

Hussain Male Human Bbn19

NAME	
Brb19	342000
CLASS	EXPERIENCE
19	190000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	22	+6	22	+6
<b>DEX</b> Dexterity	13	+1	13	+1
<b>CON</b> Constitution	18	+4	18	+4
<b>INT</b> Intelligence	17	+3	17	+3
<b>WIS</b> Wisdom	13	+1	13	+1
<b>CHA</b> Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+15	= +11	+ +4	+ +0	+ +0	+	
<b>REFLEX</b> (dexterity)	+9	= +6	+ +1	+ +0	+ +2	+	
<b>WILLPOWER</b> (wisdom)	+9	= +6	+ +1	+ +0	+ +2	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+25/+20/+15/+10	= +19/+14/+9/+4	+ +6	+ +0	+ +0	+
<b>RANGED</b> attack bonus	+20/+15/+10/+5	= +19/+14/+9/+4	+ +1	+ +0	+ +0	+
<b>GRAPPLE</b> attack bonus	+25/+20/+15/+10	= +19/+14/+9/+4	+ +6	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+25/+20/+15/+10	1d3+6	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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
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WEIGHT ALLOWANCE					
Light	173.0	Medium	346.0	Heavy	520.0
Lift over head	520.0	Lift off ground	1040.0	Push / Drag	2600.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Combat Reflexes	See Text
Improved Unarmed Strike	See Text
Iron Will	See Text
Lightning Reflexes	See Text
Power Attack	See Text
Run	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
181		
AC	armor class	
11		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier			
+1		= +1	+ +0	
TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK	bonus	+19/+14/+9/+4		

DEITY	
5'9"	175 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE	DAMAGE REDUCTION	
	4/-	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER
0	0	1
SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER
0	0	0
MISS CHANCE		

		FAILURE		PENALTY		
		SKILLS		MAX RANKS		22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Climb	STR	27	= 6	+ 21.0	+	
Craft (Blacksmithing)	INT	15	= 3	+ 12.0	+	
Craft (Sculpting)	INT	18	= 3	+ 15.0	+	
Handle Animal	CHA	23	= 1	+ 22.0	+	
Jump	STR	25	= 6	+ 19.0	+	
Listen	WIS	22	= 1	+ 19.0	2	
Perform (Percussion Instruments)	CHA	11	= 1	+ 10.5	+	
Ride	DEX	19	= 1	+ 16.0	2	
Sense Motive	WIS	8	= 1	+ 7.0	+	
Swim	STR	27	= 6	+ 21.0	+	
			=	+	+	

SPECIAL ABILITIES

Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 57)
Illiteracy
Indomitable Will (Ex)
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
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LANGUAGES
Abyssal, Common, Ignan, Orc