

Thoric Male Dwarf Bbn9

NAME

Brb9

CLASS

9

TCL

22000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'3"

HEIGHT

160 lbs

WEIGHT

,

HAIR

EYES

Neutral Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	16	+3	16	+3
CON Constitution	21	+5	21	+5
INT Intelligence	16	+3	16	+3
WIS Wisdom	15	+2	15	+2
CHA Charisma	10	+0	10	+0

HP
hit points

128

WOUNDS/CURRENT HP

AC
armor class

13

TOTAL

10

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+9/+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+11

BASE SAVE

+6

ABILITY MODIFIER

+5

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

conditional modifiers

+8

+3

+3

+0

+2

+5

+3

+2

+0

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

+13/+8

BASE ATTACK BONUS

+9/+4

STAT MODIFIER

+4

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+13/+8

DAMAGE

1d3+4

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.

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		Medium		Heavy	
Light	100.0	200.0		300.0	
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS

Alertness

See Text

Blind-Fight

See Text

Lightning Reflexes

See Text

Shield Proficiency

See Text

SKILLS		MAX RANKS		12/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Handle Animal	CHA	11	=	0	+ 11.0 +
Intimidate	CHA	8	=	0	+ 8.0 +
Jump	STR	16	=	4	+ 12.0 +
Knowledge (Geography)	INT	8	=	3	+ 5.0 +
Listen	WIS	15	=	2	+ 11.0 + 2
Ride	DEX	14	=	3	+ 9.0 + 2
Survival	WIS	14	=	2	+ 12.0 +
Swim	STR	16	=	4	+ 12.0 +
			=		+ +
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES

+1 racial bonus on attack rolls against orcs and goblinoids

+2 racial bonus on Appraise and Craft checks that are related to stone or metal.

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 18)

Illiteracy

Stability

Stonecunning

Trap Sense (Ex) +3

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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Gnome, Terran, Undercommon