



## Player

John

## Campaign

XP

## **ABILITIES**

	Ability Score	Item Bonus	Ability Modifier	RAGE! Modifier	Fatigue Modifier
STR	18	—	S 4	+ 2	— 1
DEX	16	—	D 3	+ —	— 1
CON	16	—	C 3	+ 2	— 1
INT	10	—	I 0	—	—
WIS	12	—	W 1	—	—
CHA	10	—	C 0	—	—

**Ability Modifier = (Total Ability Score - 10) ÷ 2** (Round down)

## BARBARIAN

<b>Barbarian</b>	<b>Level</b>	
<b>1</b>	<input checked="" type="checkbox"/>	{ Fast Movement Illiteracy RAGE! 1/day
<b>2</b>	<input checked="" type="checkbox"/>	Uncanny Dodge
<b>3</b>	<input checked="" type="checkbox"/>	Trap Sense +1
<b>4</b>	<input checked="" type="checkbox"/>	Rage 2/day
<b>5</b>	<input checked="" type="checkbox"/>	Improved Uncanny Dodge
<b>6</b>	<input checked="" type="checkbox"/>	Trap Sense +2
<b>7</b>	<input checked="" type="checkbox"/>	Damage Reduction 1/-
<b>8</b>	<input checked="" type="checkbox"/>	Rage 3/day
<b>9</b>	<input type="checkbox"/>	Trap Sense +3
<b>10</b>	<input type="checkbox"/>	Damage Reduction 2/-
<b>11</b>	<input type="checkbox"/>	Greater RAGE!
<b>12</b>	<input type="checkbox"/>	{ Rage 4/day Trap Sense +4
<b>13</b>	<input type="checkbox"/>	Damage Reduction 3/-
<b>14</b>	<input type="checkbox"/>	Indomitable Will
<b>15</b>	<input type="checkbox"/>	Trap Sense +5
<b>16</b>	<input type="checkbox"/>	{ Rage 5/day Damage Reduction 4/-
<b>17</b>	<input type="checkbox"/>	Tireless RAGE!
<b>18</b>	<input type="checkbox"/>	Trap Sense +6
<b>19</b>	<input type="checkbox"/>	Damage Reduction 5/-
<b>20</b>	<input type="checkbox"/>	{ Mighty RAGE! Rage 6/day

## FEATS & SPECIAL ABILITIES

Damage Reduction -1

# Damage Reductor

ATTACKS					INITIATIVE										
Ancient Masterwork Greatsword +1					INITIATIVE BONUS Feats Misc										
Range	Type	Attack Bonus	Damage	Critical	$\text{IN3T} = \text{D3X} + \text{ } + \text{ }$										
ft	sq	+13/+8	2 d 6 + 5	x 3											
Ammo	#	Special Ammo	#		SPEED										
					Speed with Armour	Temp Speed									
					40 ft 8 sq	ft sq	ft sq								
					+ 10 to speed unless wearing heavy armour	Swim Speed	Fly Speed								
						ft sq	ft sq								
Range	Type	Attack Bonus	Damage	Critical	BASE ATTACK										
ft	sq	+12/+7	d 4 + 6	x 2	BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK										
20	ft	20	+10/+6	d 4 + 4	x 2	+8/+3	4	2							
Throwing Knife x 4					Temp Attack Bonus	Buffs	Nerfs	RAGE!	Fatigued						
					+	-	-	+ 2	- 1						
					Temp Damage Bonus	Buffs	Nerfs	RAGE!	Fatigued						
					+	-	-	+ 2	- 1						
Range	Type	Attack Bonus	Damage	Critical	GRAPPLE										
ft	sq	+13/+8	d 12 + 5	x 3	GRAPPLER BONUS Size Modifier x4 Misc										
					9	= Base Attack + x04 + S4R +									
Ammo	#	Special Ammo	#		HEALTH										
Ammo	#	Special Ammo	#		HIT POINTS Wounds	<input type="checkbox"/> Dying <input type="checkbox"/> Stable	<input type="checkbox"/> Non-lethal <input type="checkbox"/> Unconscious	RAGE!							
					87 hp	hp	hp	+ 14 hp							
RAGE!					ARMOUR CLASS										
RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase	ARMOUR CLASS	Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc				
3		+ 16 hp	= 8	x 2	18	= 10 + DEX +	4	+	+	-	+ 1 dodge				
RAGE! DURATION					FLAT-FOOTED ARMOUR CLASS	10	/	4	+	+	-	+ +			
8 rds	= CON + 3	(Use adjusted CON)	TOUCH ARMOUR CLASS					14	= 10 + DEX	/	/	/	-	+	+ 1 dodge
<input type="checkbox"/> RAGE!	+ 4 Strength	+ 4 Constitution	+ 2 Will	- 2 AC	Temp AC	Spell Resistance	<input checked="" type="checkbox"/> Uncanny Dodge	<input checked="" type="checkbox"/> Improved Uncanny Dodge	Conditional Modifiers						
<input type="checkbox"/> Greater RAGE!	+ 6 Strength	+ 6 Constitution	+ 3 Will	- 2 AC			- Cannot be flat-footed unless immobilized.								
<input type="checkbox"/> Mighty RAGE!	+ 8 Strength	+ 8 Constitution	+ 4 Will	- 2 AC	- 2	RAGE! AC Penalty	- Cannot be flanked.								
Fatigued	- 2 Strength	- 2 Dexterity	Damage Reduction			- Cannot be sneak attacked unless Rogue is 4 levels above.									
SAVES					FEATS					SPECIAL ABILITIES					
FORTITUDE SAVE					Power Attack	RAGE!					Damage Reduction -1				
REFLEX SAVE					- Trade -2 attack for +4 damage										
WILL SAVE					Dodge										
					+ 1 bonus to AC										
					Great Fortitude										
					- +2 bonus to fortitude save										
					Iron Will										
					- +2 bonus to will save										
					Uncanny Dodge										
					Improved Uncanny Dodge										

INVENTORY		
	Value	Weight
Waterskin	4	
Bedroll	6	
Flint & Steel	1	
Day Rations	2	
Great Axe +1	12	
Dagger	1	
Throwing Daggers x 4	2	
Studded Leather	20	
Greataxe	8	

ARMOUR		
Masterwork Studded Leather		
Properties	Type	Max Speed
	40 ft	Max AC DEX
Check Penalty	Weight	Spell Failure
-1	20 lb	Armour AC
		+5 +4
SHIELD		
Properties		
Check Penalty	Weight	Shield AC
	lb	%
		AC



EQUIPMENT		
Hat / Mask	Properties	
Headband	Properties	
Eyes	Properties	
Neck / Throat	Properties	
Shoulders	Properties	
Chest	Properties	
Belts	Properties	
Clothes / Body	Properties	
Hands	Properties	
Ring	Properties	
Ring	Properties	
Arms / Wrists	Properties	
Feet	Properties	
MONEY		
Copper	,	cp
Silver	,    ,	sp
Gold	,    ,	gp
Platinum	,    ,	pp
Total	,    ,	
50 coins weighs 1lb		coins
Debts	,    ,	
Valuables	,    ,	
Other items	,    ,	
Total	,    ,	
VALUABLE ITEMS		
Carried Items	lb	Value
Light Load	Weapons, Ammo	lb
<100 lb	Armour, Shield	lb
Medium Load	Worn Items	lb
<200 lb	Scrolls, Potions,	lb
Heavy Load	Wands, Components	lb
<300 lb	Coins	lb
Total Weight	56	lb