

Himoo Male Half-Elf Bbn18

NAME

Brb18

306000

CLASS

EXPERIENCE

18

171000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	22	+6	22	+6
DEX Dexterity	18	+4	18	+4
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	15	+2	15	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+13

=

+11

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+6

+

+4

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+7

=

+6

+

+1

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+24/+19/+14/+9

=

+18/+13/+8/+3

+

+6

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+22/+17/+12/+7

=

+18/+13/+8/+3

+

+4

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+24/+19/+14/+9

=

+18/+13/+8/+3

+

+6

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+24/+19/+14/+9

DAMAGE

1d3+6

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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

173.0

Medium

346.0

Heavy

520.0

Lift over head

520.0

Lift off ground

1040.0

Push / Drag

2600.0

FEATS

Combat Reflexes

See Text

Dodge

See Text

Mobility

See Text

Power Attack

See Text

Run

See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'3"

148 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP
hit points

155

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

3/-

AC
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE

modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+18/+13/+8/+3

Chaotic Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 40'

0

+0

0

SKILLS

MAX RANKS

21/10.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

24

=

6

+

18.0

+

Handle Animal

CHA

19

=

2

+

17.0

+

Intimidate

CHA

18

=

2

+

16.0

+

Knowledge (Geography)

INT

2

=

1

+

1.0

+

Listen

WIS

17

=

1

+

15.0

+

1

Survival

WIS

20

=

1

+

19.0

+

Swim

STR

24

=

6

+

18.0

+

=

+

+

✓ : can be used untrained. ✗ : exclusive skills

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 54)

Elven Blood

Illiteracy

Immunity to sleep spells and similar magical effects.

Indomitable Will (Ex)

Trap Sense (Ex) +6

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

Common, Elven, Giant