

Anaphia Female Elf Bbn14

NAME

Brb14

182000

CLASS

EXPERIENCE

14

105000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	17	+3	17	+3
CON Constitution	17	+3	17	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	16	+3	16	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +9	+ +3	+ +0	+ +0	+	
REFLEX (dexterity)	+7	= +4	+ +3	+ +0	+ +0	+	
WILLPOWER (wisdom)	+5	= +4	+ +1	+ +0	+ +0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+19/+14/+9	= +14/+9/+4	+ +5	+ +0	+ +0	+
RANGED attack bonus	+17/+12/+7	= +14/+9/+4	+ +3	+ +0	+ +0	+
GRAPPLE attack bonus	+19/+14/+9	= +14/+9/+4	+ +5	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+19/+14/+9	1d3+5	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

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
Power Attack	See Text
Self Sufficient	See Text
Shield Proficiency	See Text

NPC

PLAYERNAME

Elf

Medium

5'5"

128 lbs

Low-Light, Normal

VISION

0

POINTS

HP hit points	136	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED				
AC armor class	13	: 10 : 13 = 10	+ 0 + 0 + 3 + 0 + 0 + 0	MISS CHANCE	0 +0 0				
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER

INITIATIVE

+3

= +3 + +0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

+14/+9/+4

bonus

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	21	= 5	+ 16.0	+
Intimidate	CHA	18	= 3	+ 15.0	+
Listen	WIS	18	= 1	+ 13.0	+
Perform (Oratory)	CHA	6	= 3	+ 3.5	+
Ride	DEX	20	= 3	+ 17.0	+
Swim	STR	22	= 5	+ 17.0	+
Tumble	DEX	5	= 3	+ 2.0	+

SKILLS

MAX RANKS 17/8.5

✓ Climb

STR

21

= 5

+ 16.0

+

✓ Intimidate

CHA

18

= 3

+ 15.0

+

✓ Listen

WIS

18

= 1

+ 13.0

+

4

✓ Perform (Oratory)

CHA

6

= 3

+ 3.5

+

✓ Ride

DEX

20

= 3

+ 17.0

+

✓ Swim

STR

22

= 5

+ 17.0

+

Tumble

DEX

5

= 3

+ 2.0

+

=

+

+

✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 42)

Illiteracy

Immunity to magic sleep effects.

Indomitable Will (Ex)

Trap Sense (Ex) +4

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, Elven, Gnome