

Larisa Female Human Bbn12

NAME

Brb12

132000

CLASS

EXPERIENCE

12

78000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	18	+4	18	+4
CON Constitution	19	+4	19	+4
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+12

=

+8

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+8

=

+4

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+5

=

+4

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

TOTAL

+17/+12/+7

=

+12/+7/+2

+

+5

+

+0

+

+0

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+16/+11/+6

=

+12/+7/+2

+

+4

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+17/+12/+7

=

+12/+7/+2

+

+5

+

+0

+

+0

+

TEMP MODIFIER

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	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	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Combat Reflexes	See Text
Diehard	See Text
Endurance	See Text
Improved Sunder	See Text
Persuasive	See Text
Power Attack	See Text

NPC

PLAYERNAME

Human

Medium

5'10"

119 lbs

DEITY

ALIGNMENT

Normal

VISION

0

POINTS

AGE

GENDER

EYES

HAIR

HP  
hit points

106

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

SPEED

Walk 40'

AC  
armor class

14

TOTAL

FLAT

TOUCH

=

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE  
modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+12/+7/+2

SKILLS					MAX RANKS	15/7.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Climb	STR	19	=	5	+ 14.0 +
	Craft (Weaponsmithing)	INT	7	=	1	+ 6.0 +
	Handle Animal	CHA	5	=	1	+ 4.0 +
✓	Intimidate	CHA	17	=	1	+ 14.0 + 2
✓	Jump	STR	19	=	5	+ 14.0 +
✓	Listen	WIS	15	=	1	+ 14.0 +
✓	Survival	WIS	13	=	1	+ 12.0 +
✓	Swim	STR	17	=	5	+ 12.0 +
				=		+ +
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES

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, Gnoll