

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Barbarian9		Half-Orc		Chaotic Good	Kord	36
36000		Medium / 5.0 ft.		5' 7"	175 lbs.	Darkvision (60'), Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	16		Black	Black, Shag	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																			
STR Strength	20	+5	20	+5			HP Hit Points	135			1/-	Walk 30'																				
DEX Dexterity	14	+2	14	+2			AC Armour Class	22	=	22	:	13	:	10	+	8	+	0	+	2	+	0	+	1	+	1			25	-3	3	0
CON Constitution	16	+3	16	+3			TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	ARCANE FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST.										

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS	SKILLS		MAX RANKS	
Fortitude Constitution	+10	= +6	+ +3	+ +1	+ +0	+ +0					12/6	
Reflex Dexterity	+6	= +3	+ +2	+ +1	+ +0	+ +0						
Willpower Wisdom	+4	= +3	+ +0	+ +1	+ +0	+ +0						

Melee ATTACK BONUS	+14/+9	=	+9/+4	+ 5	+ 0	+ 0	+ 0		SKILL NAME		ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
Ranged ATTACK BONUS	+11/+6	=	+9/+4	+ 2	+ 0	+ 0	+ 0		Appraise	INT	0	=	0	+ 0	+ 0	+ 0
Grapple ATTACK BONUS	+14/+9	=	+9/+4	+ 5	+ 0	+ 0	+ 0		Balance	DEX	1	=	2	+ 2	+ -3	+ -3
UNARMED									Bluff	CHA	0	=	0	+ 0	+ 0	+ 0
									Climb	STR	6	=	5	+ 4	+ -3	+ -3
									Concentration	CON	3	=	3	+ 0	+ 0	+ 0
									Diplomacy	CHA	0	=	0	+ 0	+ 0	+ 0
									Disguise	CHA	0	=	0	+ 0	+ 0	+ 0
									Escape Artist	DEX	-1	=	2	+ 0	+ -3	+ -3
									Forgery	INT	0	=	0	+ 0	+ 0	+ 0
									Gather Information	CHA	0	=	0	+ 0	+ 0	+ 0
									Heal	WIS	0	=	0	+ 0	+ 0	+ 0
									Hide	DEX	-1	=	2	+ 0	+ -3	+ -3
									Intimidate	CHA	4	=	0	+ 4	+ 0	+ 0
									Jump	STR	7	=	5	+ 5	+ -3	+ -3
									Listen	WIS	5	=	0	+ 5	+ 0	+ 0
									Literacy		1	=	0	+ 1	+ 0	+ 0
									Move Silently	DEX	0	=	2	+ 1	+ -3	+ -3
									Ride	DEX	-3	=	2	+ 0	+ -5	+ -5
									Search	INT	3	=	0	+ 3	+ 0	+ 0
									Sense Motive	WIS	0	=	0	+ 0	+ 0	+ 0
									Spot	WIS	3	=	0	+ 3	+ 0	+ 0
									Survival	WIS	5	=	0	+ 5	+ 0	+ 0
									Swim	STR	2	=	5	+ 3	+ -6	+ -6
									Tumble	DEX	2	=	2	+ 1	+ -1	+ -1
									Use Rope	DEX	2	=	2	+ 0	+ 0	+ 0
									= Useable Untrained							

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE	BARBARIAN RAGE	
Composite +5 Longbow +1	+12/+7	1d8+6	20/x3	C	110'	P	M		
Masterwork, Wood, Mighty Bow									
*Greatsword +3	+18/+13	2d6+10	19-20/x2	B	0'	S	M		
Masterwork, Steel									

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE		
*Breastplate +3	Medium	+8	+3	-3	25		
Masterwork, Steel							

SHIELD	TYPE	AC	CHECK	SPELL FAILURE		

*Greatsword +3							Tumble	DEX	<u>2</u>	=	<u>2</u>	+	<u>1</u>	+	<u>-1</u>	
	+18/+13	2d6+10	19-20/x2	B	0'	S	M	Use Rope	DEX	<u>2</u>	=	<u>2</u>	+	<u>0</u>	+	<u>0</u>
ARMOR							= Useable Untrained									
		Masterwork, Steel	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE									

AMMUNITION			
Arrows (20) (2)			

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 8 rounds. 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. The barbarian can only fly into a rage once per encounter, and only 3 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.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Alchemist's Fire (Flask)	Backpack	2	1	20	Composite +5 Longbow +1 (Masterwork, Wood, Mighty Bow)	Carried	1	3	2900
Alchemist's Fire (Flask)	Belt Pouch	2	1	20	Grappling Hook	Backpack	1	4	1
Holy Water (Flask)	Backpack	1	1	25	Greatsword +3 (Masterwork, Steel)	Equipped	1	8	18350
Holy Water (Flask)	Belt Pouch	1	1	25	Explorer's Outfit	Equipped	1	8	0
Amulet of Natural Armor +1 (Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1)	Equipped	1	0.01	2000	Potion of Cure Light Wounds	Belt Pouch	1	0.1	50
Arrows (20) (Steel, Wood)	Backpack	1	3	1	Belt Pouch	Equipped	1	0.5	1
Arrows (20) (Steel, Wood)	Carried	1	3	1	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
Backpack	Equipped	1	2	2	Silk Rope (50')	Backpack	1	5	10
Breastplate +3 (Masterwork, Steel)	Equipped	1	30	9350	Sunrod	Backpack	1	1	2
Cloak of Resistance +1 (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Sunrod	Belt Pouch	1	1	2
TOTAL WEIGHT CARRIED/VALUE						67.62 lbs.		36000 gp	

WEIGHT ALLOWANCE

Light	133	Medium	266	Heavy	400
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MONEY

SPECIAL ABILITIES

Fast Movement (Ex), Illiterate, Improved Uncanny Dodge (Ex) ~ Can't be flanked except by a rogue of 13 level, Orc Blood, Rage (Ex) ~ 3 times/day (8 rounds), Rage bonuses ~ STR +4, CON +4, Willpower +2, AC -2, HP 18, Trap Sense (Ex) +3 bonus to Reflex save and +3 Dodge bonus to AC vs. Traps, Uncanny Dodge (Ex) ~ Dex bonus to AC

PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, 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, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard/Martial), Sword (Short), Touch Spell, Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Orc

FEATS

NAME	DESCRIPTION
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Combat Reflexes	You can respond quickly and repeatedly to opponents who let their defenses down
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Power Attack	You can make exceptionally powerful melee attacks
Quick Draw	You can draw weapons with startling speed
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Weapon Focus (Greatsword)	You are especially good at using the chosen weapon

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CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	16		Black	Black, Shag	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																			
STR Strength	20	+5	20	+5	24	+7	HP Hit Points	153			1/-		Walk 30'																			
DEX Dexterity	14	+2	14	+2			AC Armour Class	20	=	20	:	11	:	10	+	8	+	0	+	2	+	0	+	1	+	-1			25	-3	3	0
CON Constitution	16	+3	16	+3	20	+5	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	ARCANE FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST.											

INITIATIVE	2	=	2	+	0
Modifier	TOTAL	DEX MODIFIER	MISC MODIFIER		

SKILLS

MAX RANKS	12/6
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BASE ATTACK

Bonus

+9/+4

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+12	= +6	+ +5	+ +1	+ +0	+ +0	+	
Reflex Dexterity	+6	= +3	+ +2	+ +1	+ +0	+ +0	+	
Willpower Wisdom	+6	= +3	+ +0	+ +1	+ +0	+ +0	+ +2	
	TOTAL		BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY

Melee ATTACK BONUS	<div>+14/+9</div>	=	<div>+9/+4</div>	+	<div>5</div>	+	<div>0</div>	+	<div>0</div>	+	<div>0</div>	+	<div></div>
Ranged ATTACK BONUS	<div>+11/+6</div>	=	<div>+9/+4</div>	+	<div>2</div>	+	<div>0</div>	+	<div>0</div>	+	<div>0</div>	+	<div></div>
Grapple ATTACK BONUS	<div>+14/+9</div>	=	<div>+9/+4</div>	+	<div>5</div>	+	<div>0</div>	+	<div>0</div>	+	<div>0</div>	+	<div></div>

UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+14/+9	1d3+5	20/x2

WEAPON

+ATTACK BONUS

Composite +5 Longbow +1	+12/+7	1d8+6	20/x3	C	110'	P	M
Masterwork, Wood, Mighty Bow							

*Greatsword +3

+18/+13	2d6+10	19-20/x2	B	0'	S	M
Masterwork, Steel						

ARMOR

*Breastplate +3

Medium	+8	+3	-3	25
Masterwork, Steel				

SHIELD

ITEMS

*Amulet of Natural Armor +1

Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1

*Ring of Protection +1

Grants +1 deflection bonus to AC

AMMUNITION

Arrows (20) (2)

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	0	=	0	+ 0
Balance	DEX	1	=	2	+ -3
Bluff	CHA	0	=	0	+ 0
Climb	STR	8	=	7	+ 4
Concentration	CON	5	=	5	+ 0
Diplomacy	CHA	0	=	0	+ 0
Disguise	CHA	0	=	0	+ 0
Escape Artist	DEX	-1	=	2	+ 0
Forgery	INT	0	=	0	+ 0
Gather Information	CHA	0	=	0	+ 0
Heal	WIS	0	=	0	+ 0
Hide	DEX	-1	=	2	+ 0
Intimidate	CHA	4	=	0	+ 4
Jump	STR	9	=	7	+ 5
Listen	WIS	5	=	0	+ 5
Literacy		1	=	0	+ 1
Move Silently	DEX	0	=	2	+ 1
Ride	DEX	-3	=	2	+ 0
Search	INT	3	=	0	+ 3
Sense Motive	WIS	0	=	0	+ 0
Spot	WIS	3	=	0	+ 3
Survival	WIS	5	=	0	+ 5
Swim	STR	4	=	7	+ 3
Tumble	DEX	2	=	2	+ 1
Use Rope	DEX	2	=	2	+ 0
= Useable Untrained					

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 8 rounds. 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. The barbarian can only fly into a rage once per encounter, and only 3 times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

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CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
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LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																		
STR Strength	20	+5	20	+5	18	+4	HP Hit Points	135			1/-	Walk 30'																			
DEX Dexterity	14	+2	14	+2	12	+1	AC Armour Class	21	=	21	:	12	:	10	+	8	+	0	+	1	+	0	+	1	+	1		25	-3	3	0
CON Constitution	16	+3	16	+3			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	ARCANE FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST.										

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS	SKILLS		MAX RANKS	
Fortitude Constitution	+10	= +6	+ +3	+ +1	+ +0	+ +0					12/6	
Reflex Dexterity	+5	= +3	+ +1	+ +1	+ +0	+ +0						
Willpower Wisdom	+4	= +3	+ +0	+ +1	+ +0	+ +0						

Melee ATTACK BONUS	+14/+9	=	+9/+4	+ 5	+ 0	+ 0	+ 0		SKILL NAME		ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	RANKS	MISC MODIFIER
Ranged ATTACK BONUS	+11/+6	=	+9/+4	+ 2	+ 0	+ 0	+ 0		Appraise	INT	0	=	0	+ 0	+ 0	
Grapple ATTACK BONUS	+14/+9	=	+9/+4	+ 5	+ 0	+ 0	+ 0		Balance	DEX	0	=	1	+ 2	+ -3	
									Bluff	CHA	0	=	0	+ 0	+ 0	
									Climb	STR	5	=	4	+ 4	+ -3	
									Concentration	CON	3	=	3	+ 0	+ 0	
									Diplomacy	CHA	0	=	0	+ 0	+ 0	
									Disguise	CHA	0	=	0	+ 0	+ 0	
									Escape Artist	DEX	-2	=	1	+ 0	+ -3	
									Forgery	INT	0	=	0	+ 0	+ 0	
									Gather Information	CHA	0	=	0	+ 0	+ 0	
									Heal	WIS	0	=	0	+ 0	+ 0	
									Hide	DEX	-2	=	1	+ 0	+ -3	
									Intimidate	CHA	4	=	0	+ 4	+ 0	
									Jump	STR	6	=	4	+ 5	+ -3	
									Listen	WIS	5	=	0	+ 5	+ 0	
									Literacy		1	=	0	+ 1	+ 0	
									Move Silently	DEX	-1	=	1	+ 1	+ -3	
									Ride	DEX	-4	=	1	+ 0	+ -5	
									Search	INT	3	=	0	+ 3	+ 0	
									Sense Motive	WIS	0	=	0	+ 0	+ 0	
									Spot	WIS	3	=	0	+ 3	+ 0	
									Survival	WIS	5	=	0	+ 5	+ 0	
									Swim	STR	1	=	4	+ 3	+ -6	
									Tumble	DEX	1	=	1	+ 1	+ -1	
									Use Rope	DEX	1	=	1	+ 0	+ 0	

	TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY	Gather Information	CHA	0	=	0	+	0	+	0	
Melee	+14/+9	=	+9/+4	+	5	+	0	+	0	+	0	+	0	+	0		
ATTACK BONUS									Heal	WIS	0	=	0	+	0	+	0
									Hide	DEX	-2	=	1	+	0	+	-3
Ranged	+11/+6	=	+9/+4	+	2	+	0	+	0	+	0	+	0	+	0		
ATTACK BONUS									Intimidate	CHA	4	=	0	+	4	+	0
									Jump	STR	6	=	4	+	5	+	-3
Grapple	+14/+9	=	+9/+4	+	5	+	0	+	0	+	0	+	0	+	0		
ATTACK BONUS									Listen	WIS	5	=	0	+	5	+	0
									Literacy		1	=	0	+	1	+	0
									Move Silently	DEX	-1	=	1	+	1	+	-3

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Breastplate +3	Medium	+8	+3	-3	25
Masterwork, Steel					
SHIELD	TYPE	AC	CHECK	SPELL FAILURE	
ITEMS	AC				
*Amulet of Natural Armor +1	+1				
Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1					
*Ring of Protection +1	+1				
Grants +1 deflection bonus to AC					

AMMUNITION	
Arrows (20) (2)	

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