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