

Hrut Male Human Rog4Bbn12

|            |            |
|------------|------------|
| NAME       |            |
| Rog4 Brb12 | 144000     |
| CLASS      | EXPERIENCE |
| 16         | 136000     |
| TCL        | NEXT LEVEL |

| ABILITY NAME        | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---------------------|---------------|------------------|------------|---------------|
| STR<br>Strength     | 14            | +2               | 14         | +2            |
| DEX<br>Dexterity    | 20            | +5               | 20         | +5            |
| CON<br>Constitution | 18            | +4               | 18         | +4            |
| INT<br>Intelligence | 12            | +1               | 12         | +1            |
| WIS<br>Wisdom       | 12            | +1               | 12         | +1            |
| CHA<br>Charisma     | 12            | +1               | 12         | +1            |

| SAVING THROWS               | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|-----------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| FORTITUDE<br>(constitution) | +15   | = +9      | + +4             | + +0           | + +2          |               |                       |
| REFLEX<br>(dexterity)       | +13   | = +8      | + +5             | + +0           | + +0          |               |                       |
| WILLPOWER<br>(wisdom)       | +6    | = +5      | + +1             | + +0           | + +0          |               |                       |

|                         | TOTAL       | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|-------------------------|-------------|-------------------|---------------|---------------|---------------|---------------|
| MELEE<br>attack bonus   | +17/+12/+7  | = +15/+10/+5      | + +2          | + +0          | + +0          |               |
| RANGED<br>attack bonus  | +20/+15/+10 | = +15/+10/+5      | + +5          | + +0          | + +0          |               |
| GRAPPLE<br>attack bonus | +17/+12/+7  | = +15/+10/+5      | + +2          | + +0          | + +0          |               |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
|         | +17/+12/+7         | 1d3+2  | 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            | 58.0  | Medium          | 116.0 | Heavy       | 175.0 |
| Lift over head   | 175.0 | Lift off ground | 350.0 | Push / Drag | 875.0 |

| FEATS              |          |
|--------------------|----------|
| Alertness          | See Text |
| Dodge              | See Text |
| Great Fortitude    | See Text |
| Magical Aptitude   | See Text |
| Quick Draw         | See Text |
| Shield Proficiency | See Text |

NPC

|            |        |        |         |
|------------|--------|--------|---------|
| PLAYERNAME |        | DEITY  |         |
| Human      | Medium | 5'7"   | 174 lbs |
| RACE       | SIZE   | HEIGHT | WEIGHT  |
| 0          | Male   |        |         |
| AGE        | GENDER | EYES   | HAIR    |

| HP          | WOUNDS/CURRENT HP |      |       |   |      |             |              |               |               |               | SUBDUAL DAMAGE |             |   |                      |                     | DAMAGE REDUCTION |   |  | SPEED    |    |   |  |
|-------------|-------------------|------|-------|---|------|-------------|--------------|---------------|---------------|---------------|----------------|-------------|---|----------------------|---------------------|------------------|---|--|----------|----|---|--|
| hit points  |                   |      |       |   |      |             |              |               |               |               |                |             |   |                      |                     | 1/-              |   |  | Walk 40' |    |   |  |
| AC          | 166               |      |       |   |      |             |              |               |               |               |                |             |   |                      |                     |                  |   |  |          |    |   |  |
| armor class | 15                | 10   | 15    | = | 10   | +           | 0            | +             | 0             | +             | 5              | +           | 0 | +                    | 0                   | +                | 0 |  | 0        | +0 | 0 |  |
|             | TOTAL             | FLAT | TOUCH |   | BASE | ARMOR BONUS | SHIELD BONUS | STAT MODIFIER | SIZE MODIFIER | NATURAL ARMOR | MISC MODIFIER  | MISS CHANCE |   | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE |   |  |          |    |   |  |

| INITIATIVE  | modifier | TOTAL      | DEX MODIFIER | MISC MODIFIER |
|-------------|----------|------------|--------------|---------------|
| +5          |          | +5         |              | +0            |
| BASE ATTACK | bonus    | +15/+10/+5 |              |               |

| SKILLS                       | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS  | MISC MODIFIER                                   |
|------------------------------|------------|-------------|----------------|------------------|--------|---|
| Bluff                        | CHA        | 8           | =              | 1                | + 7.0  | +   |
| Climb                        | STR        | 13          | =              | 2                | + 11.0 | +   |
| Concentration                | CON        | 6           | =              | 4                | + 2.0  | +   |
| Escape Artist                | DEX        | 12          | =              | 5                | + 7.0  | +   |
| Handle Animal                | CHA        | 16          | =              | 1                | + 15.0 | +   |
| Hide                         | DEX        | 10          | =              | 5                | + 5.0  | +   |
| Intimidate                   | CHA        | 12          | =              | 1                | + 9.0  | 2   |
| Jump                         | STR        | 16          | =              | 2                | + 14.0 | +   |
| Listen                       | WIS        | 16          | =              | 1                | + 13.0 | 2   |
| Move Silently                | DEX        | 10          | =              | 5                | + 5.0  | +   |
| Perform (String Instruments) | CHA        | 8           | =              | 1                | + 7.0  | +   |
| Ride                         | DEX        | 22          | =              | 5                | + 15.0 | 2   |
| Sense Motive                 | WIS        | 8           | =              | 1                | + 7.0  | +   |
| Spot                         | WIS        | 8           | =              | 1                | + 5.0  | 2   |
| Swim                         | STR        | 17          | =              | 2                | + 15.0 | +   |
| Use Magic Device             | CHA        | 6           | =              | 1                | + 3.5  | 2   |
|                              |            |             |                |                  |        | = + +   |
|                              |            |             |                |                  |        | ✓ : can be used untrained. x : exclusive skills |

| SPECIAL ABILITIES  |
|--|
| Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 48) |
| Evasion (Ex)   |
| Sneak Attack +2d6  |
| Trap Sense (Ex) +5   |
| Trapfinding  |

| PROFICIENCIES  |
|--|
| Axe (Throwing), Battleaxe, Club, Crossbow (Hand), 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, Infernal |