

Garret Male Halfling Bbn14

NAME

Brb14

182000

CLASS

EXPERIENCE

14

105000

TCL

NEXT LEVEL

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

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+14

=

+9

+

+4

+

+0

+

+1

+

conditional modifiers

+8

=

+4

+

+3

+

+0

+

+1

+

+6

=

+4

+

+1

+

+0

+

+1

+

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

+18/+13/+8

=

+14/+9/+4

+

+3

+

+1

+

+0

+

+18/+13/+8

=

+14/+9/+4

+

+3

+

+1

+

+0

+

+18/+13/+8

=

+14/+9/+4

+

+3

+

+1

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	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
Lift over head	195.0	Lift off ground	390.0
		Push / Drag	975.0

FEATS	
Alertness	See Text
Dodge	See Text
Investigator	See Text
Power Attack	See Text
Self Sufficient	See Text

NPC

PLAYERNAME

Halfing

Small

3'4"

38 lbs

DEITY

ALIGNMENT

Normal

VISION

0

POINTS

AGE

GENDER

EYES

HAIR

HP  
hit points

172

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

2/-

SPEED

Walk 30'

AC  
armor class

14

TOTAL

11

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE  
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+14/+9/+4

SKILLS		MAX RANKS		17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	19	= 3	+ 14.0 + 2
✓ Craft (Sculpting)	INT	9	= 1	+ 8.0 +
✓ Intimidate	CHA	14	= 1	+ 13.0 +
✓ Jump	STR	22	= 3	+ 17.0 + 2
✓ Listen	WIS	17	= 1	+ 12.0 + 4
✓ Perform (Dance)	CHA	4	= 1	+ 3.0 +
✓ Survival	WIS	19	= 1	+ 16.0 + 2
			=	+ +
✓ : can be used untrained. ✗ : 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 42)

Illiteracy

Indomitable Will (Ex)

Trap Sense (Ex) +4

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, Goblin, Halfling