

Antinna Female Half-Elf Bbn19

NAME

Brb19

342000

CLASS

EXPERIENCE

19

190000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5	21	+5
DEX Dexterity	18	+4	18	+4
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

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

153.0

Medium

306.0

Heavy

460.0

Lift over head

460.0

Lift off ground

920.0

Push / Drag

2300.0

FEATS

Alertness

See Text

Dodge

See Text

Endurance

See Text

Iron Will

See Text

Mounted Combat

See Text

Power Attack

See Text

Track

See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'1"

120 lbs

0

Female

AGE

GENDER

EYES

HAIR

HP
hit points

177

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+19/+14/+9/+4

DEITY

5'1"

120 lbs

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

4/-

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

SKILLS

MAX RANKS

22/11

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Handle Animal

CHA

22

=

1

+

21.0

+

Intimidate

CHA

20

=

1

+

19.0

+

Listen

WIS

25

=

1

+

21.0

+

3

Ride

DEX

28

=

4

+

22.0

+

2

Spot

WIS

6

=

1

+

2.5

+

3

Survival

WIS

19

=

1

+

18.0

+

Tumble

DEX

7

=

4

+

3.0

+

=

+

+

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 57)

Elven Blood

Illiteracy

Immunity to sleep spells and similar magical effects.

Indomitable Will (Ex)

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