

Ielephinthefemale Half-Elf
Bbn11

NAME	
Brb11	110000
CLASS	EXPERIENCE
11	66000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	14	+2	14	+2
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	14	+2	14	+2
CHA Charisma	18	+4	18	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	= +7	+ +4	+ +0	+ +0	+	
REFLEX (dexterity)	+5	= +3	+ +2	+ +0	+ +0	+	
WILLPOWER (wisdom)	+7	= +3	+ +2	+ +0	+ +2	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+15/+10/+5	= +11/+6/+1	+ +4	+ +0	+ +0	+
RANGED attack bonus	+13/+8/+3	= +11/+6/+1	+ +2	+ +0	+ +0	+
GRAPPLE attack bonus	+15/+10/+5	= +11/+6/+1	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d3+4	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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Dodge	See Text
Iron Will	See Text
Persuasive	See Text
Power Attack	See Text

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
115		
AC	armor class	SUBDUAL DAMAGE
12		
TOTAL	FLAT	TOUCH
		BASE

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+2		= +2		+0
BASE ATTACK	bonus	+11/+6/+1		

DEITY	
5'2"	107 lbs
HEIGHT	WEIGHT
EYES	HAIR

DAMAGE REDUCTION	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
1/-				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	18	= 4	+ 14.0	+
Handle Animal	CHA	13	= 4	+ 9.0	+
Hide	DEX	5	= 2	+ 3.0	+
Jump	STR	14	= 4	+ 10.0	+
Listen	WIS	17	= 2	+ 14.0	1
Ride	DEX	11	= 2	+ 7.0	2
Swim	STR	15	= 4	+ 11.0	+

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 33)
Elven Blood
Greater Rage (Ex) 3 times/day (10 rounds)
Illiteracy
Immunity to sleep spells and similar magical effects.
Trap Sense (Ex) +3

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, Ransneur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickel, 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

LANGUAGES
Auran, Common, Elven