CLEAR CHARACTER INFO

RESET CHARACTER SHEET

CHARACTER: Orc | PLAYER:

RACE & LA | SIZE | GENDER | HEIGHT | WEIGHT | HAIR | EYES | SKIN

AGE | ALIGNMENT | DEITY | HOMELAND & BACKGROUND | OCCUPATION

LANGUAGES:

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	24	7	24			
DEX	18	4	18			
CON	18	4	18			
INT	8	-1	8			
WIS	8	-1	8			
CHA	8	-1	8			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CLEAR CLASS & HP

CURRENT HP: 188

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 188

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Barbarian	176	12	11	33	12	7	3	3	11
FAVORED CLASS			TOTALS	11	33	12	7	3	3	11

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	= 10 +	6	0	3						
TOUCH	13	= 10 +			3						
FLAT-FOOT	16	= 10 +	6	0	0						

ARMOR CHECK PENALTY: -5

MAXIMUM DEX: 3

SPELL FAILURE: 25%

CLEAR NOTES

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	11	7	4			
REF	7	3	4			
WILL	2	3	-1			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	18	11			7		
RANGED ATTACK MODIFIER	15	11			4		
CMB	18	11	STR		7		
CMD	32	= 10 +	11	0	11		

SKILLS

CLEAR SKILLS

RANKS TOTAL: 33

		TOTAL	RANKS	ABILITY	TRAINED	MISC
* ☑ Acrobatics ♦	DEX	8	6	4	3	
* ☐ Appraise	INT	-1		-1		
* ☐ Bluff	CHA	-1		-1		
* ☑ Climb ♦	STR	11	6	7	3	
* ☑ Craft:	INT	-1		-1		
* ☐ Diplomacy	CHA	-1		-1		
☐ Disable Device ♦	DEX			4		
* ☐ Disguise	CHA	-1		-1		
* ☐ Escape Artist ♦	DEX	-1		4		
* ☐ Fly ♦	DEX	-1		4		
☑ Handle Animal	CHA			-1		
* ☐ Heal	WIS	-1		-1		
* ☑ Intimidate	CHA	5	3	-1	3	
☑ Kn: Nature	INT	10	8	-1	3	
☐ Kn:	INT			-1		
☐ Kn:	INT			-1		
☐ Kn:	INT			-1		
☐ Kn:	INT			-1		
☐ Kn:	INT			-1		
☐ Linguistics	INT			-1		
* ☐ Perception	WIS	-1		-1		
* ☐ Perform:	CHA	-1		-1		
☐ Prof:	WIS			-1		
* ☑ Ride ♦	DEX	4	2	4	3	
* ☐ Sense Motive	WIS	-1		-1		
☐ Sleight of Hand ♦	DEX			4		
☐ Spellcraft	INT			-1		
* ☐ Stealth ♦	DEX	-1		4		
* ☑ Survival	WIS	7	5	-1	3	
* ☑ Swim ♦	STR	8	3	7	3	
☐ Use Magic Device	CHA			-1		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
* SKILL CAN BE USED UNTRAINED ♦ ARMOR CHECK PENALTY APPLIES

FEATS & FEATURES

CLEAR FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

- Fast Movement
- Rage
- Rage Power x5
- Uncanny Dodge
- Trap Sense +3
- Improved Uncanny Dodge
- Damage Reduction 2/--
- Animal Fury (Bite attack)
- Disruptive
- Intimidating Glare
- Savage Intuition
- Savage Jaw
- Greater Rage
- Cleave
- Great Cleave
- Power Attack
- Simple and Martial Weapon Proficiencies
- Light and Medium Armor
- Shields
- Destroyer's Blessing
- Improved Sunder
- Ferocious Tenacity

EXPERIENCE: /

SLOW ☐ MEDIUM ☑ FAST ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED					

INIT: 4 = 4 (DEX MOD) + (MISC MOD)

HERO

SR | DR

RESISTANCES

POOL POINTS

CLEAR STATS

ARMOR & WEAPONS

CLEAR ARMOR

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Steel Lamellar	6	3	-5	25		35.0
SHIELD							

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Butchering Axe (Blood Crystal)	+18/+13/+8	3d6+9	20/x3				

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FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

CLEAR CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

CLEAR

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
35.0	0.0	0.0		35.0

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
232	464	696		696	1392	3480
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY
CLEAR

CLASS | LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 25 | MEDIUM: 100FT + 10FT / LVL: 100 | LONG: 400FT + 40FT / LVL: 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS
CLEAR

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY
CLEAR

CLASS | LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 25 | MEDIUM: 100FT + 10FT / LVL: 100 | LONG: 400FT + 40FT / LVL: 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS
CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

CLEAR GROUP

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SPELLS

CLEAR

	LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
CLEAR GROUP										
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SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

CLEAR GROUP

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SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

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