

Pavel Male Half-Elf Bbn15

NAME

Brb15

210000

CLASS

EXPERIENCE

15

120000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	19	+4	19	+4
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+13

=

+9

+

+4

+

+0

+

+0

+

conditional modifiers

+9

=

+5

+

+4

+

+0

+

+0

+

+6

=

+5

+

+1

+

+0

+

+0

+

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

+18/+13/+8

=

+15/+10/+5

+

+3

+

+0

+

+0

+

+19/+14/+9

=

+15/+10/+5

+

+4

+

+0

+

+0

+

+18/+13/+8

=

+15/+10/+5

+

+3

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+3	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
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WEIGHT ALLOWANCE					
Light	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Dodge	See Text
Point Blank Shot	See Text
Power Attack	See Text
Run	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'6"

166 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP  
hit points

159

WOUNDS/CURRENT HP

AC  
armor class

14

TOTAL

FLAT

TOUCH

=

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE  
modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+15/+10/+5

DEITY

5'6"

166 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

2/-

SKILLS		MAX RANKS		18/9	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	17	=	3	+ 14.0 +
Craft (Blacksmithing)	INT	13	=	1	+ 12.0 +
Handle Animal	CHA	7	=	1	+ 6.0 +
✓ Intimidate	CHA	18	=	1	+ 17.0 +
✓ Jump	STR	11	=	3	+ 8.0 +
✓ Listen	WIS	18	=	1	+ 16.0 + 1
✓ Swim	STR	21	=	3	+ 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 45)

Elven Blood

Illiteracy

Immunity to sleep spells and similar magical effects.

Indomitable Will (Ex)

Trap Sense (Ex) +5

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, Gnome