

Thrain Male Human Brd13

NAME

Brd13

CLASS

156000

EXPERIENCE

13

TCL

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	18	+4	18	+4
INT Intelligence	16	+3	16	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+10

=

+4

+

+4

+

+0

+

+2

+

conditional modifiers

+10

=

+8

+

+2

+

+0

+

+0

+

conditional modifiers

+9

=

+8

+

+1

+

+0

+

+0

+

conditional modifiers

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		

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

Combat Reflexes	See Text
Craft Wondrous Item	See Text
Great Fortitude	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (Nature))	See Text
Still Spell	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'5"

HEIGHT

155 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP
hit points

109

WOUNDS/CURRENT HP

AC
armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE
modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+9/+4

DEITY

5'5"

HEIGHT

155 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK 30'

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Alchemy)	INT	13	= 3	+ 10.0	+
Craft (Blacksmithing)	INT	17	= 3	+ 14.0	+
Craft (Woodworking)	INT	17	= 3	+ 14.0	+
Gather Information	CHA	20	= 5	+ 15.0	+
Knowledge (Arcana)	INT	18	= 3	+ 15.0	+
Knowledge (History)	INT	15	= 3	+ 12.0	+
Knowledge (Nature)	INT	16	= 3	+ 13.0	+
Perform (Dance)	CHA	20	= 5	+ 15.0	+
Perform (Keyboard Instruments)	CHA	18	= 5	+ 13.0	+
Perform (Oratory)	CHA	16	= 5	+ 11.0	+
Perform (Percussion Instruments)	CHA	17	= 5	+ 12.0	+
Perform (String Instruments)	CHA	21	= 5	+ 16.0	+

✓ : 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 (+16)

Bardic music 13/day

Countersong (Su)

Fascinate (Sp) - can effect 5 creature

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, Ignan, Infernal, Orc

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	4	4	4	4	2	0	0	0	0
PER DAY	3	5	4	4	3	1	0	0	0	0

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dancing Lights	15	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				
□□□□□	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				
□□□□□	Light	15	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	Effect: Object shines like a torch.				Target: Object touched				
□□□□□	Prestidigitation	15	See text	1 standard action	13 hour	10 ft.	V, S	No	Universal
	Effect: Performs minor tricks.				Target: See text				
□□□□□	Resistance	15	Will negates (harmless)	1 standard action	13 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	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
□□□□□	Animate Rope	16	None	1 standard action	13 rounds	Medium (230 Feet)	V, S	No	Transmutation
	Effect: Makes a rope move at your command.				Target: One ropelike object, length up to 115 ft.; see text				
□□□□□	Disguise Self	16	None	1 standard action	130 minutes [D]	Personal	V, S	No	Illusion (Glamour)
	Effect: Changes your appearance.				Target: You				
□□□□□	Sleep	16	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				
□□□□□	Unseen Servant	16	None	1 standard action	13 hours	Close (55 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
□□□□□	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 13 rounds [D]	Medium (230 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Calms creatures, negating emotion effects.				Target: Creatures in a 20-ft.-radius spread				
□□□□□	Enthral	17	Will negates; see text	1 round	13 hour or less	Medium (230 Feet)	V, S	Yes	Enchantment (Charm)
	Effect: Captivates all within 230 ft.				Target: Any number of creatures				
□□□□□	Glitterdust	17	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				
□□□□□	Heroism	17	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Gives +2 bonus on attack rolls, saves, skill checks.				Target: Creature touched				

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blink	18	None	1 standard action	13 rounds [D]	Personal	V, S	No	Transmutation
	Effect: You randomly vanish and reappear for 13 rounds.				Target: You				
□□□□□	Confusion	18	Will negates	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects behave oddly for 13 rounds.				Target: All creatures in a 15-ft. radius burst				
□□□□□	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 3d8+13 damage				Target: Creature touched				
□□□□□	Dispel Magic	18	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Break Enchantment	19	See text	1 minute	Instantaneous	Close (55 Feet)	V, S	No	Abjuration
	Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 13 creatures, all within 30 ft. of each other				
□□□□□	Legend Lore	19	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				
□□□□□	Neutralize Poison	19	Will negates (harmless, object)	1 standard action	130 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
	Effect: Immunizes subject against poison, detoxifies venom in or on subject.				Target: Creature or object of up to 13 cu. ft. touched				
□□□□□	Repel Vermin	19	None or Will negates; see text	1 standard action	130 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	Effect: Insects, spiders, and other vermin stay 10 ft. away.				Target: 10 ft. radius emanation centered on you				

LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Mind Fog	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (230 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				
□□□□□	Shadow Walk	20	Will negates	1 standard action	13 hours [D]	Touch	V, S	Yes	Illusion (Shadow)
	Effect: Step into shadow to travel rapidly.				Target: Up to 13 touched creatures				
	* =Domain/Specialty Spell								