

Luke Male Halfling Bbn15

NAME

Brb15

210000

CLASS

EXPERIENCE

15

120000

TCL

NEXT LEVEL

NPC

PLAYERNAME

Halfling

Small

3'2"

36 lbs

0

Male

AGE

GENDER

EYES

HAIR

True Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
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

HP

hit points

179

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

2/-

SPEED

Walk 30'

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

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+15/+10/+5

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

87.0

Medium

174.0

Heavy

262.0

Lift over head

262.0

Lift off ground

524.0

Push / Drag

1310.0

FEATS

Alertness

See Text

Combat Reflexes

See Text

Mounted Combat

See Text

Power Attack

See Text

Quick Draw

See Text

Run

See Text

SKILLS

MAX RANKS

18/9

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Handle Animal

CHA

8

=

1

+

7.0

+

Intimidate

CHA

12

=

1

+

11.0

+

Jump

STR

24

=

4

+

18.0

+

Listen

WIS

18

=

1

+

13.0

+

Ride

DEX

18

=

3

+

13.0

+

Survival

WIS

16

=

1

+

15.0

+

Swim

STR

18

=

4

+

14.0

+

=

+

+

✓ : 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 45)

Illiteracy

Indomitable Will (Ex)

Trap Sense (Ex) +5

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, Gnome, Halfling