

# Oskar of Onnwall

# Me

Neutral Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
Bbn15	Human	5' 10"	168 lbs.
CLASS	RACE	HEIGHT	WEIGHT
15	16	Ice Blue	Blonde, Bald
Character Level	AGE	EYES	HAIR
NEXT LEVEL	GENDER	EYES	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	19	+4	23	+6	23	+6	163			2/-	Walk 30 ft.
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3	<b>AC</b> armor class	17	17	12	10
<b>CON</b> Constitution	16	+3	16	+3	16	+3	TOTAL	FLAT	TOUCH	BASE	
<b>INT</b> Intelligence	10	+0	10	+0	10	+0	<b>INITIATIVE</b> modifier	+3	+3	+0	
<b>WIS</b> Wisdom	16	+3	16	+3	16	+3	TOTAL	DEX MODIFIER	MISC MODIFIER		
<b>CHA</b> Charisma	12	+1	12	+1	12	+1	<b>BASE ATTACK</b> bonus	+15/+10/+5			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+12	= +9	+3	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+8	= +5	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+8	= +5	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+21/+16/+11	= +15/+10/+5	+6	+0	+0	+0	
<b>RANGED</b> attack bonus	+18/+13/+8	= +15/+10/+5	+3	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+21/+16/+11	= +15/+10/+5	+6	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+21/+16/+11	1d3+6	20/x2	5 ft.

*Greataxe +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	L	19-20/x3	5 ft.
To Hit	Dam	2W-OH	To Hit	Dam	
2H	+21/+16/+11	1d12+9	N/A	N/A	
Special Properties					

Greatsword +2 (Mighty Cleaving)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	L	19-20/x2	5 ft.
To Hit	Dam	2W-OH	To Hit	Dam	
2H	+21/+16/+11	2d6+9	N/A	N/A	
Special Properties					

Sword +1 (Bastard)	HAND	TYPE	SIZE	CRITICAL	REACH
	Not Carried	S	M	19-20/x2	5 ft.
To Hit	Dam	2W-OH	To Hit	Dam	
2H	+21/+16/+11	1d10+9	N/A	N/A	
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
*Chainmail of Thorns	Medium	+5	+2	-5	30
+1 vs Missiles, 2d4 damage to attacker if hit					
Studded Leather	Light	+3	+5	-1	15

## BARBARIAN RAGE

Uses per day ☐☐☐☐

The Barbarian temporarily gains +6 to Strength, +6 to Constitution, and a +3 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	18/9
				RANKS	MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	-1	= 3	+	1.0 + -5
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	4	= 6	+	3.0 + -5
✓ Concentration	CON	3	= 3	+	+
✓ Craft (Armorsmithing)	INT	6	= 0	+	6.0 +
✓ X Craft (Untrained)	INT	0	= 0	+	+
✓ Craft (Weaponsmithing)	INT	6	= 0	+	6.0 +
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	-2	= 3	+	+
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Handle Animal	CHA	2	= 1	+	1.0 +
✓ Heal	WIS	6	= 3	+	3.0 +
✓ Hide	DEX	-2	= 3	+	+
✓ Innuendo	WIS	4	= 3	+	1.0 +
✓ Intimidate	CHA	7	= 1	+	6.0 +
✓ Intuit Direction	WIS	8	= 3	+	5.0 +
✓ Jump	STR	4	= 6	+	3.0 + -5
✓ Knowledge (Nature)	INT	2	= 0	+	2.0 +
✓ Listen	WIS	7	= 3	+	4.0 +
✓ Move Silently	DEX	-1	= 3	+	1.0 + -5
✓ Perform	CHA	1	= 1	+	+
✓ Ride	DEX	6	= 3	+	3.0 +
✓ Search	INT	0	= 0	+	+
✓ Sense Motive	WIS	4	= 3	+	1.0 +
✓ Spot	WIS	9	= 3	+	6.0 +
✓ Swim	STR	-3	= 6	+	4.0 + -13
✓ Use Rope	DEX	4	= 3	+	1.0 +
✓ Wilderness Lore	WIS	10	= 3	+	7.0 +
			=	+	+
			=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chainmail of Thorns	Equipped	1	40.0	150.0	
+1 vs Missiles, 2d4 damage to attacker if hit					
Backpack	Equipped	1	2.0	2.0	
38 lbs., 1 Bedroll, 1 Rations (Trail/Per Day), 1 Rations (Trail/Per Day), 1 Rations (Trail/Per Day), 1 Rations (Trail/Per Day), 1 Candle, 1 Rations (Trail/Per Day), 1 Rations (Trail/Per Day), 1 Rations (Trail/Per Day), 1 Rations (Trail/Per Day), 1 Rations (Trail/Per Day), 1 Healer's Kit, 1 Lamp (Common), 1 Oil (1 Pt. Flask), 1 Rations (Trail/Per Day), 1 Tent					
Bedroll	Backpack	1	5.0	0.1	
Belt of Giant Strength +4	Equipped	1	1.0	16000.0	
Candle	Backpack	1	0.0	0.01	
☐					
Greataxe +1	Equipped	1	20.0	20.0	
Greatsword +2 (Mighty Cleaving)	Carried	1	15.0	50.0	
Healer's Kit	Backpack	1	1.0	50.0	
☐☐☐☐☐ ☐☐☐☐☐					
Inn (Common/Per Day)		7	0.0 (0.0)	0.5 (3.5)	
Lamp (Common)	Backpack	1	1.0	0.1	
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1	
☐					
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Potion of Cure Light Wounds	Pouch (Belt)	2	0.0 (0.0)	50.0 (100.0)	
☐☐					
Pouch (Belt)	Equipped	1	0.5	1.0	
0 lbs., 1 Alexandrite, 1 Amber, 1 Black Pearl of Moonshae Pendant, 1 Corundum (Rich Purple), 1 Garnet (Violet), 1 Jade, 1 Jet, 1 Topaz (Golden Yellow)					
Pouch (Belt)	Equipped	1	0.5	1.0	
0 lbs., 2 Potion of Cure Light Wounds					
Rations (Trail/Per Day)	Backpack	1	1.0	0.5	
☐					
Rations (Trail/Per Day)	Backpack	1	1.0	0.5	
☐					
Rations (Trail/Per Day)	Backpack	1	1.0	0.5	
☐					
Ring of Swimming	Equipped	1	0.0	2300.0	
Studded Leather		1	20.0	25.0	
Sword +1 (Bastard)		1	10.0	35.0	
Tent	Backpack	1	20.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			117 lbs.	18749.31 gp	

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

MONEY	
Coin (Gold): 10262☐	
Coin (Silver): 92☐	
Coin (Copper): 9☐	
1 x Corundum (Rich Purple) (1000) [Pouch (Belt)]	
1 x Alexandrite (500) [Pouch (Belt)]	
1 x Black Pearl of Moonshae Pendant (500) [Pouch (Belt)]	
1 x Garnet (Violet) (500) [Pouch (Belt)]	
1 x Topaz (Golden Yellow) (500) [Pouch (Belt)]	
1 x Amber (100) [Pouch (Belt)]	
1 x Jade (100) [Pouch (Belt)]	
1 x Jet (100) [Pouch (Belt)]	
Total = 13571.29 gp	

SPECIAL QUALITIES	
Fast Movement (Ex)	
Rage	
4 times/day (9 rounds)	
Uncanny Dodge	
Dex bonus to AC, Can't be flanked, +2 against traps	

FEATS	
Cleave	
:If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity.	
Combat Reflexes	
When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Dexterity modifier.	
Exotic Weapon Proficiency (Sword (Bastard/Exotic))	
The character makes attack rolls with the weapon normally.	
Great Cleave	
As Cleave, except that the character has no limit to the number of times the character can use it per round.	
Improved Bull Rush	
When the character performs a bull rush, the character does not draw an attack of opportunity from the defender.	
Improved Critical (Greataxe)	
When using the weapon the character selected, the character's threat range is doubled.	
Power Attack	
On the character's action, before making attack rolls for a round, the character may choose to subtract up to 15 from all melee attack rolls and add the same number to all melee damage rolls.	
Armor Proficiency (Light)	
When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium)	
When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Martial Weapon Proficiency	
The character makes attack rolls with the weapon normally.	
Shield Proficiency	
The character can use a shield and suffer only the standard penalties.	
Simple Weapon Proficiency	
The character makes attack rolls with simple weapons normally.	

PROFICIENCIES	
Armor Spikes, Axe, Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Light), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana, Kusari-gama, Lance, Longbow, Longbow (Composite), Longspear, Longsword, Mace, Mace (Heavy), Mace (Light), Mind Blade, Morningstar, Pick, Quarterstaff, Ranscur, Rapier, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Sickle, Sling, Spells(Ray), Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common	

## Notes:

Character Sheet Notes: