

Unk

Bbn1

CLASS

1

LEVEL

0

Current XP

Medium

SIZE

1,000

XP for Next Level

Half-Orc

RACE

19

AGE

Male

GENDER

6' 3"

HEIGHT

198 lbs.

WEIGHT

1,000

XP Remaining

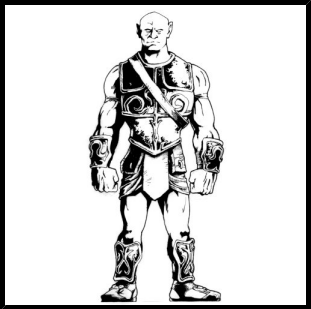
Chaotic Good

ALIGNMENT

Elgath

DEITY

In Game XP Gained



ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

TOTAL

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

HIT DIE TYPE

SPEED

STR

18

+4

HP

15

1d12

40

DEX

14

+2

AC

16

14

12

= 10 +

4

+

0

+

2

+

0

+

0

+

0

20

0

CON

16

+3

TOTAL

FLAT FOOTED

TOUCH AC

BASE

ARMOR BONUS

SHIELD BONUS

DEX BONUS

SIZE BONUS

NATURAL ARMOR

MISC BONUS

MISS CHANCE

SPELL FAILURE %

ARMOR CHECK

MAX DEX

SPELL RESIST.

INT

8

-1

INITIATIVE

+ 2

=

2

+

0

SAVING THROWS

Fortitude

Con

5

=

2

+

3

+

0

+

0

+

CONDITIONAL MODIFIERS

WIS

10

+0

TOTAL

DEX MOD

MISC MOD

Reflex

Dex

2

=

0

+

2

+

0

+

0

+

CHA

8

-1

BASE ATTACK BONUS

+1

Will

Wis

0

=

0

+

0

+

0

+

0

+

TOTAL

BASE ATTACK BONUS

ABILITY MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

MELEE

ATTACK BONUS

+5

=

1

+

4

+

0

+

0

+

RANGED

ATTACK BONUS

+3

=

1

+

2

+

0

+

0

+

Grapple

MODIFIER

+5

=

1

+

4

+

0

+

0

+

Greatsword

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

-

8 lbs.

Slashing

Medium

Chain shirt

TYPE

ARMOR BONUS

MAX DEX BONUS

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

-2

20%

30 ft.

25 lbs.

SKILLS

Max Ranks

4/ 2

SKILL NAME

KEY ABILITY

TOTAL

RANKS

ABILITY MOD

MISC MOD

■ Appraise

Int

-1

=

+

-1

+

■ Balance*

Dex

0

=

+

2

+

-2

■ Bluff

Cha

-1

=

+

-1

+

■ Climb*

Str

2

=

+

4

+

-2

■ Concentration

Con

3

=

+

3

+

■ Control Shape

Wis

0

=

+

0

+

■ Craft ()

Int

-3

=

+

-1

+

-2

■ Diplomacy

Cha

-1

=

+

-1

+

■ Disguise

Cha

-1

=

+

-1

+

■ Escape Artist*

Dex

0

=

+

2

+

-2

■ Forgery

Int

-1

=

+

-1

+

■ Gather Information

Cha

-1

=

+

-1

+

■ Heal

Wis

0

=

+

0

+

■ Hide*

Dex

0

=

+

2

+

-2

■ Intimidate

Cha

3

=

4

+

-1

+

■ Jump*

Str

6

=

+

4

+

2

■ Listen

Wis

4

=

4

+

0

+

■ Literacy

0

=

+

0

+

■ Move Silently*

Dex

0

=

+

2

+

-2

■ Perform (Act)

Cha

-1

=

+

-1

+

■ Perform (Comedy)

Cha

-1

=

+

-1

+

■ Perform (Dance)

Cha

-1

=

+

-1

+

■ Perform (Keyboard Instruments)

Cha

-1

=

+

-1

+

■ Perform (Oratory)

Cha

-1

=

+

-1

+

■ Perform (Percussion)

Cha

-1

=

+

-1

+

■ Perform (Sing)

Cha

-1

=

+

-1

+

■ Perform (String Instruments)

Cha

-1

=

+

-1

+

■ Perform (Weapon Drill)

Cha

-1

=

+

-1

+

■ Perform (Wind Instruments)

Cha

-1

=

+

-1

+

■ Ride

Dex

2

=

+

2

+

■ Search

Int

-1

=

+

-1

+

■ Sense Motive

Wis

0

=

+

0

+

■ Spot

Wis

0

=

+

0

+

■ Survival

Wis

4

=

4

+

0

+

■ Swim*

Str

0

=

+

4

+

-4

■ Use Rope

Dex

2

=

+

2

+

Skills marked with ■ can be used untrained.
* armor check penalty, if any, applies.
** Double armor penalty

EQUIPMENT							
ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Chain shirt	1	100 gp	(25.00)	Greatsword	1	50 gp	(8.00)
Coin: gp (10)	1	10 gp	(0.20)				
1 - 100 lbs. LIGHT LOAD	101 - 200 lbs. MEDIUM LOAD	201 - 300 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY			
CP -	SP -	GP - 10	PP -
Misc -			

LANGUAGES	
Orc, Common	
Effects:	Barbarian Rage
	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.
	Uses/day: <input type="checkbox"/>

FEATS
Armor Proficiency: medium
Simple Weapon Proficiency
Power Attack
Shield Proficiency
Armor Proficiency: light

SPECIAL ABILITIES
Half-Orc Racial Features
Orc Blood
Special Qualities
Darkvision (Ex): 60 ft.
Barbarian Class Features
Fast Movement
Illiteracy
Proficiency: Armor, Light
Proficiency: Armor, Medium
Proficiency: Martial Weapons: All
Proficiency: Shields
Proficiency: Simple Weapons: All
Rage (1x/day)