

Derk Male Dwarf Bbn19

NAME

Brb19

CLASS

19

TCL

342000

EXPERIENCE

190000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

3'11"

HEIGHT

142 lbs

WEIGHT

,

HAIR

EYES

Chaotic Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	22	+6	22	+6
DEX Dexterity	16	+3	16	+3
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

HP hit points	226	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED							
AC armor class	13	:	10	:	13	=	10	+	0	+	0	+	3	+	0	+	0	+	0			
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		

INITIATIVE modifier	+3	=	+3	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+19/+14/+9/+4				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	22/11
✓	Climb	STR	22	=	6	+ 16.0 +
	Handle Animal	CHA	19	=	1	+ 18.0 +
	Knowledge (Nature)	INT	10	=	1	+ 7.0 + 2
✓	Listen	WIS	24	=	4	+ 18.0 + 2
✓	Ride	DEX	18	=	3	+ 13.0 + 2
✓	Survival	WIS	21	=	4	+ 17.0 +
✓	Swim	STR	21	=	6	+ 15.0 +
				=		+ +
✓ : can be used untrained. X : exclusive skills						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+16	=	+11	+	+5	+	
REFLEX (dexterity)	+9	=	+6	+	+3	+	
WILLPOWER (wisdom)	+10	=	+6	+	+4	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+25/+20/+15/+10	=	+19/+14/+9/+4	+	+6	+
RANGED attack bonus	+22/+17/+12/+7	=	+19/+14/+9/+4	+	+3	+
GRAPPLE attack bonus	+25/+20/+15/+10	=	+19/+14/+9/+4	+	+6	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+25/+20/+15/+10	1d3+6	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	173.0	Medium	346.0
Lift over head	520.0	Lift off ground	1040.0
		Heavy	520.0
		Push / Drag	2600.0

FEATS	
Alertness	See Text
Dodge	See Text
Point Blank Shot	See Text
Power Attack	See Text
Quick Draw	See Text
Shield Proficiency	See Text
Weapon Focus (Shortbow Composite)	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 +6 CON +6 Morale +3 AC -2 HP 57)

Illiteracy

Indomitable Will (Ex)

Stability

Stonecunning

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, Ransneur, 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, Gnome