

Halldis Female Human Bbn13

NAME

Brb13

156000

CLASS

EXPERIENCE

13

91000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5	21	+5
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+12

=

+8

+

+4

+

+0

+

+0

+

+7

=

+4

+

+1

+

+0

+

+2

+

+5

=

+4

+

+1

+

+0

+

+0

+

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+18/+13/+8

=

+13/+8/+3

+

+5

+

+0

+

+0

+

+14/+9/+4

=

+13/+8/+3

+

+1

+

+0

+

+0

+

+18/+13/+8

=

+13/+8/+3

+

+5

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+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

153.0

Medium

306.0

Heavy

460.0

Lift over head

460.0

Lift off ground

920.0

Push / Drag

2300.0

FEATS

Alertness

See Text

Blind-Fight

See Text

Combat Reflexes

See Text

Lightning Reflexes

See Text

Toughness (1x)

See Text

Weapon Focus (Trident)

See Text

NPC

PLAYERNAME

Human

Medium

5'5"

109 lbs

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Female

EYES

HAIR

POINTS

AGE

GENDER

HP
hit points

131

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

2/-

SPEED

Walk 40'

AC
armor class

11

TOTAL

FLAT

TOUCH

=

BASE

+

ARMOR BONUS

+

SHIELD BONUS

+

STAT MODIFIER

+

SIZE MODIFIER

+

NATURAL ARMOR

+

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+1

=

+1

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+13/+8/+3

SKILLS

MAX RANKS

16/8

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

19

=

5

+

14.0

+

Concentration

CON

5

=

4

+

1.0

+

Craft (Pottery)

INT

10

=

1

+

9.0

+

Craft (Trapmaking)

INT

4

=

1

+

3.0

+

Intimidate

CHA

14

=

1

+

13.0

+

Jump

STR

19

=

5

+

14.0

+

Knowledge (Local)

INT

5

=

1

+

4.5

+

Knowledge (Religion)

INT

1

=

1

+

0.5

+

Listen

WIS

19

=

1

+

16.0

+

Spot

WIS

4

=

1

+

1.0

+

Swim

STR

19

=

5

+

14.0

+

=

+

+

: can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 39)

Illiteracy

Trap Sense (Ex) +4

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, Orc