

Valania Female Elf Bbn10

NAME

Brb10

90000

CLASS

EXPERIENCE

10

55000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	20	+5	20	+5
CON Constitution	11	+0	11	+0
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	14	+2	14	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+7

=

+7

+

+0

+

+0

+

+0

+

conditional modifiers

TOTAL

+8

=

+3

+

+5

+

+0

+

+0

+

conditional modifiers

TOTAL

+4

=

+3

+

+1

+

+0

+

+0

+

conditional modifiers

MELEE
attack bonus

TOTAL

+15/+10

=

+10/+5

+

+5

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+15/+10

=

+10/+5

+

+5

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+15/+10

=

+10/+5

+

+5

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+15/+10

DAMAGE

1d3+5

CRITICAL

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

133.0

Medium

266.0

Heavy

400.0

Lift over head

400.0

Lift off ground

800.0

Push / Drag

2000.0

FEATS

Blind-Fight

See Text

Combat Reflexes

See Text

Self Sufficient

See Text

Weapon Finesse

See Text

NPC

PLAYERNAME

Elf

Medium

4'10"

105 lbs

0

Female

AGE

GENDER

EYES

HAIR

HP
hit points

59

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

AC
armor class

15

TOTAL

10

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE

modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

DEITY

4'10"

105 lbs

0

Female

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GENDER

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0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS

MAX RANKS

13/6.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

16

=

5

+

11.0

+

Handle Animal

CHA

12

=

2

+

10.0

+

Intimidate

CHA

14

=

2

+

12.0

+

Knowledge (Dungeoneering)

INT

5

=

1

+

4.5

+

Survival

WIS

16

=

1

+

13.0

+

2

Swim

STR

17

=

5

+

12.0

+

=

+

+

: 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 +4 CON +4 Morale +2 AC -2 HP 20)

Illiteracy

Immunity to magic sleep effects.

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, Elven, Gnome