

NPC

Call Down The Legends

Race
Human (construct)

Ability Score Modifier: +5R

Item Bonus: +1X

Ability Modifier: +5N

Temp Bonus: +1A

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 +5R

DEX 13 +1X

CON 20 +5N

INT 8 +1T

WIS 10 +0S

CHA 12 +1A

EQUIPMENT

Masterwork studded leather armour

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 Armour Temp Speed

$$ft sq ft sq ft sq$$

$$ft sq ft sq ft sq$$

$$ft sq ft sq ft sq$$

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Size Modifier Misc

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

COMBAT MANOEUVRE DEFENCE

$$C19 = 10 + \text{Base Attack} + S+5 + I+1 + + +1 + -2$$

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 x 2

Range Attack Bonus Damage Critical

ft sq + + +

Range Attack Bonus Damage Critical

ft sq + + +

Ammo #

Size Modifier Deflection Modifier Misc Morale Bonus

+ + -2 +

SAVING THROWS

FORTITUDE SAVE Base Save Misc Temp

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

REFLEX SAVE

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

WILL SAVE

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

☐ Evasion ☐ Endurance

EFFECTS