

Seraphina Female Halfling Bbn7 NPC

NAME	Brb7	42000	PLAYERNAME	Halfing	Small	DEITY	2'9"	28 lbs	Chaotic Evil
CLASS	7	28000	RACE	Female		HEIGHT		WEIGHT	ALIGNMENT
TCL		NEXT LEVEL	AGE		GENDER	EYES		HAIR	Normal
									VISION
									POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	WOUNDS/CURRENT HP										SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED									
STR Strength	17	+3	17	+3	HP hit points	74											1/-			Walk 30'										
DEX Dexterity	14	+2	14	+2	AC armor class	13	11	13	=	10	+	0	+	0	+	2	+	1	+	0	+	0		0	+0	0				
CON	18	+4	18	+4		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

CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	15	+2	15	+2

INITIATIVE modifier	+2	=	+2	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+7/+2				

		SKILLS					10/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	RANKS	MISC MODIFIER		
✓ Bluff	CHA	6	=	2	+	4.5	+	
✓ Disguise	CHA	4	=	2	+	2.5	+	
Handle Animal	CHA	12	=	2	+	10.0	+	
✓ Listen	WIS	12	=	1	+	9.0	+	
Ride	DEX	14	=	2	+	10.0	+	
Sleight of Hand	DEX	6	=	2	+	4.0	+	
Speak Language		1	=	0	+	1.0	+	

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers			
FORTITUDE <small>(constitution)</small>	+10	=	+5	+	+4	+	+1	+			
	REFLEX <small>(dexterity)</small>	+5	=	+2	+	+2	+	+0	+	+1	+
WILLPOWER <small>(wisdom)</small>	+4	=	+2	+	+1	+	+0	+	+1	+	

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
<b>MELEE</b> attack bonus	+11/+6	=	+7/+2	+	+3	+	+1	+	+0	+	
<b>RANGED</b> attack bonus	+10/+5	=	+7/+2	+	+2	+	+1	+	+0	+	
<b>GRAPPLE</b> attack bonus	+11/+6	=	+7/+2	+	+3	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d2+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

WEIGHT ALLOWANCE					
Light	65.0	Medium	130.0	Heavy	195.0
Lift over head	195.0	Lift off ground	390.0	Push / Drag	975.0

FEATS	
Dodge	See Text
Power Attack	See Text
Run	See Text

		SKILLS				FAILURE		PENALTY	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	MAX RANKS		10/5			
				ABILITY MODIFIER	RANKS	MISC MODIFIER			
✓	Bluff	CHA	6	=	2	+	4.5	+	
✓	Disguise	CHA	4	=	2	+	2.5	+	
	Handle Animal	CHA	12	=	2	+	10.0	+	
✓	Listen	WIS	12	=	1	+	9.0	2	
✓	Ride	DEX	14	=	2	+	10.0	2	
	Sleight of Hand	DEX	6	=	2	+	4.0	+	
	Speak Language		1	=	0	+	1.0	+	
						=	+	+	
✓ : 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 +4 CON +4 Morale +2 AC -2 HP 14)
Illiteracy
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, Shortsword, 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, Halfling