

Silanulia Female Elf Bbn7

NAME

Brb7

42000

CLASS

EXPERIENCE

7

28000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	17	+3	17	+3
INT Intelligence	13	+1	13	+1
WIS Wisdom	14	+2	14	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+8

=

+5

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+7

=

+2

+

+5

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+4

=

+2

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+12/+7

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+5

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+11/+6

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.

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

100.0

Medium

200.0

Heavy

300.0

Lift over head

300.0

Lift off ground

600.0

Push / Drag

1500.0

FEATS

Alertness

See Text

Run

See Text

Track

See Text

NPC

PLAYERNAME

Elf

Medium

5'1"

96 lbs

Low-Light, Normal

VISION

0

POINTS

HP

hit points

62

AC

armor class

15

TOTAL

FLAT

10

TOUCH

15

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT MODIFIER

5

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

+0

BASE ATTACK

bonus

+7/+2

DEITY

5'1"

96 lbs

Low-Light, Normal

VISION

0

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

WALK

40'

SKILLS		MAX RANKS		10/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	11	=	4	+ 7.0 +
✓ Handle Animal	CHA	10	=	1	+ 9.0 +
✓ Intimidate	CHA	7	=	1	+ 6.0 +
✓ Jump	STR	13	=	4	+ 9.0 +
✓ Listen	WIS	13	=	2	+ 7.0 + 4
✓ Survival	WIS	9	=	2	+ 7.0 +
✓ Swim	STR	10	=	4	+ 6.0 +
✓ : can be used untrained. ✗ : exclusive skills					

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 14)

Illiteracy

Immunity to magic sleep 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, 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, Goblin