

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

Inventory slots:

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 Armor Temp Speed

$$ft sq ft sq ft sq$$

$$ft sq ft sq ft sq$$

COMBAT MANEUVERS

COMBAT MANEUVER BONUS

$$C+9 = \text{Base Attack} + C+5R +$$

COMBAT MANEUVER DEFENSE

$$C19 = 10 + \text{Base Attack} + S+5 + I+1 +$$

DEFENSE

ARMOR CLASS Armor & Shield Size Modifier Misc

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

FLAT-FOOTED ARMOR CLASS

$$12 = 10 / + +3 - + -1$$

TOUCH ARMOR 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 | × 2 |

| Range | Attack Bonus | Damage | Critical |
|-------|--------------|--------|----------|
| ft sq | | | |

| Range | Attack Bonus | Damage | Critical |
|-------|--------------|--------|----------|
| ft sq | | | |

| Ammo | # |
|------|---|
| | |

| Size Modifier | Deflection Modifier | Misc | Morale Bonus |
|---------------|---------------------|------|--------------|
| | | | + |

SAVING THROWS

FORTITUDE SAVE Base Save Misc Temp

$$F+9 = C+5 + +4 +$$

REFLEX SAVE

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

WILL SAVE

$$W+3 = W0S + +1 + +2$$

☐ Evasion ☐ Endurance

EFFECTS

☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐