

Burk

NAME

Brb1

0

CLASS

EXPERIENCE

1

1000

Character Level

NEXT LEVEL

PLAYERNAME

Half-Orc

RACE

Medium

SIZE

Male

GENDER

17

AGE

DEITY

5' 6"

HEIGHT

162 lbs.

WEIGHT

EYES

HAIR

Chaotic Good

ALIGNMENT

Darkvision (60 ft.)

VISION

80

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

18

+4

18

+4

18

+4

DEX

Dexterity

14

+2

14

+2

14

+2

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

6

-2

6

-2

6

-2

WIS

Wisdom

10

+0

10

+0

10

+0

CHA

Charisma

10

+0

10

+0

10

+0

HP

hit points

14

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

INITIATIVE

modifier

+2

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

3

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

15

ARMOR CHECK PENALTY

-1

SPELL RESIST

0

BASE ATTACK

bonus

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+5

RANGED

attack bonus

+3

GRAPPLE

attack bonus

+5

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+5

1d3+4

20/x2

5 ft.

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d4+4

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+3

+1

-1

-3

-5

Dam

1d4+4

1d4+4

1d4+4

1d4+4

1d4+4

Special Properties

*Greataxe

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

20/x3

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+6

1d12+6

Special Properties

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Studded Leather

Light

+3

+5

-1

15

BARBARIAN RAGE

Uses per day

The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

4/2

Appraise

INT

-2

= -2

+

+

Balance

DEX

1

= 2

+

+ -1

Bluff

CHA

0

= 0

+

+

Climb

STR

3

= 4

+

+ -1

Concentration

CON

2

= 2

+

+

Craft (Untrained)

INT

-2

= -2

+

+

Diplomacy

CHA

0

= 0

+

+

Disguise

CHA

0

= 0

+

+

Escape Artist

DEX

1

= 2

+

+ -1

Forgery

INT

-2

= -2

+

+

Gather Information

CHA

0

= 0

+

+

Heal

WIS

0

= 0

+

+

Hide

DEX

1

= 2

+

+ -1

Intimidate

CHA

4

= 0

+

4.0 +

Jump

STR

7

= 4

+

3

Listen

WIS

1

= 0

+

1.0 +

Move Silently

DEX

1

= 2

+

+ -1

Ride

DEX

2

= 2

+

+

Search

INT

-2

= -2

+

+

Sense Motive

WIS

0

= 0

+

+

Spot

WIS

1

= 0

+

1.0 +

Survival

WIS

1

= 0

+

1.0 +

Swim

STR

2

= 4

+

+ -2

Use Rope

DEX

2

= 2

+

+

= +

+

= +

+

✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Burk's Belt	Equipped	1	0.0	0.0	
(Belt (Add TypeAccessories))					
Dagger	Carried	1	1.0	2.0	
Greataxe	Equipped	1	12.0	20.0	
Peasant's Outfit	Equipped	1	2.0	0.0	
Studded Leather	Equipped	1	20.0	25.0	
TOTAL WEIGHT CARRIED/VALUE			33 lbs. 47.0 gp		

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

SPECIAL ATTACKS	
Rage (Ex)	
1 times/day (7 rounds), Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 2)	

SPECIAL QUALITIES	
Fast Movement (Ex)	
Orc Blood	

FEATS	
Weapon Focus (Greataxe)	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Armor Proficiency (Light)	
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium)	
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Martial Weapon Proficiency	
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
Shield Proficiency	
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	
You make attack rolls with simple weapons normally.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsword, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common, Orc	