

Buzurg Male Human Bbn20

NAME	
Brb20	380000
CLASS	EXPERIENCE
20	210000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	16	+3	16	+3
INT Intelligence	16	+3	16	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+17	= +12	+ +3	+ +0	+ +2	+	
REFLEX (dexterity)	+10	= +6	+ +2	+ +0	+ +2	+	
WILLPOWER (wisdom)	+9	= +6	+ +1	+ +0	+ +2	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+24/+19/+14/+9	= +20/+15/+10/+5	+ +4	+ +0	+ +0	+
RANGED attack bonus	+22/+17/+12/+7	= +20/+15/+10/+5	+ +2	+ +0	+ +0	+
GRAPPLE attack bonus	+24/+19/+14/+9	= +20/+15/+10/+5	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+24/+19/+14/+9	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
Great Fortitude	See Text
Improved Bull Rush	See Text
Improved Sunder	See Text
Iron Will	See Text
Lightning Reflexes	See Text
Persuasive	See Text
Power Attack	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
171		
AC	armor class	SUBDUAL DAMAGE
12		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+2		= +2		+0
BASE ATTACK	bonus	+20/+15/+10/+5		

DEITY	
5'4"	138 lbs
HEIGHT	WEIGHT
EYES	HAIR

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Balance	DEX	4	= 2	+ 2.5	+
Bluff	CHA	13	= 4	+ 7.0	+ 2
Handle Animal	CHA	26	= 4	+ 22.0	+
Hide	DEX	3	= 2	+ 1.0	+
Intimidate	CHA	31	= 4	+ 23.0	+ 4
Knowledge (History)	INT	11	= 3	+ 8.0	+
Knowledge (Nature)	INT	9	= 3	+ 4.0	+ 2
Knowledge (Religion)	INT	13	= 3	+ 10.5	+
Listen	WIS	23	= 1	+ 22.0	+
Perform (Keyboard Instruments)	CHA	10	= 4	+ 6.0	+
Spot	WIS	9	= 1	+ 8.0	+
Survival	WIS	22	= 1	+ 21.0	+
Swim	STR	20	= 4	+ 16.0	+
Tumble	DEX	6	= 2	+ 4.5	+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Bonuses when enraged (STR +8 CON +8 Morale +4 AC -2 HP 80)
Illiteracy
Indomitable Will (Ex)
Mighty Rage (Ex) 6 times/day without fatigue (10 rounds)
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

Celestial, Common, Ignan, Terran
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