

Qillastriathe Female Elf Bbn8

NAME

Brb8

CLASS

60000

EXPERIENCE

8

36000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	20	+5	20	+5
CON Constitution	14	+2	14	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	15	+2	15	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

=

+6

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+7

=

+2

+

+5

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+3

=

+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+13/+8

=

+8/+3

+

+5

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+13/+8

=

+8/+3

+

+5

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+13/+8

=

+8/+3

+

+5

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+13/+8

DAMAGE

1d3+5

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

133.0

Medium

266.0

Heavy

400.0

Lift over head

400.0

Lift off ground

800.0

Push / Drag

2000.0

FEATS

Alertness

See Text

Persuasive

See Text

Power Attack

See Text

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'1"

HEIGHT

104 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

HP

hit points

80

WOUNDS/CURRENT HP

AC

armor class

15

TOTAL

10

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

DEITY

5'1"

HEIGHT

104 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

SKILLS

MAX RANKS

11/5.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

15

=

5

+

10.0

+

Intimidate

CHA

15

=

2

+

11.0

+

2

Listen

WIS

13

=

1

+

8.0

+

4

Ride

DEX

13

=

5

+

8.0

+

Sense Motive

WIS

3

=

1

+

2.0

+

Survival

WIS

8

=

1

+

7.0

+

Swim

STR

12

=

5

+

7.0

+

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 16)

Illiteracy

Immunity to magic sleep effects.

Trap Sense (Ex) +2

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, Goblin