

Tosti Male Human Bbn6

NAME

Brb6

CLASS

30000

EXPERIENCE

6

21000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'0"

HEIGHT

204 lbs

WEIGHT

0

AGE

Male

GENDER

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	13	+1	13	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	14	+2	14	+2

HP

hit points

77

AC

armor class

12

WOUNDS/CURRENT HP

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+2

MISC MODIFIER

+0

BASE ATTACK

bonus

+6/+1

SUBDUAL DAMAGE

DAMAGE REDUCTION

MISS CHANCE

SPEED

Walk 40'

0

+0

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

FORTITUDE

(constitution)

+9

=

+5

+

+4

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+2

+

+2

+

+0

+

+0

+

WILLPOWER

(wisdom)

+4

=

+2

+

+2

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

MELEE

attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

RANGED

attack bonus

+8/+3

=

+6/+1

+

+2

+

+0

+

+0

+

GRAPPLE

attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+10/+5

DAMAGE

1d3+4

CRITICAL

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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS

Alertness	See Text
Dodge	See Text
Persuasive	See Text
Power Attack	See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	12	=	4	+ 8.0 +
Handle Animal	CHA	9	=	2	+ 7.0 +
Intimidate	CHA	13	=	2	+ 9.0 + 2
Jump	STR	13	=	4	+ 9.0 +
Knowledge (The Planes)	INT	1	=	1	+ 0.5 +
Ride	DEX	13	=	2	+ 9.0 + 2
Sense Motive	WIS	3	=	2	+ 1.0 +
Swim	STR	12	=	4	+ 8.0 +
Use Rope	DEX	2	=	2	+ 0.5 +

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 12)

Illiteracy

Trap Sense (Ex) +2

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, Draconic