

Herdis Female Half-Elf Bbn7

NAME

Brb7

42000

CLASS

EXPERIENCE

7

28000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	19	+4	19	+4
INT Intelligence	13	+1	13	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+9

=

+5

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

+6

=

+2

+

+2

+

+0

+

+2

+

TEMP MODIFIER

+3

=

+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

MELEE  
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Blind-Fight	See Text
Dodge	See Text
Lightning Reflexes	See Text

NPC

PLAYERNAME

Half-Elf

Medium

RACE

SIZE

0

Female

AGE

GENDER

HP  
hit points

88

WOUNDS/CURRENT HP

AC  
armor class

12

TOTAL

:

10

:

12

:

10

=

BASE

+

0

+

0

+

2

+

0

+

0

+

0

MISS CHANCE

INITIATIVE  
modifier

+2

=

+2

+

+0

MISC MODIFIER

BASE ATTACK  
bonus

+7/+2

DEITY

4'11"

110 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

SKILLS		MAX RANKS		10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	14	= 4	+ 10.0 +
✓ Jump	STR	13	= 4	+ 9.0 +
Knowledge (History)	INT	3	= 1	+ 2.0 +
✓ Listen	WIS	9	= 1	+ 7.0 + 1
✓ Ride	DEX	12	= 2	+ 10.0 +
✓ Survival	WIS	11	= 1	+ 10.0 +
✓ : can be used untrained. ✗ : exclusive skills				

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 14)

Elven Blood

Illiteracy

Immunity to sleep spells and similar magical effects.

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

LANGUAGES

Auran, Common, Elven