

NPC

Call Down The Legends

Race
Human (construct)

Ability Score Modifier: +5

Item Bonus: 0

Temp Bonus: 0

STR 20

DEX 13

CON 20

INT 8

WIS 10

CHA 12

Ability Modifier = (Total Ability Score - 10) ÷ 2

ABILITIES

Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR 20		+5	
DEX 13		+1	
CON 20		+5	
INT 8		-1	
WIS 10		0	
CHA 12		+1	

EQUIPMENT

Masterwork studded leather armor

Properties

Iron mask

Properties

Properties

INVENTORY

Class
BarbarianLevel
4

SKILLS

Skill	+3	Ranks	Misc
Acrobatics	6	2	
Appraise	-1		
Bluff	1		
Climb	10	2	
Diplomacy	1		
Disable Device	1		
Disguise	1		
Escape Artist	1		
Fly	1		
Handle Animal	1		
Heal	0		
Intimidate	8	4	
Linguistics	0	1	
Perception	7	4	
Ride	8	4	
Sense Motive	0		
Sleight of Hand	1		
Spellcraft	-1		
Stealth	1		
Survival	4	1	
Swim	10	2	
Use Magical Device	1		

NOTES

+4 to jump

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

46 hp

COMBAT

INITIATIVE BONUS Misc

INITIATIVE BONUS = DEX +

BASE ATTACK Temp Attack Temp Damage

BASE ATTACK = 4 +

SPEED with Armor Temp Speed

SPEED = 30 ft sq

Swim Fly Climb

Swim Fly Climb

COMBAT MANEUVERS

COMBAT MANEUVER BONUS Size Modifier Misc

COMBAT MANEUVER BONUS = 9 +

COMBAT MANEUVER DEFENSE

COMBAT MANEUVER DEFENSE = 19 +

DEFENSE

ARMOR CLASS Armor & Shield Size Modifier Misc

ARMOR CLASS = 13 +

FLAT-FOOTED ARMOR CLASS

FLAT-FOOTED ARMOR CLASS = 12 +

TOUCH ARMOR CLASS

TOUCH ARMOR CLASS = 10 +

Temp AC Spell Resistance Damage Reduction

Temp AC Spell Resistance Damage Reduction

COMBAT ABILITIES

Intimidating glare: shaken for 1d4rds + 1rd for every

5 points by which you beat his DC

Roused anger

ATTACKS

Masterwork greatclub

Range Attack Bonus Damage Critical

ft sq +10 d10+7 x 2

Range Attack Bonus Damage Critical

ft sq

Range Attack Bonus Damage Critical

ft sq

Ammo #

Size Modifier Deflection Modifier Misc Morale Bonus

+1 + -2 +

SAVING THROWS

FORTITUDE SAVE Base Save Misc Temp

FORTITUDE SAVE = 9 +

REFLEX SAVE

REFLEX SAVE = 2 +

WILL SAVE

WILL SAVE = 3 +

Evasion Endurance

EFFECTS