

NPC

## Call Down The Legends

Race  
Human (construct)

☐ MALE ☐ FEMALE

## VAARDIGHEDEN

	Vaardigheid Score	Item Bonus	Vaardigheid	Temp Bonus
STR	20		+5R	
DEX	13		+1X	
CON	20		+5N	
INT	8		-1T	
WIS	10		0S	
CHA	12		+1A	

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

## EQUIPMENT

Masterwork studded leather armour

Properties

Iron mask

Properties

Properties

## INVENTORY

Class **Barbarian** Level **4**

## SKILLS

Skill		+3	Ranks	Misc
Acrobatics	6	D1X	2	
Appraise	-1	-1T	-	
Bluff	1	C1A	-	
Climb	10	S5R	2	
Diplomacy	1	C1A	-	
Disable Device	1	D1X	-	
Disguise	1	C1A	-	
Escape Artist	1	D1X	-	
Fly	1	D1X	-	
Handle Animal	1	C1A	-	
Heal	0	W0S	-	
Intimidate	8	C1A	4	
Linguistics	0	-1T	1	
Perception	7	W0S	4	
Ride	8	D1X	4	
Sense Motive	0	W0S	-	
Sleight of Hand	1	D1X	-	
Spellcraft	-1	-1T	-	
Stealth	1	D1X	-	
Survival	4	W0S	1	
Swim	10	S5R	2	
Use Magical Device	1	C1A	-	

## NOTES

+4 to jump

## HEALTH

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

46 hp hp hp

## COMBAT

INITIATIVE BONUS Misc

I+1T = D+1X +

BASE ATTACK Temp Attack Temp Damage

+4 + +

SPEED with Armour Temp Speed

ft sq ft sq ft sq

Swim Fly Climb

ft sq ft sq ft sq

## COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Size Modifier Misc

C+9 = Base Attack +5R + +

COMBAT MANOEUVRE DEFENCE

C19 = 10 + Base Attack +5R +1X + +1 + -2 +

## DEFENCE

PANTSER KLASSE Armour &amp; Shield Size Modifier Misc

13 = 10 + D+1X + +3 - + -1

PLATTE VOETEN PANTSER KLASSE

12 = 10 / + +3 - + -1

AANRAKEN PANTSER KLASSE

10 = 10 + D+1X / - + -1

Temp AC Spell Resistance Damage Reduction

PK /

## COMBAT ABILITIES

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

5 points by which you beat his DC

Roused anger

## AANVALLEN

Masterwork greatclub

Range Aanvalsbonus Damage Critical

ft sq +10 d10+7 × 2

Range Aanvalsbonus Damage Critical

ft sq + + +

Range Aanvalsbonus Damage Critical

ft sq + + +

Munitie # 


Size Modifier Deflection Modifier Misc Morale Bonus

+ + + -2 +

## SAVING THROWS

FORTITUDE SAVE Base Save Misc Temp

F+9 = C+5N + +4 +

REFLEX SAVE

R+2 = D+2X + +1 +

WILL SAVE

W+3 = W0S + +1 + +2

☐ Evasion ☐ Endurance

## EFFECTS

