

Rose Female Halfling Bbn8

NAME

Brb8

CLASS

56000

EXPERIENCE

8

36000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	20	+5	20	+5
CON Constitution	16	+3	16	+3
INT Intelligence	14	+2	14	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

RANGED

GRAPPLE

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

65.0

Medium

130.0

Heavy

195.0

Lift over head

195.0

Lift off ground

390.0

Push / Drag

975.0

FEATS

Persuasive

See Text

Power Attack

See Text

Weapon Focus (Hammer (Light))

See Text

NPC

PLAYERNAME

Halfing

RACE

Small

SIZE

2'11"

HEIGHT

30 lbs

WEIGHT

0

Female

GENDER

EYES

HAIR

HP

77

WOUNDS/CURRENT HP

AC

16

TOTAL

11

FLAT

16

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+8/+3

bonus

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS

MAX RANKS

11/5.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Weaponsmithing)

INT

6

=

2

+

4.0

+

Escape Artist

DEX

6

=

5

+

1.5

+

Handle Animal

CHA

12

=

1

+

11.0

+

Intimidate

CHA

14

=

1

+

11.0

+

2

Jump

STR

16

=

3

+

11.0

+

2

Listen

WIS

14

=

1

+

11.0

+

2

Perform (Keyboard Instruments)

CHA

4

=

1

+

3.0

+

Ride

DEX

18

=

5

+

11.0

+

2

Spellcraft

INT

2

=

2

+

0.5

+

: 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 16)

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, 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, Gnome, Halfling