

Aramust Male Half-Elf Bbn2Ftr9

NAME

Brb2 Ftr9

74000

CLASS

EXPERIENCE

11

66000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	17	+3	17	+3
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	17	+3	17	+3

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+13

=

+9

+

+4

+

+0

+

+0

+

conditional modifiers

BASE SAVE

+6

=

+3

+

+3

+

+0

+

+0

+

ABILITY MODIFIER

+4

+

+3

+

+0

+

+0

+

MAGIC MODIFIER

+3

+

+0

+

+0

+

MISC MODIFIER

+4

=

+3

+

+1

+

+0

+

+0

+

TEMP MODIFIER

MELEE  
attack bonus

TOTAL

+15/+10/+5

=

+11/+6/+1

+

+4

+

+0

+

+0

+

RANGED  
attack bonus

TOTAL

+14/+9/+4

=

+11/+6/+1

+

+3

+

+0

+

+0

+

GRAPPLE  
attack bonus

TOTAL

+15/+10/+5

=

+11/+6/+1

+

+4

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d3+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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Blind-Fight	See Text
Dodge	See Text
Improved Critical (Battleaxe)	See Text
Improved Sunder	See Text
Point Blank Shot	See Text
Power Attack	See Text
Quick Draw	See Text
Weapon Focus (Battleaxe)	See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'7"

148 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP  
hit points

119

WOUNDS/CURRENT HP

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

0

MISS CHANCE

INITIATIVE  
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+11/+6/+1

DEITY

5'7"

148 lbs

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

SKILLS		MAX RANKS		14/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	16	= 4	+ 12.0 +
✓ Craft (Leatherworking)	INT	6	= 1	+ 5.0 +
✓ Forgery	INT	3	= 1	+ 2.0 +
✓ Handle Animal	CHA	10	= 3	+ 7.0 +
✓ Heal	WIS	4	= 1	+ 3.5 +
✓ Jump	STR	10	= 4	+ 6.0 +
✓ Survival	WIS	6	= 1	+ 5.0 +
✓ Swim	STR	11	= 4	+ 7.0 +

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 22)

Elven Blood

Immunity to sleep spells and similar magical effects.

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, Elven