

Artrasa Female Dwarf Bbn10

NAME

Brb10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Female

GENDER

DEITY

3'11"

HEIGHT

136 lbs

WEIGHT

,

HAIR

EYES

Neutral Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	14	+2	14	+2
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	17	+3	17	+3
CHA Charisma	16	+3	16	+3

HP hit points	119	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	12	10	12	10	0	0	2	0	0	0	0	0	0	
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	+2	=	+2	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+10/+5				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		13/6.5
					RANKS		MISC MODIFIER
✓	Climb	STR	10	=	5	+	5.0 +
✓	Gather Information	CHA	5	=	3	+	2.0 +
✓	Heal	WIS	5	=	3	+	2.0 +
✓	Listen	WIS	13	=	3	+	10.0 +
✓	Ride	DEX	15	=	2	+	13.0 +
✓	Survival	WIS	13	=	3	+	10.0 +
✓	Swim	STR	16	=	5	+	11.0 +
	Tumble	DEX	6	=	2	+	4.5 +
				=	+		+
						✓ : can be used untrained. X : exclusive skills	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+10	=	+7	+	+3	+	+0	+	+0	+	
REFLEX (dexterity)	+5	=	+3	+	+2	+	+0	+	+0	+	
WILLPOWER (wisdom)	+6	=	+3	+	+3	+	+0	+	+0	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
	+15/+10	=	+10/+5	+	+5	+	+0	+	+0	+	
RANGED attack bonus	+12/+7	=	+10/+5	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+15/+10	=	+10/+5	+	+5	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10	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
Lift over head	400.0	Lift off ground	800.0
		Heavy	400.0
		Push / Drag	2000.0

FEATS	
Blind-Fight	See Text
Cleave	See Text
Persuasive	See Text
Power Attack	See Text

SPECIAL ABILITIES

+1 racial bonus on attack rolls against orcs and goblinoids

+2 racial bonus on Appraise and Craft checks that are related to stone or metal.

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 20)

Illiteracy

Stability

Stonecunning

Trap Sense (Ex) +3

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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Goblin