

Luke Male Halfling Bbn17

NAME	
Brb17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	14	+2	14	+2
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	16	+3	16	+3
CHA Charisma	18	+4	18	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+14	= +10	+ +1	+ +0	+ +3	+	
REFLEX (dexterity)	+8	= +5	+ +2	+ +0	+ +1	+	
WILLPOWER (wisdom)	+9	= +5	+ +3	+ +0	+ +1	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+23/+18/+13/+8	= +17/+12/+7/+2	+ +5	+ +1	+ +0	+
RANGED attack bonus	+20/+15/+10/+5	= +17/+12/+7/+2	+ +2	+ +1	+ +0	+
GRAPPLE attack bonus	+23/+18/+13/+8	= +17/+12/+7/+2	+ +5	+ +1	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+23/+18/+13/+8	1d2+5	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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Alertness	See Text
Dodge	See Text
Great Fortitude	See Text
Mobility	See Text
Power Attack	See Text
Track	See Text

NPC

PLAYERNAME	
Halfling	Small
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
118		
AC	armor class	
13		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier			
+2		= +2	+ +0	
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	bonus	+17/+12/+7/+2		

DEITY	
3'2"	36 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE	DAMAGE REDUCTION	
	3/-	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER
0	0	2
SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER
1	0	0
MISS CHANCE		

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CONCENTRATION	CON	6	= 1	+ 5.5	+
HANDLE ANIMAL	CHA	23	= 4	+ 19.0	+
INTIMIDATE	CHA	24	= 4	+ 20.0	+
KNOWLEDGE (RELIGION)	INT	4	= 1	+ 3.0	+
LISTEN	WIS	23	= 3	+ 16.0	4
RIDE	DEX	18	= 2	+ 14.0	2
SWIM	STR	21	= 5	+ 16.0	+
USE ROPE	DEX	4	= 2	+ 2.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES
+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 51)
Illiteracy
Indomitable Will (Ex)
Tireless Rage (Ex) 5 times/day without fatigue (7 rounds)
Trap Sense (Ex) +5

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, Goblin, Halfling