

Eniamon Male Half-Elf Brd13

NAME

Brd13

CLASS

13

TCL

156000

EXPERIENCE

91000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+5

=

+4

+

+1

+

+0

+

+0

+

conditional modifiers

+10

=

+8

+

+2

+

+0

+

+0

+

+9

=

+8

+

+1

+

+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	+11/+6	=	+9/+4	+	+2	+	+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
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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
Enlarge Spell	See Text
Improved Counterspell	See Text
Run	See Text

NPC

PLAYERNAME

Half-Elf

RACE

0

AGE

Medium

SIZE

Male

GENDER

HP
hit points

60

WOUNDS/CURRENT HP

AC
armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

INITIATIVE
modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+9/+4

DEITY

5'3"

HEIGHT

116 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

Chaotic Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS

MAX RANKS 16/8

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	16	=	1	+ 15.0 +
Craft (Blacksmithing)	INT	18	=	4	+ 14.0 +
Craft (Pottery)	INT	5	=	4	+ 1.0 +
Craft (Sculpting)	INT	13	=	4	+ 9.0 +
Craft (Trapmaking)	INT	10	=	4	+ 6.0 +
Knowledge (Arcana)	INT	17	=	4	+ 13.0 +
Knowledge (Architecture and Engineering)	INT	20	=	4	+ 16.0 +
Knowledge (The Planes)	INT	16	=	4	+ 12.0 +
Perform (Comedy)	CHA	17	=	4	+ 13.0 +
Perform (Dance)	CHA	16	=	4	+ 12.0 +
Perform (Oratory)	CHA	19	=	4	+ 15.0 +
Perform (Sing)	CHA	16	=	4	+ 12.0 +
Perform (String Instruments)	CHA	16	=	4	+ 12.0 +
Perform (Wind Instruments)	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 (+17)

Bardic music 13/day

Countersong (Su)

Elven Blood

Fascinate (Sp) - can effect 5 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

Aquan, Auran, Common, Draconic, Dwarven, 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	4	0	0	0	0	0
PER DAY	3	4	4	4	3	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	13 minute [D]	Medium (230 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 13 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 (55 Feet)	V	Yes	Evocation [Light]
Effect: Dazzles one creature [-1 on attack rolls].				Target: Burst of light				
□□□□□Know Direction	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.				Target: You				
□□□□□Prestidigitation	14	See text	1 standard action	13 hour	10 ft.	V, S	No	Universal
Effect: Performs minor tricks.				Target: See text				
□□□□□Summon Instrument	14	None	1 round	13 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
□□□□□ Charm Person	15	Will negates	1 standard action	13 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes one person your friend.				Target: One humanoid creature				
□□□□□ Silent Image	15	Will disbelief (if interacted with)	1 standard action	Concentration	Long (920 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	13 minutes	Medium (230 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	15	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
□□□□□ Darkness	16	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
□□□□□ Glitterdust	16	Will negates (blinding only)	1 standard action	13 rounds	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Blinds creatures, outlines invisible creatures.				Target: Creatures and objects within 10-ft.-radius spread				
□□□□□ Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: Subject is invisible for 13 minutes or until it attacks.				Target: You or a creature or object weighing no more than 1300 lbs				
□□□□□ Whispering Wind	16	None	1 standard action	No more than 13 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
Effect: Sends a short message 13 miles.				Target: 10-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Crushing Despair	17	Will negates	1 standard action	13 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				
□□□□□ Glibness	17	None	1 standard action	130 minutes [D]	Personal	S	No	Transmutation
Effect: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.				Target: You				
□□□□□ Major Image	17	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (920 Feet)	V, S, F	No	Illusion (Figment)
Effect: As silent image, plus sound, smell and thermal effects.				Target: Visual figment that cannot extend beyond 17 10-ft. cubes[S]				
□□□□□ Phantom Steed	17	None	10 minutes	13 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
Effect: Magic horse appears for 13 hours.				Target: One quasi-real, horselike creature				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Detect Scrying	18	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				
□□□□□ Dominate Person	18	Will negates	1 round	13 days	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Controls humanoid telepathically.				Target: One humanoid				
□□□□□ Shadow Conjuration	18	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
Effect: Mimics conjuration below 4th level, but only 20% real.				Target: See text				
□□□□□ Shout	18	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
Effect: Deafens all within cone and deals 5d6 sonic damage.				Target: Cone-shaped burst				

* =Domain/Speciality Spell