

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 armour

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

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

Swim Fly Climb

ft sq ft sq ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Size Modifier Misc

C+9 = Base Attack +5R +

COMBAT MANOEUVRE DEFENCE

C19 = 10 + Base Attack +5R + +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 × 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 = +5 + +4 +

REFLEX SAVE

R+2 = +2X + +1 +

WILL SAVE

W+3 = W0S + +1 + +2

☐ Evasion ☐ Endurance

EFFECTS

☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐