

Orm Male Half-Elf Brd10

NAME

Brd10

CLASS

10

TCL

90000

EXPERIENCE

55000

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	14	+2	14	+2
INT Intelligence	14	+2	14	+2
WIS Wisdom	15	+2	15	+2
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+5

=

+3

+

+2

+

+0

+

+0

+

conditional modifiers

+11

=

+7

+

+4

+

+0

+

+0

+

+9

=

+7

+

+2

+

+0

+

+0

+

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+8/+3

=

+7/+2

+

+1

+

+0

+

+0

+

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

+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

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

Negotiator

See Text

Persuasive

See Text

Weapon Finesse

See Text

NPC

PLAYERNAME

Half-Elf

RACE

0

AGE

Medium

SIZE

Male

GENDER

HP
hit points

53

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

INITIATIVE
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

DEITY

5'1"

HEIGHT

136 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

0

SHIELD BONUS

0

STAT MODIFIER

4

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

Neutral 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

13/6.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Leatherworking)

INT

13

=

2

+

11.0

+

Decipher Script

INT

14

=

2

+

12.0

+

Gather Information

CHA

16

=

4

+

10.0

+

2

Knowledge (Dungeoneering)

INT

15

=

2

+

13.0

+

Perform (Comedy)

CHA

17

=

4

+

13.0

+

Perform (Oratory)

CHA

16

=

4

+

12.0

+

Perform (Percussion Instruments)

CHA

15

=

4

+

11.0

+

Perform (String Instruments)

CHA

13

=

4

+

9.0

+

Perform (Wind Instruments)

CHA

17

=

4

+

13.0

+

=

+

+

✓ : 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 (+12)

Bardic music 10/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 1 people

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

Celestial, 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/Specialty 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
□□□□□Dancing Lights	14	None	1 standard action	10 minute [D]	Medium (200 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 10 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation			
□□□□□Mage Hand	14	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.			
□□□□□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			
□□□□□Open/Close	14	Will negates (object)	1 standard action	Concentration	Close (50 Feet)	V, S, F	Yes (object)	Transmutation
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed			

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Animate Rope	15	None	1 standard action	10 rounds	Medium (200 Feet)	V, S	No	Transmutation
Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 100 ft.; see text			
□□□□□Comprehend Languages	15	None	1 standard action	100 minutes	Personal	V, S, M/DF	No	Divination
Effect: You understand all spoken and written languages.					Target: You			
□□□□□Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 1d8+5 damage					Target: Creature touched			
□□□□□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 1000 lbs			

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Enthrall	16	Will negates; see text	1 round	10 hour or less	Medium (200 Feet)	V, S	Yes	Enchantment (Charm)
Effect: Captivates all within 200 ft.					Target: Any number of creatures			
□□□□□Glitterdust	16	Will negates (blinding only)	1 standard action	10 rounds	Medium (200 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Blinds creatures, outlines invisible creatures.					Target: Creatures and objects within 10-ft.-radius spread			
□□□□□Hold Person	16	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 10 rounds.					Target: One humanoid creature			
□□□□□Minor Image	16	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (800 Feet)	V, S, F	No	Illusion (Figment)
Effect: As silent image, plus some sound.					Target: Visual figment that cannot extend beyond 14 10-ft. cubes [S]			

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Good Hope	17	Will negates (harmless)	1 standard action	10 minutes	Medium (200 Feet)	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.					Target: 10 living creatures, no two of which may be more than 30 ft. apart			
□□□□□Secret Page	17	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			
□□□□□Sepia Snake Sigil	17	Reflex negates	10 minutes	Permanent or until discharged; Touch until released or 1d4 days + one day/level; see text		V, S, M	No	Conjuration (Creation) [Force]
Effect: Creates text symbol that immobilizes reader.					Target: One touched book or written work			
□□□□□Tiny Hut	17	None	1 standard action	20 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
Effect: Creates shelter for ten creatures.					Target: 20-ft.-radius sphere centered on your location			

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Break Enchantment	18	See text	1 minute	Instantaneous	Close (50 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 10 creatures, all within 30 ft. of each other			
□□□□□Repel Vermin	18	None or Will negates; see text	1 standard action	10 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/Specialty Spell

Created using PCGen

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For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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