

Cade Male Halfling Bbn11

NAME

Brb11

CLASS

11

TCL

110000

EXPERIENCE

66000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

0

AGE

Male

GENDER

DEITY

3'0"

HEIGHT

34 lbs

WEIGHT

EYES

HAIR

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

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

HP

hit points

132

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+11/+6/+1

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

+16/+11/+6

1d2+4

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	75.0	Medium	150.0	Heavy	225.0
Lift over head	225.0	Lift off ground	450.0	Push / Drag	1125.0

FEATS	
Dodge	See Text
Great Fortitude	See Text
Iron Will	See Text
Persuasive	See Text

SKILLS

MAX RANKS

14/7

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

18

=

4

+

12.0

+

2

Handle Animal

CHA

15

=

1

+

14.0

+

Intimidate

CHA

16

=

1

+

13.0

+

Jump

STR

18

=

4

+

12.0

+

Knowledge (Dungeoneering)

INT

2

=

2

+

0.5

+

Listen

WIS

13

=

1

+

10.0

+

Ride

DEX

17

=

3

+

12.0

+

Spellcraft

INT

2

=

2

+

0.5

+

Survival

WIS

11

=

1

+

10.0

+

: 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 33)

Greater Rage (Ex) 3 times/day (10 rounds)

Illiteracy

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, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Halfling, Orc