

Lilia Female Half-Elf Bbn6

NAME

Brb6

CLASS

30000

6

21000

TCL

NEXT LEVEL

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	= +5	+ +4	+ +0	+ +0	+	
REFLEX (dexterity)	+3	= +2	+ +1	+ +0	+ +0	+	
WILLPOWER (wisdom)	+3	= +2	+ +1	+ +0	+ +0	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+10/+5	= +6/+1	+ +4	+ +0	+ +0	+
RANGED attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+
GRAPPLE attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	+

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

FEATS	
Self Sufficient	See Text
Shield Proficiency	See Text
Track	See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'7"

150 lbs

DEITY

ALIGNMENT

Low-Light, Normal

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Female

AGE

GENDER

EYES

HAIR

POINTS

HP hit points	66	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	11	: 10	: 11	= 10	+ 0	+ 0	+ 1	+ 0	+ 0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER

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

SKILLS		MAX RANKS		9/4.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	13	= 4	+ 9.0 +
✓ Craft (Shipmaking)	INT	3	= 1	+ 2.0 +
✓ Jump	STR	11	= 4	+ 7.0 +
✓ Knowledge (The Planes)	INT	2	= 1	+ 1.5 +
✓ Listen	WIS	8	= 1	+ 6.0 + 1
✓ Ride	DEX	7	= 1	+ 6.0 +
✓ Sense Motive	WIS	3	= 1	+ 2.0 +
✓ Survival	WIS	12	= 1	+ 9.0 + 2
_____ = _____ + _____ + _____				
✓ : can be used untrained. X : 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 12)

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, Ransneur, 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, Terran