

Gord Hammerson

CHARACTER NAME

Barbarian 6

CLASS

6 15833 / 23000

Character Level EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	17		+3		
DEX Dexterity	15		+2		
CON Constitution	15		+2		
INT Intelligence	10		+0		
WIS Wisdom	13		+1		
CHA Charisma	11		+0		

Pat

PLAYER NAME

Human

RACE

22

AGE

Medium

SIZE

Male

GENDER

DEITY

6' 1"

HEIGHT

EYES

None

REGION

195 lbs.

WEIGHT

HAIR

Neutral

ALIGNMENT

Normal

VISION

POINTS

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
74				Walk 30 ft.
AC armor class	21	21	12	10
	TOTAL	FLAT	TOUCH	BASE
				ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLECTION
				DODGE
				MISC
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

INITIATIVE modifier	+2	=	+2	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+6/+1				
ENCUMBRANCE	Medium				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 Reflex to avoid traps
FORTITUDE (constitution)	+7	=	+5	+	+2	+	+0	+0
REFLEX (dexterity)	+5	=	+2	+	+2	+	+0	+1
WILL (wisdom)	+3	=	+2	+	+1	+	+0	+0

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9/+4	=	+6/+1	+	+3	+	+0
RANGED attack bonus	+8/+3	=	+6/+1	+	+2	+	+0
CMB attack bonus	+9/+4	=	+6/+1	+	+3	+	+0

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+9/+4	+9/+4	+9/+4	+9/+4	+9	+9
Defense	21	21	21	21	21	21

*Battleaxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	20/x3	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+9/+4	1d8+3	2W-P-(OH)	+3/-2	1d8+3	
1H-O	+5/+0	1d8+1	2W-P-(OL)	+5/+0	1d8+3	
2H	+9/+4	1d8+4	2W-OH	-1	1d8+1	

*Shieldbash (Heavy)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+9/+4	1d4+3	2W-P-(OH)	+3/-2	1d4+3	
1H-O	+5/+0	1d4+1	2W-P-(OL)	+5/+0	1d4+3	
2H	+9/+4	1d4+4	2W-OH	-1	1d4+1	

+1 Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+10/+5	1d8+4	2W-P-(OH)	+4/-1	1d8+4	
1H-O	+6/+1	1d8+2	2W-P-(OL)	+6/+1	1d8+4	
2H	+10/+5	1d8+5	2W-OH	+0	1d8+2	

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+1 Chainmail	Medium	+7	+2	-4	30
+1 Chain Shirt	Light	+5	+4	-1	20
Chain Shirt	Light	+4	+4	-2	20
Studded Leather	Light	+3	+5	-1	15
*Shield (Heavy/Wooden/Shield Spikes) Spiked	Heavy	+2		-2	15

BARBARIAN RAGE

Rounds/day

TOTAL SKILLPOINTS: 30		SKILLS		MAX RANKS: 6/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	1	=	2	+ 2 + -3
✓ Appraise	INT	0	=	0	
✓ Bluff	CHA	0	=	0	
✓ Climb	STR	3	=	3	+ 3 + -3
✓ Craft (Untrained)	INT	0	=	0	
✓ Diplomacy	CHA	2	=	0	+ 2
✓ Disguise	CHA	0	=	0	
✓ Escape Artist	DEX	-3	=	2	+ 1 + -6
✓ Fly	DEX	-4	=	2	+ -6
✓ Handle Animal	CHA	6	=	0	+ 1 + 5
✓ Heal	WIS	1	=	1	
✓ Intimidate	CHA	8	=	0	+ 3 + 5
Knowledge (Nature)	INT	9	=	0	+ 6 + 3
✓ Perception	WIS	9	=	1	+ 5 + 3
✓ Perform (Untrained)	CHA	0	=	0	
✓ Ride	DEX	2	=	2	+ 1 + -1
✓ Sense Motive	WIS	1	=	1	
✓ Stealth	DEX	-3	=	2	+ 1 + -6
✓ Survival	WIS	10	=	1	+ 6 + 3
✓ Swim	STR	2	=	3	+ 2 + -3
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+9/+4		1d6+4				
Special Properties						

Sling		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
30 ft.		50 ft.		100 ft.		200 ft.
TH	+8/+3	+8/+3	+6/+1		+4/-1	+2/-3
Dam	1d4+3	1d4+3	1d4+3		1d4+3	1d4+3
Special Properties						

+1 Mace (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+10/+5	1d6+4	2W-P(OH)		+4/-1	1d6+4
1H-O	+6/+1	1d6+2	2W-P(OL)		+6/+1	1d6+4
2H	+10/+5	1d6+4	2W-OH		+2	1d6+2
Special Properties						

Blowgun		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x2	5 ft.
20 ft.		30 ft.		40 ft.		60 ft.
TH	+8/+3	+6/+1	+6/+1		+4/-1	+2/-3
Dam	1d2	1d2	1d2		1d2	1d2
Special Properties						

EQUIPMENT		ITEM	LOCATION	QTY	WT	COST
+1 Chainmail			Equipped	1	40.0	1300.0
Backpack			Equipped	1	2.0	2.0
100.14 lbs., 4 Antitoxin (Vial), 10 Darts, Blowgun, 2 Flint and Steel, 1 Grappling Hook, 1 Lantern (Bullseye), 7 Oil (1 Pint Flask), 1 Peasant's Outfit, 1 Potion of Cure Light Wounds, 9 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 1 Bedroll, 1 Studded Leather, 5 Tindertwig, 1 +1 Mace (Light), 1 Blanket (Winter), 1 Bottle of Air, 3 Potion of Bull's Strength, 1 Potion of Fly, 1 Potion of Protection from Arrows, 1 +1 Chain Shirt, 3 Coin (Copper Piece), 2 Coin (Gold Piece), 2 Coin (Silver Piece), 1 Blowgun, 1 Trade Gem (10), 4 Trade Gem (100), 2 Trade Gem (1000), 1 Trade Gem (50), 1 Trade Gem (500), 20 Bullet, Sling, 10 Candle						
Battleaxe			Equipped	1	6.0	10.0
Dog (Guard)			Equipped	1	0.0	25.0
0 lbs.						
Traveler's Outfit			Equipped	1	5.0	0.0
Shield (Heavy/Wooden/Shield Spikes)			Equipped	1	15.0	17.0
Spiked						
Shieldbash (Heavy)			Equipped	1	0.0	0.0
Shieldbash attacks are considered to be offhanded attacks						
+1 Longsword			Carried	1	4.0	2315.0
Quarterstaff			Carried	1	4.0	0.0
Sling			Carried	1	0.0	0.0
0 lbs.						
+1 Chain Shirt			Backpack	1	25.0	1250.0
+1 Mace (Light)			Backpack	1	4.0	2305.0
Antitoxin (Vial)			Backpack	4	0.0	50.0
+5 alchemical bonus to Fortitude saves against poison for 1 hour						
Bedroll			Backpack	1	5.0	0.1
Blanket (Winter)			Backpack	1	3.0	0.5
Blowgun			Backpack	1	1.0	2.0
0 lbs.						
Bottle of Air			Backpack	1	2.0	7250.0
Retains air within it at all times, continually renewing its contents.						
Bullet, Sling			Backpack	20	0.5	0.01
(10.0) (0.2)						
Candle			Backpack	10	0.0	0.01
Increases light level (5) for 1 hr. Duration: 1 hr., Increases light level by one step: 5 ft.						
Chain Shirt				1	25.0	100.0
Darts, Blowgun			Backpack	10	0.0	0.05
(0.0) (0.5)						
Flint and Steel			Backpack	2	0.0	1.0 (2.0)
(0.0)						
Grappling Hook			Backpack	1	4.0	1.0
TOTAL WEIGHT CARRIED/VALUE					171.14	16837.7
					lbs.	gp

EQUIPMENT		ITEM	LOCATION	QTY	WT	COST
Lantern (Bullseye)			Backpack	1	3.0	12.0
Normal illumination (60'), plus 1 step (120'), 6 hr./pint Duration: 6 hr./pint, Increases light level by 1 step: 120 ft. cone, Normal illumination: 60 ft. cone						
Oil (1 Pint Flask)			Backpack	7	1.0	0.1 (0.7)
(7.0)						
Peasant's Outfit			Backpack	1	2.0	0.1
Potion of Bull's Strength			Backpack	3	0.0	300.0
+4 enhancement bonus to Strength for 3 minutes						
Potion of Cure Light Wounds			Backpack	1	0.0	50.0
Cures 1d8+1 points of damage						
Potion of Fly			Backpack	1	0.0	750.0
Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes						
Potion of Protection from Arrows			Backpack	1	0.0	300.0
Gain damage reduction 10/Magic against ranged weapons for 3 hours, or until 30 points of damage have been prevented						
Rations (Trail/Per Day)			Backpack	9	1.0	0.5 (4.5)
(9.0)						
Rope (Silk/50 ft.)			Backpack	1	5.0	10.0
4 hp, DC 24 Strength check to burst						
Studded Leather			Backpack	1	20.0	25.0
Tindertwig			Backpack	5	0.0	1.0 (5.0)
(0.0)						
TOTAL WEIGHT CARRIED/VALUE					171.14	16837.7
					lbs.	gp

WEIGHT ALLOWANCE		Light	86	Medium	173	Heavy	260
Lift over head		260	Lift off ground	520	Push / Drag	1300	

MONEY	
Coin (Gold Piece): 2	[Backpack]
Coin (Silver Piece): 2	[Backpack]
Coin (Copper Piece): 3	[Backpack]
2 x Trade Gem (1000) (1000)	[Backpack]
1 x Trade Gem (500) (500)	[Backpack]
4 x Trade Gem (100) (100)	[Backpack]
1 x Trade Gem (50) (50)	[Backpack]
1 x Trade Gem (10) (10)	[Backpack]
Total = 2962.23 gp	

LANGUAGES	
Common	

Traits	
Deft Dodger	[PFAPG, p.328]
Growing up in a rough neighborhood or a dangerous environment has honed your senses.	
Skeptic	[PFAPG, p.329]
Growing up, you were always around magical effects to the extent that you realized that much of it was smoke and mirrors.	

Special Attacks	
Animal Fury (Ex)	[PFCR, p.32]
While raging, you gain a bite attack.	
Intimidating Glare (Ex)	[PFCR, p.33]
You can make an Intimidate check against one adjacent foe as a move action.	

Special Qualities

Bonus Feat	[PFCR, p.27]
Humans select one extra feat at 1st level.	
Fast Movement (Ex)	[PFCR, p.31]
Your land speed is faster than the norm for your race by +10 feet.	
Improved Uncanny Dodge (Ex)	[PFCR]
You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 10.	
Rage (Ex)	[PFCR, p.32]
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess.	
Renewed Vigor (Su)	[PFCR, p.33]
As a standard action, you heal 2d8+2 points of damage. This power is can only be used once per day and only while raging.	
Skilled	[PFCR, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Trap Sense (Ex)	[PFCR]
You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.	
Uncanny Dodge (Ex)	[PFCR]
You can react to danger before your senses would normally allow you to do so.	

Feats

Animal Affinity	[PFCR, p.118]
You are skilled at working with animals and mounts.	
Catch Off-Guard	[PFCR, p.119]
Foes are surprised by your skilled use of unorthodox and improvised weapons.	
Persuasive	[PFCR, p.131]
You are skilled at swaying attitudes and intimidating others into your way of thinking.	
Power Attack	[PFCR, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
Armor Proficiency, Light	[PFCR, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[PFCR, p.118]
You are skilled at wearing medium armor.	
Martial Weapon Proficiency Output	[PFCR, p.130]
You understand how to use your martial weapons in combat.	
Shield Proficiency	[PFCR, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[PFCR, p.133]
You are trained in the use of basic weapons.	

PROFICIENCIES

Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Pilum, Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword Cane, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

TEMPLATES

Followers:

ralf

Notes:

Character Sheet Notes:

Hidden:

#Character Sheet Plugin Properties

#Sun Nov 27 19:53:08 CST 2011

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