

NPC

Call Down The Legends

Race
Human (construct)

Ability Score Modifier: +5

Item Bonus: +1

Temp Bonus: +1

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

INVENTORY

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

SKILLS

Skill		+3	Ranks	Misc
Acrobatics	6	D1X	2	
Appraise	-1	I-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	I-1T	1	
Perception	7	W0S	4	
Ride	8	D1X	4	
Sense Motive	0	W0S	-	
Sleight of Hand	1	D1X	-	
Spellcraft	-1	I-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

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 +

Size Modifier Deflection Modifier Misc Morale Bonus

+1 + -2 +

DEFENCE

ARMOUR CLASS Armour & Shield Size Modifier Misc

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

FLAT-FOOTED ARMOUR CLASS

12 = 10 / +3 - + -1

TOUCH ARMOUR CLASS

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

Temp AC Spell Resistance Damage Reduction

AC /

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 x2

Range Attack Bonus Damage Critical

ft sq + + +

Range Attack Bonus Damage Critical

ft sq + + +

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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

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