

Orm Male Human Bbn20

NAME

Brb20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'0"

HEIGHT

134 lbs

WEIGHT

0

AGE

Male

GENDER

Neutral Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5	21	+5
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP

hit points

158

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

4/-

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

SPEED

Walk 40'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+20/+15/+10/+5

SAVING THROWS

FORTITUDE

(constitution)

+13

REFLEX

(dexterity)

+11

WILLPOWER

(wisdom)

+7

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+25/+20/+15/+10

RANGED

attack bonus

+25/+20/+15/+10

GRAPPLE

attack bonus

+25/+20/+15/+10

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+25/+20/+15/+10

1d3+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

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

Blind-Fight

See Text

Cleave

See Text

Dodge

See Text

Endurance

See Text

Power Attack

See Text

Quick Draw

See Text

Run

See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	28	=	5	+ 23.0 +
Handle Animal	CHA	23	=	1	+ 22.0 +
Intimidate	CHA	12	=	1	+ 11.0 +
Jump	STR	22	=	5	+ 17.0 +
Knowledge (The Planes)	INT	6	=	1	+ 5.5 +
Listen	WIS	19	=	1	+ 16.0 + 2
Ride	DEX	24	=	5	+ 17.0 + 2
Survival	WIS	14	=	1	+ 13.0 +
Swim	STR	13	=	5	+ 8.0 +

✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES

Bonuses when enraged (STR +8 CON +8 Morale +4 AC -2 HP 80)

Illiteracy

Indomitable Will (Ex)

Mighty Rage (Ex) 6 times/day without fatigue (8 rounds)

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, Sylvan