

Roscoe Male Halfling Rog3Brd6

NAME

Rog3 Brd6

CLASS

36000

EXPERIENCE

9

LEVEL

45000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	15	+2	15	+2

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+5

=

+3

+

+1

+

+0

+

+1

+

+

+14

=

+8

+

+5

+

+0

+

+1

+

+

+11

=

+6

+

+4

+

+0

+

+1

+

+

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

+8/+3

=

+6/+1

+

+1

+

+1

+

+0

+

RANGED  
attack bonus

+12/+7

=

+6/+1

+

+5

+

+1

+

+0

+

GRAPPLE  
attack bonus

+8/+3

=

+6/+1

+

+1

+

+1

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+8/+3

DAMAGE

1d2+1

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	32.0	Medium	64.0	Heavy	97.0
Lift over head	97.0	Lift off ground	194.0	Push / Drag	485.0

FEATS	
Alertness	See Text
Improved Counterspell	See Text
Negotiator	See Text
Skill Focus (Bluff)	See Text

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'2"

HEIGHT

36 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP

hit points

37

WOUNDS/CURRENT HP

AC

armor class

16

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

DEITY

3'2"

HEIGHT

36 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

		BONDS		MODIFIER		ARMOR MODIFIER		CHANCE		FAILURE		PENALTY		RESISTANCE	
		SKILLS										MAX RANKS		12/6	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER		RANKS		MISC MODIFIER							
✓	Bluff	CHA	10	=	2	+	8.0	+							
	Craft (Armorsmithing)	INT	12	=	1	+	8.0	+	3						
	Craft (Leatherworking)	INT	5	=	1	+	4.0	+							
	Diplomacy	CHA	15	=	2	+	9.0	+	4						
	Disable Device	INT	7	=	1	+	6.0	+							
	Forgery	INT	7	=	1	+	6.5	+							
	Gather Information	CHA	13	=	2	+	9.0	+	2						
	Jump	STR	11	=	1	+	8.0	+	2						
	Knowledge (Local)	INT	9	=	1	+	8.0	+							
	Listen	WIS	17	=	4	+	9.0	+	4						
	Move Silently	DEX	15	=	5	+	8.0	+	2						
	Open Lock	DEX	11	=	5	+	6.5	+							
	Spot	WIS	12	=	4	+	6.0	+	2						
				=		+		+							
✓ : can be used untrained. ✗ : 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

+1 racial bonus on all saving throws

+2 morale bonus on saving throws against fear

Bardic knowledge (+7)

Bardic music 6/day

Evasion (Ex)

Sneak Attack +2d6

Trap Sense (Ex) +1

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, Dwarven, Halfling

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	3	0	0	0	0	0	0	0
PER DAY	3	4	3	0	0	0	0	0	0	0

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	12	Will negates	1 standard action	6 round	Close (40 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				
□□□□□	Know Direction	12	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.					Target: You				
□□□□□	Light	12	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
Effect: Object shines like a torch.					Target: Object touched				
□□□□□	Read Magic	12	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
Effect: Read scrolls and spellbooks.					Target: You				
□□□□□	Resistance	12	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Effect: Subject gains +1 on saving throws.					Target: Creature touched				
□□□□□	Summon Instrument	12	None	1 round	6 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	13	None	1 standard action	6 rounds	Medium (160 Feet)	V, S	No	Transmutation
Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 80 ft.: see text				
□□□□□	Sleep	13	Will negates	1 round	6 minutes	Medium (160 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				
□□□□□	Summon Monster I	13	None	1 round	6 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.					Target: One summoned creature				
□□□□□	Unseen Servant	13	None	1 standard action	6 hours	Close (40 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
□□□□□	Cure Moderate Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+6 damage					Target: Creature touched				
□□□□□	Fox's Cunning	14	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 Int for 6 minutes.					Target: Creature touched				
□□□□□	Hold Person	14	Will negates; see text	1 standard action	6 rounds [D]; see text	Medium (160 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 6 rounds.					Target: One humanoid creature				

\* =Domain/Speciality Spell

Created using PCGen

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