

Oorzzk Female Half-orc Bbn11

NAME

Brb11
CLASS
11
TCL

110000
EXPERIENCE
66000
NEXT LEVEL

NPC

PLAYERNAME

Half-orc
RACE
0
AGE

Medium
SIZE
Female
GENDER

DEITY

5'8"
HEIGHT
,
HAIR

138 lbs
WEIGHT

Neutral Evil

ALIGNMENT

Darkvision (60'),
Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	22	+6	22	+6
DEX Dexterity	18	+4	18	+4
CON Constitution	15	+2	15	+2
INT Intelligence	10	+0	10	+0
WIS Wisdom	12	+1	12	+1
CHA Charisma	10	+0	10	+0

HP	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED			
hit points																1/-			Walk 40'			
AC	113																					
armor class	14	10	14	10	0	0	4	0	0	0	0	0	0	0	0	0	0	+0	0			
	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	<div><div>+4</div><div>TOTAL</div></div> = <div><div>+4</div><div>DEX MODIFIER</div></div> + <div><div>+0</div><div>MISC MODIFIER</div></div>
BASE ATTACK bonus	<div>+11/+6/+1</div>

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	14/7
✓ Climb	STR	11	= 6	+ 5.0	+
✓ Intimidate	CHA	14	= 0	+ 14.0	+
✓ Jump	STR	18	= 6	+ 12.0	+
✓ Listen	WIS	12	= 1	+ 11.0	+
✓ Ride	DEX	11	= 4	+ 7.0	+
✓ Spot	WIS	4	= 1	+ 3.5	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	= +7	+2	+0	+0		
REFLEX (dexterity)	+7	= +3	+4	+0	+0		
WILLPOWER (wisdom)	+4	= +3	+1	+0	+0		

MELEE	attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED	attack bonus	+15/+10/+5	= +11/+6/+1	+4	+0	+0	
GRAPPLE	attack bonus	+17/+12/+7	= +11/+6/+1	+6	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	1d3+6	20/x2

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	173.0	Medium	346.0	Heavy	520.0
Lift over head	520.0	Lift off ground	1040.0	Push / Drag	2600.0

FEATS	
Power Attack	See Text
Quick Draw	See Text

SPECIAL ABILITIES

Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 33)

Greater Rage (Ex) 3 times/day (8 rounds)

Illiteracy

Orc Blood

Trap Sense (Ex) +3

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, Orc