

Feloqui Female Elf Brd10

NAME

Brd10

CLASS

90000

EXPERIENCE

10

TCL

55000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	10	+0	10	+0
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+3

=

+3

+

+0

+

+0

+

+0

+

conditional modifiers

+12

=

+7

+

+5

+

+0

+

+0

+

conditional modifiers

+8

=

+7

+

+1

+

+0

+

+0

+

conditional modifiers

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+8/+3	=	+7/+2	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+12/+7	=	+7/+2	+	+5	+	+0	+	+0	+	
GRAPPLE attack bonus	+8/+3	=	+7/+2	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	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

Alertness	See Text
Improved Initiative	See Text
Skill Focus (Perform (Wind Instruments))	See Text

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

4'10"

HEIGHT

105 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

HP	hit points	32	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
AC	armor class	15	TOTAL	FLAT	TOUCH	Walk 30'

INITIATIVE

modifier

+9

=

+5

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SKILLS

MAX RANKS 13/6.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Bluff	CHA	10	=	4	+ 6.0 +
Craft (Bowmaking)	INT	8	=	1	+ 7.0 +
Craft (Carpentry)	INT	13	=	1	+ 12.0 +
Craft (Pottery)	INT	11	=	1	+ 10.0 +
Craft (Shipmaking)	INT	13	=	1	+ 12.0 +
Craft (Weaponsmithing)	INT	10	=	1	+ 9.0 +
Knowledge (Nature)	INT	14	=	1	+ 13.0 +
Perform (Sing)	CHA	16	=	4	+ 12.0 +
Perform (Wind Instruments)	CHA	14	=	4	+ 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 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 (+11)

Bardic music 10/day

Countersong (Su)

Fascinate (Sp) - can effect 4 creature

Immunity to magic sleep effects.

Inspire Competence (Su)

Inspire Courage (Su) +2

Inspire Greatness (Su) - can affect 1 people

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

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

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Know Direction	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.					Target: You				
□□□□□	Lullaby	14	Will negates	1 standard action	Concentration + 10 rounds [D]	Medium (200 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				
□□□□□	Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.				
□□□□□	Message	14	None	1 standard action	100 minutes	Medium (200 Feet)	V, S, F	No	Transmutation [Language-Dependent]
Effect: Whispered conversation at distance.					Target: 10 creatures				
□□□□□	Read Magic	14	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
Effect: Read scrolls and spellbooks.					Target: You				
□□□□□	Summon Instrument	14	None	1 round	10 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 (50 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	10 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes one person your friend.					Target: One humanoid creature				
□□□□□	Identify	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
Effect: Determines properties of magic item.					Target: One touched object				
□□□□□	Ventriloquism	15	Will disbelief (if interacted with)	1 standard action	10 minutes [D]	Close (50 Feet)	V, F	No	Illusion (Figment)
Effect: Throws voice for 10 minutes.					Target: Intelligible sound, usually speech				

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blur	16	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
Effect: Attacks miss subject 20% of the time.					Target: Creature touched				
□□□□□	Cat's Grace	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation
Effect: Subject gains +4 to Dex for 10 minutes.					Target: Creature touched				
□□□□□	Delay Poison	16	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
Effect: Stops poison from harming subject for 10 hours.					Target: Creature touched				
□□□□□	Whispering Wind	16	None	1 standard action	No more than 10 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
Effect: Sends a short message 10 miles.					Target: 10-ft.-radius spread				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+10 damage					Target: Creature touched				
□□□□□	Gaseous Form	17	None	1 standard action	20 minutes [D]	Touch	S, M/DF	No	Transmutation
Effect: Subject becomes insubstantial and can fly slowly.					Target: Willing corporeal creature touched				
□□□□□	Glibness	17	None	1 standard action	100 minutes [D]	Personal	S	No	Transmutation
Effect: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.					Target: You				
□□□□□	Summon Monster III	17	None	1 round	10 rounds [D]	Close (50 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
□□□□□	Neutralize Poison	18	Will negates (harmless, object)	1 standard action	100 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 10 cu. ft. touched				
□□□□□	Repel Vermin	18	None or Will negates; see text	1 standard action	100 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				
* =Domain/Speciality Spell									