

Ivellimos Male Half-Elf 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	12	+1	12	+1
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

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	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Alertness	See Text
Combat Reflexes	See Text
Endurance	See Text
Power Attack	See Text
Self Sufficient	See Text
Weapon Focus (Greataxe)	See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'3"

156 lbs

DEITY

ALIGNMENT

Low-Light, Normal

RACE

SIZE

VISION

0

Male

0

AGE

GENDER

EYES

HAIR

POINTS

HP  
hit points

189

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

3/-

SPEED

Walk 40'

AC  
armor class

11

TOTAL

FLAT

TOUCH

=

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE  
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+17/+12/+7/+2

SKILLS		MAX RANKS		20/10
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Jump	STR	23	= 5	+ 18.0 +
Knowledge (History)	INT	4	= 1	+ 3.5 +
Knowledge (Religion)	INT	9	= 1	+ 8.5 +
✓ Listen	WIS	24	= 1	+ 20.0 + 3
✓ Move Silently	DEX	4	= 1	+ 3.5 +
✓ Search	INT	3	= 1	+ 1.0 + 1
✓ Swim	STR	24	= 5	+ 19.0 +
Use Magic Device	CHA	11	= 4	+ 7.0 +
✓ Use Rope	DEX	9	= 1	+ 8.0 +
			=	+ +
			✓ : can be used untrained. x : 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 51)

Elven Blood

Illiteracy

Immunity to sleep spells and similar magical effects.

Indomitable Will (Ex)

Tireless Rage (Ex) 5 times/day without fatigue (11 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, Ranscur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspcar, 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, Elven