

NPC

Call Down The Legends

Race
Human (construct)

Ability Score Modifier: +5

Item Bonus: +1

Ability Modifier: +5

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 armor

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

hp

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

Swim

Fly

Climb

ft sq

ft sq

ft sq

COMBAT MANEUVERS

COMBAT MANEUVER BONUS Size Modifier Misc

C+9 = Base Attack +5R +

COMBAT MANEUVER DEFENSE

C19 = 10 + Base Attack +5R +1X + +1 + -2

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+5N + +4 +

REFLEX SAVE

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

WILL SAVE

W+3 = W0S + +1 + +2

☐ Evasion ☐ Endurance

EFFECTS

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