

Valanthe Female Elf Bbn20

NAME	
Brb20	380000
CLASS	EXPERIENCE
20	210000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	18	+4	18	+4
CON Constitution	18	+4	18	+4
INT Intelligence	15	+2	15	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+16	= +12	+ +4	+ +0	+ +0	+	
REFLEX (dexterity)	+10	= +6	+ +4	+ +0	+ +0	+	
WILLPOWER (wisdom)	+7	= +6	+ +1	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+25/+20/+15/+10	= +20/+15/+10/+5	+ +5	+ +0	+ +0	+
RANGED attack bonus	+24/+19/+14/+9	= +20/+15/+10/+5	+ +4	+ +0	+ +0	+
GRAPPLE attack bonus	+25/+20/+15/+10	= +20/+15/+10/+5	+ +5	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+25/+20/+15/+10	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	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Endurance	See Text
Persuasive	See Text
Quick Draw	See Text
Run	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP hit points	247	WOUNDS/CURRENT HP				
	14	10	14	10		
AC armor class	TOTAL	FLAT	TOUCH	BASE	ADJUST	

INITIATIVE modifier	<div>+4</div> TOTAL	=	<div>+4</div> DEX MODIFIER	+	<div>+0</div> MISC MODIFIER
BASE ATTACK bonus	<div>+20/+15/+10/+5</div>				

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ANCE		
0	Heavy	400.0
0	Push / Drag	2000.0

FEATS	
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Blind-Fight	See Text
Endurance	See Text
Persuasive	See Text
Quick Draw	See Text
Run	See Text
Toughness (1x)	See Text

DEITY	
5'1"	96 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE	DAMAGE REDUCTION
	4/-
ARMOR BONUS	MISS CHANCE
SHIELD BONUS	
STAT MODIFIER	
SIZE MODIFIER	
NATURAL ARMOR MODIFIER	
MISC MODIFIER	

SKILLS					MAX RANKS	23/11.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Climb	STR	27	= 5	+ 22.0	+	
Handle Animal	CHA	14	= 1	+ 13.0	+	
Jump	STR	26	= 5	+ 21.0	+	
Listen	WIS	23	= 1	+ 18.0	+ 4	
Perform (Wind Instruments)	CHA	4	= 1	+ 3.0	+	
Ride	DEX	24	= 4	+ 18.0	+ 2	
Survival	WIS	22	= 1	+ 21.0	+	
Swim	STR	26	= 5	+ 21.0	+	
					=	+ _____ + _____
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Bonuses when enraged (STR +8 CON +8 Morale +4 AC -2 HP 80)
Illiteracy
Immunity to magic sleep effects.
Indomitable Will (Ex)
Mighty Rage (Ex) 6 times/day without fatigue (11 rounds)
Trap Sense (Ex) +6

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, Draconic, Elven, Gnoll