Barbarian

CHARACTER NAME

Field	Value		
Barbarian	Half-Orc	Male	Chaotic Neutral
CLASS	RACE	GENDER	ALIGNMENT
4	Medium / Humanoid (Orc)	0	
LEVEL	SIZE / TYPE	AGE	HEIGHT / WEIGHT

REGION

DEITY

EYES / HAIR

ABILITIES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	18	+4		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	7	−2		
WIS WISDOM	10	+0		
CHA CHARISMA	6	−2		

	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS	48			40 ft/x4

AC ARMOR CLASS 16 = 10 + 5 (ARMOR BONUS) + 0 (SHIELD BONUS) + 1 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 0 (DEFLECT MOD) + 0 (MISC MOD) | −1 (ARMOR CHECK PENALTY) | DAMAGE REDUCTION

TOTAL

TOUCH ARMOR CLASS 11   **FLAT-FOOTED ARMOR CLASS** 16

INITIATIVE MODIFIER +1 = +1 (DEX MODIFIER) + (MISC. MODIFIER)

TOTAL

SAVING THROWS

SAVING THROW	TOTAL		BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+7	=	+4	+3	+0	+0		
REFLEX (DEXTERITY)	+2	=	+1	+1	+0	+0		
WILL (WISDOM)	+1	=	+1	+0	+0	+0		

BASE ATTACK BONUS +4   TEMP.

GRAPPLE MODIFIER +8 = +4 (BASE ATTACK) + +4 (STR MODIFIER) + +0 (SIZE MODIFIER) + +0 (MISC. MODIFIER)

TOTAL

SPELL RESISTANCE

ARCANE SPELL FAILURE

	TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+8	=	+4	+4	+0	+0	
RANGED ATTACK BONUS	+5	=	+4	+1	+0	+0	

WEAPONS

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Greataxe	+9	1d12+7	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	12 lb	S	Medium	Two-handed

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork spear	+9	1d8+6	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
20 ft	6 lb	P	Medium	Two-handed

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork heavy flail	+9	1d10+6	19-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	10 lb	B	Medium	Two-handed

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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SKILLS

MAX RANKS 7 / 3.5

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC. MODIFIER
☒	Appraise[1]	INT	−2	=	-2	+		+	
☒	Balance[1]	DEX*	+0	=	1	+		+	-1
☒	Bluff[1]	CHA	−2	=	-2	+		+	
☐	Climb[1]	STR*	+5	=	4	+	2	+	-1
☐	Concentration[1]	CON	+3	=	3	+		+	
☐	Craft skills…[1]	INT	−2	=	-2	+		+	
☒	Diplomacy[1]	CHA	−2	=	-2	+		+	
☒	Disguise[1]	CHA	−2	=	-2	+		+	
☒	Escape Artist[1]	DEX*	+0	=	1	+		+	-1
☒	Forgery[1]	INT	−2	=	-2	+		+	
☒	Gather Information[1]	CHA	−2	=	-2	+		+	
☒	Heal[1]	WIS	+0	=		+		+	
☒	Hide[1]	DEX*	+0	=	1	+		+	-1
☐	Intimidate[1]	CHA	−2	=	-2	+		+	
☐	Jump[1]	STR*	+12	=	4	+	5	+	3
☐	Listen[1]	WIS	+4	=		+	4	+	
☒	Move Silently[1]	DEX*	+0	=	1	+		+	-1
☒	Perform skills ...[1]	CHA	−2	=	-2	+		+	
☐	Ride[1]	DEX	+1	=	1	+		+	
☒	Search[1]	INT	−2	=	-2	+		+	
☒	Sense Motive[1]	WIS	+0	=		+		+	
☒	Spot[1]	WIS	+0	=		+		+	
☐	Survival[1]	WIS	+3	=		+	3	+	
☐	Swim[1]	STR**	+2	=	4	+		+	-2
☒	Use Rope[1]	DEX	+1	=	1	+		+	
				=		+		+	
				=		+		+	
				=		+		+	
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				=		+		+	

Skills marked with[1] can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are cross-class skills.
* ARMOR CHECK PENALTY applies.   ** Twice ARMOR CHECK PENALTY applies.

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
+1 Chain shirt	Light	+5	+4

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
−1	20%	40	25	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
Backpack	2	Peasant's Outfit	5
GreatAxe +1	12		
Spear MW	6		
Heavy Flail MW	10		
Rope, Silk (50')			
Waterskin	4		
Grappling Hook	4		
		TOTAL WEIGHT CARRIED	68

NOTES

Miniature Unlock: Single Minded
Miniature: Howling Orc (WAR
DRUMS 52/60)
While raging you gain a +1 bonus
to Will saves and you are immune
to charm, geas, and domination
spells and effects.

LANGUAGES

Common
Orc

SPECIAL ABILITIES/FEATS

— RACE ABILITIES —
- Base land speed of 30 feet.
- Darkvision 60 feet.
- Orc Blood: can use items keyed towards orcs
- Favored Class: Barbarian

— CLASS ABILITIES —
- Proficient in light and medium armor, and all shields(except tower shields)
- Proficient with all simple and martial weapons.
- Fast Movement(Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.
- Illiteracy: Cannot read or write. Must spend 2 skill points to gain literacy or gain levels in another class.
- Rage: You can fly into a screaming frenzy once per encounter, up to 2 times per day. This gives +4 to Strength and Constitution, +8 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 8 rounds.
- Uncanny Dodge(Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
- Trap Sense(Ex): +1 to Reflex saves and AC against traps.

— FEATS —
- Power Attack (PH 98)
- Cleave (PH 92)

CARRYING INFO

1–100	101–200	201–300
LIGHT LOAD	MED LOAD	HEAVY LOAD

300	600	1,500
LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG

MONEY

PP	
GP	65
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day		Used		Turning/Rebuking Check Modifier	

Turning/Rebuking	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.