

Helgi Male Half-orc Bbn6

NAME

Brb6

CLASS

6

TCL

30000

EXPERIENCE

21000

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

RACE

Medium

SIZE

5'11"

HEIGHT

169 lbs

WEIGHT

0

Male

GENDER

0

AGE

0

HAIR

Neutral Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

| ABILITY NAME        | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---------------------|---------------|------------------|------------|---------------|
| STR<br>Strength     | 21            | +5               | 21         | +5            |
| DEX<br>Dexterity    | 14            | +2               | 14         | +2            |
| CON<br>Constitution | 18            | +4               | 18         | +4            |
| INT<br>Intelligence | 10            | +0               | 10         | +0            |
| WIS<br>Wisdom       | 13            | +1               | 13         | +1            |
| CHA<br>Charisma     | 11            | +0               | 11         | +0            |

HP

hit points

71

AC

armor class

12

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40'

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

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+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

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            | 153.0 | Medium          | 306.0 | Heavy       | 460.0  |
| Lift over head   | 460.0 | Lift off ground | 920.0 | Push / Drag | 2300.0 |

FEATS

Alertness

See Text

Combat Reflexes

See Text

Power Attack

See Text

| SKILLS       |             |                |                  |       | MAX RANKS |     | 9/4.5         |
|--------------|-------------|----------------|------------------|-------|-----------|-----|---------------|
| SKILL NAME   | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS |           |     | MISC MODIFIER |
| ✓ Climb      | STR         | 10             | =                | 5     | +         | 5.0 | +             |
| ✓ Intimidate | CHA         | 5              | =                | 0     | +         | 5.0 | +             |
| ✓ Jump       | STR         | 10             | =                | 5     | +         | 5.0 | +             |
| ✓ Listen     | WIS         | 8              | =                | 1     | +         | 5.0 | 2             |
| ✓ Ride       | DEX         | 10             | =                | 2     | +         | 8.0 | +             |
| ✓ Swim       | STR         | 13             | =                | 5     | +         | 8.0 | +             |
|              |             |                |                  |       | =         | +   | +             |

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 12)

Illiteracy

Orc Blood

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, Orc