

Misha Male Human Bbn6

NAME

Brb6

CLASS

30000

EXPERIENCE

6

21000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	16	+3	16	+3
CON Constitution	17	+3	17	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	18	+4	18	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+10

=

+5

+

+3

+

+0

+

+2

+

+5

=

+2

+

+3

+

+0

+

+0

+

+4

=

+2

+

+2

+

+0

+

+0

+

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

RANGED
attack bonus

+9/+4

=

+6/+1

+

+3

+

+0

+

+0

+

GRAPPLE
attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

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

100.0

Medium

200.0

Heavy

300.0

Lift over head

300.0

Lift off ground

600.0

Push / Drag

1500.0

FEATS

Blind-Fight

See Text

Great Fortitude

See Text

Improved Initiative

See Text

Run

See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'9"

HEIGHT

175 lbs

WEIGHT

0

Male

GENDER

AGE

EYES

HAIR

POINTS

HP
hit points

70

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

13

TOTAL

10

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE

modifier

+7

=

+3

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS

MAX RANKS

9/4.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓

Climb

STR

12

=

4

+

8.0

+

Disable Device

INT

4

=

1

+

3.0

+

Handle Animal

CHA

6

=

4

+

2.0

+

✓

Heal

WIS

6

=

2

+

4.5

+

✓

Intimidate

CHA

12

=

4

+

8.0

+

Knowledge (Geography)

INT

2

=

1

+

1.5

+

Knowledge (Nature)

INT

3

=

1

+

2.0

+

✓

Move Silently

DEX

5

=

3

+

2.0

+

Sleight of Hand

DEX

4

=

3

+

1.5

+

✓

Swim

STR

8

=

4

+

4.0

+

Tumble

DEX

6

=

3

+

3.0

+

=

+

+

✓

: can be used untrained.

X

: 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, Gnome