

Himovos 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	19	+4	19	+4
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	14	+2	14	+2
CHA Charisma	20	+5	20	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	= +4	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+12	= +8	+ +4	+ +0	+ +0	+	
WILLPOWER (wisdom)	+10	= +8	+ +2	+ +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	+13/+8	=	+9/+4	+	+4	+	+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
Craft Wondrous Item	See Text
Heighten Spell	See Text
Skill Focus (Sense Motive)	See Text

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
55		
AC	armor class	
14		
TOTAL	FLAT	TOUCH
INITIATIVE	modifier	
+4		
TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	bonus	
+9/+4		

DEITY	
4'10"	112 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	4	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

Chaotic Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

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

SKILLS		MAX RANKS		15/7.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Bowmaking)	INT	15	= 1	+ 14.0	+
Craft (Carpentry)	INT	8	= 1	+ 7.0	+
✓ Diplomacy	CHA	22	= 5	+ 13.0	4
✓ Gather Information	CHA	20	= 5	+ 13.0	2
✓ Hide	DEX	16	= 4	+ 12.0	+
Perform (Act)	CHA	19	= 5	+ 11.0	3
Perform (Comedy)	CHA	20	= 5	+ 15.0	+
Perform (Oratory)	CHA	15	= 5	+ 10.0	+
✓ Sense Motive	WIS	12	= 2	+ 10.0	+
✓ : 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, Ignan	

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				
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
	Effect: Dazzles one creature [-1 on attack rolls].				Target: Burst of light				
□□□□□	Message	15	None	1 standard action	120 minutes	Medium (220 Feet)	V, S, F	No	Transmutation [Language-Dependent]
	Effect: Whispered conversation at distance.				Target: 12 creatures				
□□□□□	Resistance	15	Will negates (harmless)	1 standard action	12 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
□□□□□	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
□□□□□	Hypnotism	16	Will negates	1 round	2d4 rounds [D]	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Fascinates 2d4 HD of creatures.				Target: Several living creatures, no two of which may be more than 30 ft. apart				
□□□□□	Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	Effect: Determines properties of magic item.				Target: One touched object				
□□□□□	Sleep	16	Will negates	1 round	12 minutes	Medium (220 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				
□□□□□	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (55 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Animal Messenger	17	None; see text	1 standard action	12 days	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Sends a Tiny animal to a specific place.				Target: One Tiny animal				
□□□□□	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				
□□□□□	Hold Person	17	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Paralyzes one humanoid for 12 rounds.				Target: One humanoid creature				
□□□□□	Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	12 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
	Effect: Subject is invisible for 12 minutes or until it attacks.				Target: You or a creature or object weighing no more than 1200 lbs				

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Crushing Despair	18	Will negates	1 standard action	12 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects take -2 on attack rolls, damage rolls, saves, and checks.				Target: Cone-shaped burst				
□□□□□	Deep Slumber	18	Will negates	1 round	12 minutes	Close (55 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				
□□□□□	Dispel Magic	18	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	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				

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				
□□□□□	Detect Scrying	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
	Effect: Alerts you of magical eavesdropping.				Target: 40-ft.-radius emanation centered on you				
□□□□□	Locate Creature	19	None	1 standard action	120 minutes	Long (880 Feet)	V, S, M	No	Divination
	Effect: Indicates direction to familiar creature.				Target: Circle, centered on you, with a radius of 880 ft.				

* =Domain/Speciality Spell