

Korik Male Dwarf Bbn13

NAME

Brb13

CLASS

13

TCL

156000

EXPERIENCE

91000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'0"

HEIGHT

151 lbs

WEIGHT

,

HAIR

EYES

True Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5	21	+5
DEX Dexterity	14	+2	14	+2
CON Constitution	16	+3	16	+3
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	14	+2	14	+2

HP		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED								
hit points		126										2/-			Walk 30'						
AC		12		:	10	:	12	=	10	+	0	+	0	+	2	+	0	+	0	+	0
armor class		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE						

<b>INITIATIVE</b> modifier	<div>+2</div> TOTAL	=	<div>+2</div> DEX MODIFIER	+	<div>+0</div> MISC MODIFIER
<b>BASE ATTACK</b> bonus	<div>+13/+8/+3</div>				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
✓	Appraise	INT	12	=	4	+ 8.0 +
✓	Climb	STR	20	=	5	+ 15.0 +
✓	Gather Information	CHA	7	=	2	+ 5.5 +
	Handle Animal	CHA	18	=	2	+ 16.0 +
✓	Intimidate	CHA	17	=	2	+ 13.0 + 2
✓	Jump	STR	19	=	5	+ 14.0 +
✓	Listen	WIS	16	=	1	+ 15.0 +
✓	Move Silently	DEX	4	=	2	+ 2.0 +
✓	Ride	DEX	17	=	2	+ 13.0 + 2
✓	Swim	STR	21	=	5	+ 16.0 +
				=	+	+
				✓ : can be used untrained. X : exclusive skills		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	=	+8	+	+3	+	
REFLEX (dexterity)	+6	=	+4	+	+2	+	
WILLPOWER (wisdom)	+5	=	+4	+	+1	+	

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+18/+13/+8	=	+13/+8/+3	+5	+0	+0	
<b>RANGED</b> attack bonus	+15/+10/+5	=	+13/+8/+3	+2	+0	+0	
<b>GRAPPLE</b> attack bonus	+18/+13/+8	=	+13/+8/+3	+5	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+5	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
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WEIGHT ALLOWANCE			
Light	153.0	Medium	306.0
Lift over head	460.0	Lift off ground	920.0
		Heavy	460.0
		Push / Drag	2300.0

FEATS	
Combat Reflexes	See Text
Improved Sunder	See Text
Persuasive	See Text
Power Attack	See Text
Quick Draw	See Text

SPECIAL ABILITIES

- +1 racial bonus on attack rolls against orcs and goblinoids
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 Dodge bonus to Armor Class against monsters of the giant type.
- Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 39)

- Illiteracy
- Stability
- Stonecunning
- 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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Giant, Goblin, Terran, Undercommon