
GRAPPLE attack bonus	+7/+2	+6/+1	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	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	
Eschew Materials	See Text
Heighten Spell	See Text
Skill Focus (Listen)	See Text

SKILLS		MAX RANKS		11/5.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Bowmaking)	INT	5	= 2	+ 3.0	+
Craft (Weaponsmithing)	INT	10	= 2	+ 8.0	+
Disguise	CHA	13	= 5	+ 8.0	+
Knowledge (Arcana)	INT	13	= 2	+ 11.0	+
Knowledge (Architecture and Engineering)	INT	12	= 2	+ 10.0	+
Knowledge (Geography)	INT	13	= 2	+ 11.0	+
Listen	WIS	13	= 1	+ 10.0	+ 2
Perform (Oratory)	CHA	15	= 5	+ 10.0	+
Perform (Sing)	CHA	11	= 5	+ 6.0	+
Perform (String Instruments)	CHA	16	= 5	+ 11.0	+
✓ : 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 saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Bardic knowledge (+10)
Bardic music 8/day
Countersong (Su)
Fascinate (Sp) - can effect 3 creature
Immunity to magic sleep effects.
Inspire Competence (Su)
Inspire Courage (Su) +2
Suggestion (Sp)

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, 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, Goblin, Sylvan

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				

Bard Spells									
* =Domain/Speciality Spell									

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	5	4	2	0	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	8 round	Close (45 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 8 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	8 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.					Target: Illusory sounds				
□□□□□	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 + 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				
□□□□□	Prestidigitation	15	See text	1 standard action	8 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
□□□□□	Animate Rope	16	None	1 standard action	8 rounds	Medium (180 Feet)	V, S	No	Transmutation
Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 90 ft.; see text				
□□□□□	Cause Fear	16	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				
□□□□□	Erase	16	See text	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Transmutation
Effect: Mundane or magical writing vanishes.					Target: One scroll or two pages				
□□□□□	Sleep	16	Will negates	1 round	8 minutes	Medium (180 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
□□□□□	Animal Trance	17	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				
□□□□□	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 8 rounds [D]	Medium (180 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread				
□□□□□	Fox's Cunning	17	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				
□□□□□	Glitterdust	17	Will negates (blinding only)	1 standard action	8 rounds	Medium (180 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
□□□□□	Deep Slumber	18	Will negates	1 round	8 minutes	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Puts 10 HD of creatures to sleep.					Target: One or more living creatures within a 10-ft.-radius burst				
□□□□□	Scrying	18	Will negates	1 hour	8 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
Effect: Spies on subject from a distance.					Target: Magical sensor				
□□□□□	Tiny Hut	18	None	1 standard action	16 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
Effect: Creates shelter for ten creatures.					Target: 20-ft.-radius sphere centered on your location				

* =Domain/Speciality Spell									
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