

Seriozha Male Half-Elf
Brd1Rog8

NAME
CLASS
9
TCL
Brd1 Rog8
56000
EXPERIENCE
45000
NEXT LEVEL

NPC

PLAYERNAME
Half-Elf
Medium
5'1"
130 lbs
HEIGHT
WEIGHT
0
Male
AGE
GENDER
EYES
HAIR

True Neutral

ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME
ABILITY SCORE
ABILITY MODIFIER
TEMP SCORE
TEMP MODIFIER
STR 14 +2 14 +2
DEX 18 +4 18 +4
CON 14 +2 14 +2
INT 17 +3 17 +3
WIS 16 +3 16 +3
CHA 18 +4 18 +4

HP 47
AC 14
TOTAL 10
FLAT 14
TOUCH 10
BASE 10
ARMOR BONUS 0
SHIELD BONUS 0
STAT MODIFIER 4
SIZE MODIFIER 0
NATURAL ARMOR 0
MISC MODIFIER 0
MISS CHANCE

INITIATIVE +4
TOTAL +4
DEX MODIFIER +0
MISC MODIFIER +0
BASE ATTACK +6/+1

SPEED Walk 30'
0
+0
0
ARCANE SPELL FAILURE
ARMOR CHECK PENALTY
SPELL RESISTANCE

SAVING THROWS
TOTAL
BASE SAVE
ABILITY MODIFIER
MAGIC MODIFIER
MISC MODIFIER
TEMP MODIFIER
conditional modifiers
FORTITUDE +4 = +2 + +2 + +0 + +0 +
REFLEX +12 = +8 + +4 + +0 + +0 +
WILLPOWER +7 = +4 + +3 + +0 + +0 +

MELEE +8/+3 = +6/+1 + +2 + +0 + +0 +
RANGED +10/+5 = +6/+1 + +4 + +0 + +0 +
GRAPPLE +8/+3 = +6/+1 + +2 + +0 + +0 +

UNARMED
TOTAL ATTACK BONUS +8/+3
DAMAGE 1d3+2
CRITICAL 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 58.0 Medium 116.0 Heavy 175.0
Lift over head 175.0 Lift off ground 350.0 Push / Drag 875.0

FEATS
Deft Hands See Text
Diligent See Text
Nimble Fingers See Text
Persuasive See Text

SKILLS
SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER
Climb STR 13 = 2 + 11.0 +
Craft (Armorsmithing) INT 9 = 3 + 6.0 +
Craft (Shipmaking) INT 10 = 3 + 7.0 +
Disable Device INT 14 = 3 + 9.0 + 2
Forgery INT 10 = 3 + 7.0 +
Hide DEX 15 = 4 + 11.0 +
Knowledge (Nature) INT 7 = 3 + 4.0 +
Perform (Act) CHA 15 = 4 + 11.0 +
Perform (Comedy) CHA 14 = 4 + 10.0 +
Perform (Dance) CHA 13 = 4 + 9.0 +
Perform (Oratory) CHA 15 = 4 + 11.0 +
Perform (Percussion Instruments) CHA 15 = 4 + 11.0 +
Perform (String Instruments) CHA 15 = 4 + 11.0 +

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
+2 racial bonus on saving throws against enchantment spells or effects.
Bardic knowledge (+4)
Bardic music 1/day
Countersong (Su)
Elven Blood
Evasion (Ex)
Fascinate (Sp) - can effect 1 creature
Immunity to sleep spells and similar magical effects.
Inspire Courage (Su) +1
Sneak Attack +4d6
Trap Sense (Ex) +2
Trapfinding

PROFICIENCIES
Club, Crossbow (Hand), 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, Elven, Gnome, Gnome

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	4	0	0	0	0	0	0	0	0	0
PER DAY	2	0	0	0	0	0	0	0	0	0

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Magic	14	None	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	1 rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
	Effect: Figment sounds.				Target: Illusory sounds				
□□□□□	Mage Hand	14	None	1 standard action	Concentration	Close (25 Feet)	V, S	No	Transmutation
	Effect: 5-pound telekinesis.				Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (25 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				
* =Domain/Speciality Spell									