NPC

Call Down The Legends

Class: Barbarian | Level: 4

Race: Human (construct)

GOOD / LAWFUL / CHAOTIC / EVIL

MALE / FEMALE

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	

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

EQUIPMENT

Masterwork studded leather armour

Properties

Iron mask

Properties

Properties

SKILLS

Skill			+3	Ranks	Misc
Acrobatics	6	DEX 1	☒	2	
Appraise	-1	INT -1	☐	-	
Bluff	1	CHA 1	☐	-	
Climb	10	STR 5	☒	2	
Diplomacy	1	CHA 1	☐	-	
Disable Device	1	DEX 1	☐	-	
Disguise	1	CHA 1	☐	-	
Escape Artist	1	DEX 1	☐	-	
Fly	1	DEX 1	☐	-	
Handle Animal	1	CHA 1	☒	-	
Heal	0	WIS 0	☐	-	
Intimidate	8	CHA 1	☒	4	
Linguistics	0	INT -1	☐	1	
Perception	7	WIS 0	☒	4	
Ride	8	DEX 1	☒	4	
Sense Motive	0	WIS 0	☐	-	
Sleight of Hand	1	DEX 1	☐	-	
Spellcraft	-1	INT -1	☐	-	
Stealth	1	DEX 1	☐	-	
Survival	4	WIS 0	☒	1	
Swim	10	STR 5	☒	2	
Use Magical Device	1	CHA 1	☐	-	
			☐	-	
			☐		
			☐		
			☐		
			☐		

INVENTORY

NOTES

+4 to jump

HEALTH

HIT POINTS: 46 hp

Wounds: hp

☐ Dying ☐ Stable

Non-lethal: hp

☐ Unconcious

COMBAT

INITIATIVE BONUS: +1 = DEX +1 + Misc

BASE ATTACK: +4

Temp Attack: +

Temp Damage: +

SPEED: ft sq

with Armour: ft sq

Temp Speed: ft sq

Swim: ft sq

Fly: ft sq

Climb: ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS: +9 = Base Attack +5 + STR +5 + Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE: 19 = 10 + Base Attack +5 + STR +5 + DEX +1 + Size Modifier + Deflection Modifier +1 + Misc -2

Morale Bonus: +

ATTACKS

Masterwork greatclub

Range	Attack Bonus	Damage	Critical
ft sq	+10	d10+7	× 2
ft sq			
ft sq			

Ammo: #

DEFENCE

ARMOUR CLASS: 13 = 10 + DEX +1 + Armour & Shield +3 − Size Modifier + Misc -1

FLAT-FOOTED ARMOUR CLASS: 12 = 10 / + +3 − + -1

TOUCH ARMOUR CLASS: 10 = 10 + DEX +1 / − + -1

Temp AC: AC

Spell Resistance:

Damage Reduction: /

SAVING THROWS

	Base Save	Misc	Temp
FORTITUDE SAVE: +9 = CON +5 +	+4	+	
REFLEX SAVE: +2 = DEX +2 +	+1	+	
WILL SAVE: +3 = WIS 0 +	+1	+ +2	

☐ Evasion ☐ Endurance

COMBAT ABILITIES

Intimidating glare: shaken for 1d4rds + 1rd for every 5 points by which you beat his DC

Roused anger

EFFECTS