

Derick Male Halfling Bbn12

NAME

Brb12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

0

AGE

Small

SIZE

Male

GENDER

DEITY

2'11"

HEIGHT

33 lbs

WEIGHT

EYES

HAIR

True Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	12	+1	12	+1

HP  
hit points

133

WOUNDS/CURRENT HP

AC  
armor class

16

TOTAL

11

FLAT

16

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

INITIATIVE  
modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+12/+7/+2

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+12

TOTAL

+8

BASE SAVE

+3

ABILITY MODIFIER

+0

MAGIC MODIFIER

+1

MISC MODIFIER

+4

TEMP MODIFIER

+10

TOTAL

+4

BASE SAVE

+5

ABILITY MODIFIER

+0

MAGIC MODIFIER

+1

MISC MODIFIER

+7

TOTAL

+4

BASE SAVE

+0

ABILITY MODIFIER

+1

MISC MODIFIER

conditional modifiers

MELEE  
attack bonus

+17/+12/+7

TOTAL

+12/+7/+2

BASE ATTACK BONUS

+4

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

RANGED  
attack bonus

+18/+13/+8

TOTAL

+12/+7/+2

BASE ATTACK BONUS

+5

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

GRAPPLE  
attack bonus

+17/+12/+7

TOTAL

+12/+7/+2

BASE ATTACK BONUS

+4

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

UNARMED

TOTAL ATTACK BONUS

+17/+12/+7

DAMAGE

1d2+4

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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	87.0	Medium	174.0
Lift over head	262.0	Lift off ground	524.0
		Heavy	262.0
		Push / Drag	1310.0

FEATS	
Alertness	See Text
Combat Reflexes	See Text
Dodge	See Text
Power Attack	See Text

SKILLS		MAX RANKS		15/7.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	17	= 4	+ 11.0 + 2
✓ Intimidate	CHA	15	= 1	+ 14.0 +
✓ Jump	STR	20	= 4	+ 14.0 + 2
✓ Ride	DEX	18	= 5	+ 13.0 +
✓ Survival	WIS	17	= 2	+ 15.0 +
✓ Swim	STR	12	= 4	+ 8.0 +
= _____ + _____ + _____				
✓ : can be used untrained. ✗ : exclusive skills				

SPECIAL ABILITIES

+1 racial bonus on all saving throws

+2 morale bonus on saving throws against fear

Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 36)

Illiteracy

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, Halfling