

Avo Male Elf Bbn13

NAME

Brb13

156000

CLASS

EXPERIENCE

13

91000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	20	+5	20	+5
CON Constitution	17	+3	17	+3
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+11

=

+8

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

+9

=

+4

+

+5

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

+5

=

+4

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+16/+11/+6

=

+13/+8/+3

+

+3

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

+18/+13/+8

=

+13/+8/+3

+

+5

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

+16/+11/+6

=

+13/+8/+3

+

+3

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+16/+11/+6

DAMAGE

1d3+3

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	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS

Alertness

See Text

Combat Reflexes

See Text

Exotic Weapon Proficiency

See Text

Point Blank Shot

See Text

Toughness (1x)

See Text

NPC

PLAYERNAME

Elf

Medium

5'0"

113 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP
hit points

130

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

2/-

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

MISS CHANCE

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+13/+8/+3

True Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 40'

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓

Climb

STR

16

=

3

+

13.0

+

✓

Diplomacy

CHA

7

=

1

+

6.5

+

✓

Gather Information

CHA

3

=

1

+

2.5

+

✓

Handle Animal

CHA

16

=

1

+

15.0

+

✓

Intimidate

CHA

17

=

1

+

16.0

+

✓

Jump

STR

19

=

3

+

16.0

+

✓

Knowledge (Geography)

INT

5

=

4

+

1.5

+

✓

Knowledge (Local)

INT

6

=

4

+

2.0

+

✓

Listen

WIS

20

=

1

+

15.0

+

4

✓

Ride

DEX

16

=

5

+

12.0

+

2

✓

Survival

WIS

6

=

1

+

5.0

+

✓

Swim

STR

17

=

3

+

14.0

+

Use Magic Device

CHA

2

=

1

+

1.0

+

✓

:

can be used untrained.

x

: 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 +6 CON +6 Morale +3 AC -2 HP 39)

Illiteracy

Immunity to magic sleep effects.

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), Sword (Two-Bladed), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Elven, Gnoll, Gnome, Orc, Sylvan