

Milo Male Halfling Bbn18

NAME

Brb18

CLASS

306000

EXPERIENCE

18

TCL

171000

NEXT LEVEL

NPC

PLAYERNAME

Halfpling

RACE

Small

SIZE

3'4"

HEIGHT

38 lbs

WEIGHT

0

AGE

Male

GENDER

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	14	+2	14	+2
CON Constitution	22	+6	22	+6
INT Intelligence	12	+1	12	+1
WIS Wisdom	16	+3	16	+3
CHA Charisma	12	+1	12	+1

HP

hit points

229

AC

armor class

13

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

3/-

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+18/+13/+8/+3

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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	57.0	Medium	114.0	Heavy	172.0
Lift over head	172.0	Lift off ground	344.0	Push / Drag	860.0

FEATS	
Dodge	See Text
Endurance	See Text
Investigator	See Text
Power Attack	See Text
Run	See Text

SKILLS

MAX RANKS

21/10.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

26

=

3

+

21.0

+

2

Craft (Armorsmithing)

INT

3

=

1

+

2.0

+

Intimidate

CHA

22

=

1

+

21.0

+

Jump

STR

15

=

3

+

10.0

+

Listen

WIS

24

=

3

+

19.0

+

Ride

DEX

16

=

2

+

14.0

+

Search

INT

5

=

1

+

2.0

+

Survival

WIS

18

=

3

+

15.0

+

✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES

+1 racial bonus on all saving throws

+2 morale bonus on saving throws against fear

Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 54)

Illiteracy

Indomitable Will (Ex)

Trap Sense (Ex) +6

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, Halfling