

Asgrim Male Human Brd18

NAME

Brd18

306000

CLASS

EXPERIENCE

18

171000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	17	+3	17	+3
CON Constitution	12	+1	12	+1
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+7

=

+6

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+14

=

+11

+

+3

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+12

=

+11

+

+1

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+14/+9/+4

=

+13/+8/+3

+

+1

+

+0

+

+0

+

TEMP MODIFIER

TOTAL

+16/+11/+6

=

+13/+8/+3

+

+3

+

+0

+

+0

+

TEMP MODIFIER

TOTAL

+14/+9/+4

=

+13/+8/+3

+

+1

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+14/+9/+4

1d3+1

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Craft Magic Arms and Armor	See Text
Eschew Materials	See Text
Magical Aptitude	See Text
Skill Focus (Perform (Dance))	See Text
Spell Focus (Transmutation)	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Human

Medium

5'9"

175 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP

hit points

79

WOUNDS/CURRENT HP

AC

armor class

13

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+13/+8/+3

DEITY

5'9"

175 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

SKILLS					MAX RANKS	21/10.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Armorsmithing)	INT	22	=	4	+ 18.0	+
Craft (Blacksmithing)	INT	20	=	4	+ 16.0	+
Craft (Carpentry)	INT	19	=	4	+ 15.0	+
Craft (Leatherworking)	INT	11	=	4	+ 7.0	+
Craft (Sculpting)	INT	22	=	4	+ 18.0	+
Craft (Shipmaking)	INT	20	=	4	+ 16.0	+
Craft (Trapmaking)	INT	25	=	4	+ 21.0	+
Knowledge (Nature)	INT	25	=	4	+ 21.0	+
Knowledge (Nobility and Royalty)	INT	23	=	4	+ 19.0	+
Perform (Act)	CHA	26	=	4	+ 19.0	+
Perform (Dance)	CHA	24	=	4	+ 20.0	+
Perform (Percussion Instruments)	CHA	24	=	4	+ 20.0	+
Swim	STR	22	=	1	+ 21.0	+

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	
Bardic knowledge (+22)	
Bardic music 18/day	
Countersong (Su)	
Fascinate (Sp) - can effect 6 creature	
Inspire Competence (Su)	
Inspire Courage (Su) +3	
Inspire Greatness (Su) - can affect 4 people	
Inspire Heroics (Su) - can affect 2 people	
Mass Suggestion (Sp)	
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

Auran, Celestial, Common, Draconic, Dwarven

# 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	5	5	4	4	3	0	0	0
PER DAY	4	5	5	5	5	3	2	0	0	0

## LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	14	Will negates	1 standard action	18 round	Close (70 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				
□□□□□	Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (70 Feet)	V	Yes	Evocation [Light]
	Effect: Dazzles one creature [-1 on attack rolls].				Target: Burst of light				
□□□□□	Message	15	None	1 standard action	180 minutes	Medium (280 Feet)	V, S, F	No	Transmutation [Language-Dependent]
	Effect: Whispered conversation at distance.				Target: 18 creatures				
□□□□□	Prestidigitation	14	See text	1 standard action	18 hour	10 ft.	V, S	No	Universal
	Effect: Performs minor tricks.				Target: See text				
□□□□□	Resistance	14	Will negates (harmless)	1 standard action	18 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
□□□□□	Summon Instrument	14	None	1 round	18 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
□□□□□	Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (70 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				
□□□□□	Charm Person	15	Will negates	1 standard action	18 hours	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes one person your friend.				Target: One humanoid creature				
□□□□□	Erase	16	See text	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Transmutation
	Effect: Mundane or magical writing vanishes.				Target: One scroll or two pages				
□□□□□	Identify	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	Effect: Determines properties of magic item.				Target: One touched object				
□□□□□	Obscure Object	15	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	Effect: Masks object against scrying.				Target: One object touched of up to 1800 lbs				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Animal Trance	16	Will negates; see text	1 standard action	Concentration	Close (70 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	16	Will negates	1 standard action	Concentration, up to 18 rounds	Medium (280 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Calms creatures, negating emotion effects.				Target: Creatures in a 20-ft.-radius spread				
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 18 minutes.				Target: Creature touched				
□□□□□	Hold Person	16	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Paralyzes one humanoid for 18 rounds.				Target: One humanoid creature				
□□□□□	Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
	Effect: Deals 1d8 sonic damage to subjects; may stun them.				Target: 10-ft.-radius spread				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Charm Monster	17	Will negates	1 standard action	18 days	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes monster believe it is your ally.				Target: One living creature				
□□□□□	Confusion	17	Will negates	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects behave oddly for 18 rounds.				Target: All creatures in a 15-ft. radius burst				
□□□□□	Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	18 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
	Effect: Makes everyone within 10 ft. invisible.				Target: 10-ft.-radius emanation around the creature or object touched				
□□□□□	Secret Page	18	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
	Effect: Changes one page to hide its real content.				Target: Page touched, up to 3 sq. ft. in size				
□□□□□	Summon Monster III	17	None	1 round	18 rounds [D]	Close (70 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				

## 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				
□□□□□	Hold Monster	18	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: As hold person, but any creature.				Target: One living creature				
□□□□□	Legend Lore	18	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	18	None	1 round	18 rounds [D]	Close (70 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				

## LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Heroism, Greater	19	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)
	Effect: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.				Target: Creature touched				
□□□□□	Mind Fog	19	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (280 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	19	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (1120 Feet)	V, S	No	Illusion (Glamer)
	Effect: As hallucinatory terrain, plus structures.				Target: 18 20-ft. cubes [S]				

\* =Domain/Specialty Spell

## Bard Spells

□□□□□ Mislead	19	None or Will disbelief (if interacted with); see text	1 standard action	18 rounds [D] and concentration + 3 rounds; see text	Close (70 Feet)	S	No	Illusion (Figment)(Glamer)
<i>Effect:</i> Turns you invisible and creates illusory double.				<i>Target:</i> You/one illusory double				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cat's Grace, Mass	21	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 18 subjects.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Fox's Cunning, Mass	21	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As fox's cunning, affects one subject/ level.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Heroes' Feast	20	None	10 minutes	18 hour plus 12 hours; see text	Close (70 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 18 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 18 creatures				

\* =Domain/Speciality Spell