

Seebo Male Gnome Bbn11

NAME

Brb11

110000

CLASS

EXPERIENCE

11

66000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	13	+1	13	+1
CON Constitution	21	+5	21	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	16	+3	16	+3
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+14

=

+7

+

+5

+

+0

+

+2

+

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

+15/+10/+5

=

+11/+6/+1

+

+3

+

+1

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d2+3	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

WEIGHT ALLOWANCE			
Light	65.0	Medium	130.0
Lift over head	195.0	Lift off ground	390.0
		Heavy	195.0
		Push / Drag	975.0

FEATS	
Great Fortitude	See Text
Self Sufficient	See Text
Shield Proficiency	See Text
Weapon Focus (Longsword)	See Text

NPC

PLAYERNAME

Gnome

Small

3'8"

48 lbs

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Male

EYES

HAIR

POINTS

AGE

GENDER

HP
hit points

147

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

SPEED

Walk 30'

AC
armor class

12

TOTAL

11

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+11/+6/+1

SKILLS		MAX RANKS		14/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	14	= 3	+ 11.0 +
✓ Craft (Sculpting)	INT	4	= 1	+ 3.0 +
✓ Gather Information	CHA	3	= 1	+ 2.0 +
✓ Handle Animal	CHA	13	= 1	+ 12.0 +
✓ Intimidate	CHA	13	= 1	+ 12.0 +
✓ Listen	WIS	16	= 3	+ 11.0 + 2
✓ Perform (String Instruments)	CHA	7	= 1	+ 6.0 +
✓ Survival	WIS	16	= 3	+ 11.0 + 2

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+4 Dodge bonus to Armor Class against monsters of the giant type.

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

Greater Rage (Ex) 3 times/day (11 rounds)

Illiteracy

Speak with Animals (burrowing mammal only, duration 1 minute).

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 (Gnome hooked), 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, Dwarven, Gnome

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/>	Speak with Animals <i>Effect: You can communicate with animals.</i>	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target: You</i>	Personal	V, S	No	Divination
<input type="checkbox"/>	Dancing Lights <i>Effect: Creates torches or other lights.</i>	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target: Up to four lights, all within a 10- ft-radius area</i>	Medium (100 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/>	Ghost Sound <i>Effect: Figment sounds.</i>	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target: Illusory sounds</i>	Close (25 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/>	Prestidigitation <i>Effect: Performs minor tricks.</i>	10	See text	1 standard action	(CASTERLEVEL) hour <i>Target: See text</i>	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									