

Harek Male Human Brd8Bbn8

NAME	
Brd8 Brb8	112000
CLASS	EXPERIENCE
16	136000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +8	+ +4	+ +0	+ +0	+	
REFLEX (dexterity)	+10	= +8	+ +2	+ +0	+ +0	+	
WILLPOWER (wisdom)	+9	= +8	+ +1	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+17/+12/+7	=	+14/+9/+4	+	+3	+	+0	+	+0	+	
RANGED attack bonus	+16/+11/+6	=	+14/+9/+4	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+17/+12/+7	=	+14/+9/+4	+	+3	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	1d3+3	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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BARBARIAN RAGE

Uses per day

The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

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	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Combat Reflexes	See Text
Craft Magic Arms and Armor	See Text
Power Attack	See Text
Silent Spell	See Text
Widen Spell	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	150	WOUNDS/CURRENT HP
AC	armor class	12	10 : 12 : 10 = 0
TOTAL		FLAT	TOUCH

INITIATIVE	modifier	+2	= +2	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	bonus	+14/+9/+4		

DEITY	
5'3"	145 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
		1/-	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	2	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

Chaotic Evil
ALIGNMENT
Normal
VISION
0
POINTS

SPEED		
Walk 40'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		19/9.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	12	= 1	+ 11.0	+
✓ Balance	DEX	3	= 2	+ 1.0	+
Craft (Pottery)	INT	10	= 1	+ 9.0	+
Craft (Weaponsmithing)	INT	10	= 1	+ 9.0	+
Handle Animal	CHA	12	= 5	+ 7.0	+
✓ Intimidate	CHA	15	= 5	+ 10.0	+
✓ Jump	STR	14	= 3	+ 11.0	+
Knowledge (Arcana)	INT	6	= 1	+ 5.5	+
✓ Listen	WIS	11	= 1	+ 8.0	+ 2
Perform (Comedy)	CHA	16	= 5	+ 11.0	+
Perform (Dance)	CHA	15	= 5	+ 10.0	+
Perform (Oratory)	CHA	15	= 5	+ 10.0	+
Perform (String Instruments)	CHA	12	= 5	+ 7.0	+
✓ Ride	DEX	11	= 2	+ 7.0	+ 2
✓ Sense Motive	WIS	8	= 1	+ 7.0	+
✓ Spot	WIS	6	= 1	+ 3.0	+ 2
✓ Survival	WIS	9	= 1	+ 8.0	+
= + +					
✓ : 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 (+9)
Bardic music 8/day
Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 32)
Countersong (Su)
Fascinate (Sp) - can effect 3 creature
Inspire Competence (Su)
Inspire Courage (Su) +2
Suggestion (Sp)
Trap Sense (Ex) +2

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer, Whip

LANGUAGES
Celestial, Common

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

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	15	Will negates	1 standard action	8 round	Close (45 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				
□□□□□	Detect Magic	15	None	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Mage Hand	15	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Message	15	None	1 standard action	80 minutes	Medium (180 Feet)	V, S, F	No	Transmutation [Language-Dependent]
Effect: Whispered conversation at distance.					Target: 8 creatures				
□□□□□	Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (45 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				
□□□□□	Summon Instrument	15	None	1 round	8 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
□□□□□	Disguise Self	16	None	1 standard action	80 minutes [D]	Personal	V, S	No	Illusion (Glamour)
Effect: Changes your appearance.					Target: You				
□□□□□	Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
Effect: Determines properties of magic item.					Target: One touched object				
□□□□□	Remove Fear	16	Will negates (harmless)	1 standard action	80 minutes; see text	Close (45 Feet)	V, S	Yes (harmless)	Abjuration
Effect: Suppresses fear or gives +4 on saves against fear for 3 subjects					Target: 3 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Sleep	16	Will negates	1 round	8 minutes	Medium (180 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				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Heroism	17	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Effect: Gives +2 bonus on attack rolls, saves, skill checks.					Target: Creature touched				
□□□□□	Hold Person	17	Will negates; see text	1 standard action	8 rounds [D]; see text	Medium (180 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 8 rounds.					Target: One humanoid creature				
□□□□□	Hypnotic Pattern	17	Will negates	1 standard action	Concentration + 2 rounds	Medium (180 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
Effect: Fascinates [2d4 + level] HD of creatures.					Target: Colorful lights in a 10-ft.-radius spread				
□□□□□	Summon Monster II	17	None	1 round	8 rounds [D]	Close (45 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 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Confusion	18	Will negates	1 standard action	8 rounds	Medium (180 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 8 rounds.					Target: All creatures in a 15-ft. radius burst				
□□□□□	Geas, Lesser	18	Will negates	1 round	8 days or until discharged [D]	Close (45 Feet)	V	Yes	Enchantment (Compulsion)
Effect: Commands subject of 7 HD or less.					Target: One living creature with 7 HD or less				
□□□□□	Invisibility Sphere	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	
Effect: Makes everyone within 10 ft. invisible.					Target: 10-ft.-radius emanation around the creature or object touched				

* =Domain/Speciality Spell