

Loopmottin Female Gnome
Bbn8

NAME
Brb8
CLASS
8
TCL
56000
EXPERIENCE
36000
NEXT LEVEL

NPC

PLAYERNAME
Gnome
RACE
Small
SIZE
Female
GENDER
0
AGE

DEITY
3'3"
HEIGHT
40 lbs
WEIGHT

EYES
HAIR

Chaotic Good
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	18	+4	18	+4
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP hit points	97	WOUNDS/CURRENT HP		SUBDUAL DAMAGE					DAMAGE REDUCTION		SPEED												
AC armor class	15	11	:	15	=	10	+	0	+	0	+	4	+	1	+	0	+	0	1/-		Walk 30'		
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY	SPELL RESISTANCE				

INITIATIVE
modifier
TOTAL
+4 = +4 + +0
DEX MODIFIER MISC MODIFIER
BASE ATTACK
bonus
+8/+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	= +6	+ +5	+ +0	+ +0	+	
REFLEX (dexterity)	+6	= +2	+ +4	+ +0	+ +0	+	
WILLPOWER (wisdom)	+3	= +2	+ +1	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+13/+8	= +8/+3	+ +4	+ +1	+ +0	+
RANGED attack bonus	+13/+8	= +8/+3	+ +4	+ +1	+ +0	+
GRAPPLE attack bonus	+13/+8	= +8/+3	+ +4	+ +1	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d2+4	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	75.0	Medium	150.0
Lift over head	225.0	Lift off ground	450.0
		Push / Drag	1125.0

FEATS	
Dodge	See Text
Track	See Text
Weapon Finesse	See Text

SKILLS		MAX RANKS		11/5.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	13	= 4	+ 9.0	+
Handle Animal	CHA	8	= 1	+ 7.0	+
✓ Intimidate	CHA	3	= 1	+ 2.0	+
✓ Jump	STR	15	= 4	+ 11.0	+
Knowledge (Local)	INT	3	= 1	+ 2.0	+
✓ Listen	WIS	5	= 1	+ 2.0	+ 2
✓ Survival	WIS	12	= 1	+ 11.0	+
✓ Swim	STR	15	= 4	+ 11.0	+
= + +					
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES
+1 racial bonus on attack rolls against kobalds and goblinoids.
+2 racial bonus on saving throws against illusions.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 16)
Illiteracy
Speak with Animals (burrowing mammal only, duration 1 minute).
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 (Gnome hooked), 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, Goblin

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/>	Speak with Animals <i>Effect: You can communicate with animals.</i>	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target: You</i>	Personal	V, S	No	Divination
<input type="checkbox"/>	Dancing Lights <i>Effect: Creates torches or other lights.</i>	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target: Up to four lights, all within a 10- ft-radius area</i>	Medium (100 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/>	Ghost Sound <i>Effect: Figment sounds.</i>	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target: Illusory sounds</i>	Close (25 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/>	Prestidigitation <i>Effect: Performs minor tricks.</i>	10	See text	1 standard action	(CASTERLEVEL) hour <i>Target: See text</i>	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									