

Hemos 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	20	+5	20	+5
DEX Dexterity	15	+2	15	+2
CON Constitution	13	+1	13	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +11	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+10	= +6	+ +2	+ +0	+ +2		
WILLPOWER (wisdom)	+12	= +6	+ +4	+ +0	+ +2		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+23/+18/+13/+8	= +18/+13/+8/+3	+ +5	+ +0	+ +0	+
RANGED attack bonus	+20/+15/+10/+5	= +18/+13/+8/+3	+ +2	+ +0	+ +0	+
GRAPPLE attack bonus	+23/+18/+13/+8	= +18/+13/+8/+3	+ +5	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+23/+18/+13/+8	1d3+5	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	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Combat Reflexes	See Text
Improved Sunder	See Text
Iron Will	See Text
Lightning Reflexes	See Text
Power Attack	See Text
Run	See Text
Track	See Text

NPC

PLAYERNAME

Half-Elf

Medium

RACE

SIZE

0

Male

AGE

GENDER

HP hit points	141	WOUNDS/CURRENT HP								
AC armor class	12	: 10	: 12	= 10	+ 0	+ 0	+ 2	+ 0	+ 0	+ 0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER

INITIATIVE modifier	+2	= +2	+ +0
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+18/+13/+8/+3		

DEITY

4'11"

116 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE			DAMAGE REDUCTION		
			3/-		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						21/10.5
Handle Animal	CHA	17	= 1	+ 16.0	+	
Hide	DEX	7	= 2	+ 5.0	+	
Jump	STR	22	= 5	+ 17.0	+	
Knowledge (Religion)	INT	5	= 1	+ 4.5	+	
Ride	DEX	24	= 2	+ 20.0	+	2
Survival	WIS	25	= 4	+ 21.0	+	
Swim	STR	24	= 5	+ 19.0	+	
						= + +
						✓ : 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, Ignan