

Markim Blake

CHARACTER NAME

Barbarian 3, Fighter 3

CLASS

6 / 6

15000 / 21000

Character Level / CR

EXP / NEXT LEVEL

Skylar

PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

18

Male

AGE

GENDER

Dol Dorn

DEITY

6' 5"

HEIGHT

Dark Brown

EYES

None

REGION

183 lbs.

WEIGHT

Black, Disheveled

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

POINTS

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

18

+4

DEX

Dexterity

17

+3

CON

Constitution

18

+4

INT

Intelligence

14

+2

WIS

Wisdom

13

+1

CHA

Charisma

13

+1

WOUNDS/CURRENT HP

HP

hit points

74

AC

armor class

19

TOTAL

19

FLAT

13

TOUCH

10

BASE

5

ARMOR BONUS

1

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLECTION

0

DODGE

0

MISC

0

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+10

=

+6

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+9/+4

=

+6/+1

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

+0

+

*Masterwork Valenar Double Scimitar		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	S/S	M	18-20/x2/2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10/+5;+10		1d6+4/+2				

*Masterwork Valenar Double Scimitar (Head 1 only)		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	S	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	N/A	1d6+4	2W-P-(OH)	N/A	1d6+4	
1H-O	N/A	1d6+2	2W-P-(OL)	+10/+5	1d6+4	
2H	+12/+7	1d6+6	2W-OH	+10	1d6+2	

*Masterwork Valenar Double Scimitar (Head 2 only)		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	S	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	N/A	1d6+4	2W-P-(OH)	N/A	1d6+4	
1H-O	N/A	1d6+2	2W-P-(OL)	+10/+5	1d6+4	
2H	+12/+7	1d6+6	2W-OH	+10	1d6+2	

*: 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
*Chain Shirt +1	Light	+5	+4	-1	20

BARBARIAN RAGE

Uses per day ☐

1 times/day (9 rounds) The barbarian gains +4 to Strength, +4 to Constitution, a +2 morale bonus on Will saves, a -2 penalty to AC and a HP gain from the boosted Con Bonus of 12. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. The barbarian can only rage once per encounter. Entering a rage takes no time itself, but the barbarian can only do it during his action.

TOTAL SKILLPOINTS: 57		SKILLS		MAX RANKS: 9/4.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
✓ Appraise	INT	2	=	2	
✓ Balance	DEX	2	=	3	+ -1
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	8	=	4	+ 5 + -1
✓ Concentration	CON	4	=	4	
✓ Craft (Untrained)	INT	2	=	2	
✓ Craft (Weaponsmithing)	INT	7	=	2	+ 5
✓ Diplomacy	CHA	1	=	1	
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	2	=	3	+ -1
✓ Forgery	INT	2	=	2	
✓ Gather Information	CHA	1	=	1	
✓ Handle Animal	CHA	6	=	1	+ 5
✓ Heal	WIS	3	=	1	+ 2
✓ Hide	DEX	2	=	3	+ -1
✓ Intimidate	CHA	6	=	1	+ 5
✓ Jump	STR	12	=	4	+ 5 + 3
✓ Listen	WIS	10	=	1	+ 9
✓ Move Silently	DEX	2	=	3	+ -1
✓ Ride	DEX	10	=	3	+ 5 + 2
✓ Search	INT	2	=	2	
✓ Sense Motive	WIS	1	=	1	
✓ Spot	WIS	4	=	1	+ 3
✓ Survival	WIS	6	=	1	+ 5
✓ Swim	STR	5	=	4	+ 3 + -2
✓ Tumble	DEX	6	=	3	+ 2 + 1
✓ Use Rope	DEX	3	=	3	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Ammunition: Arrows (20)						
Range: 30 ft.		To Hit: +9/+4		Damage: 1d8		
	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	1d8	1d8	1d8	1d8	1d8	
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.	
TH	-1/-6	-3/-8	-5/-10	-7/-12	-9/-14	
Dam	1d8	1d8	1d8	1d8	1d8	
Ammunition: Arrows (50)						
Range: 30 ft.		To Hit: +9/+4		Damage: 1d8		
	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	1d8	1d8	1d8	1d8	1d8	
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.	
TH	-1/-6	-3/-8	-5/-10	-7/-12	-9/-14	
Dam	1d8	1d8	1d8	1d8	1d8	

Scimitar +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	18-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+11/+6	1d6+5	2W-P-(OH)	+7/+2	1d6+5	
1H-O	+11/+6	1d6+3	2W-P-(OL)	+9/+4	1d6+5	
2H	+11/+6	1d6+7	2W-OH	+7	1d6+3	

Sword (Short)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+10/+5	1d6+4	2W-P-(OH)	+6/+1	1d6+4	
1H-O	+10/+5	1d6+2	2W-P-(OL)	+8/+3	1d6+4	
2H	+10/+5	1d6+4	2W-OH	+8	1d6+2	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Valenar Double Scimitar	Equipped	1	15.0	725.0	
Minor Ring of Energy Resistance (Sonic)	Equipped	1	0.0	12000.0	
Absorbs 10 points of Sonic damage					
Chain Shirt +1	Equipped	1	25.0	1250.0	
Action Point	Equipped	8	0.0	0.0 (0.0)	
Action Points □□□□□ □□□					
Bag of Holding (Type 1)	Equipped	1	15.0	2500.0	
74.74 lbs., 1 Magic Bedroll, 1 Hammer, 1 Blanket (Winter), 4 Chalk (1 piece), 4 Piton, 1 Tent, 5 Waterskin (Filled), 1 Rope (Silk/50 Ft.), 1 Backpack, 1 Everburning Torch, 1 Everlasting Rations, 1 Traveling Papers, 1 Artisan's Tools (Weaponsmithing), 1 Everfull Mug					
Artisan's Tools (Weaponsmithing)	Bag of Holding (Type 1)	1	5.0	5.0	
Backpack	Bag of Holding (Type 1)	1	2.0	2.0	
6.74 lbs., 1 Ink (1 Oz. Vial), 1 Inkpen, 4 Parchment (Sheet), 1 Sealing Wax, 5 Candle, 179 Coin (Platinum), 108 Coin (Gold)					
Candle	Backpack	5	0.0	0.01 (0.05)	
Duration: 1 hr., Shadowy Illumination: 5 ft. □□□□□					
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Parchment (Sheet)	Backpack	4	0.0	0.2 (0.8)	
Sealing Wax	Backpack	1	1.0	1.0	
Blanket (Winter)	Bag of Holding (Type 1)	1	3.0	0.5	
Chalk (1 piece)	Bag of Holding (Type 1)	4	0.0	0.01 (0.04)	
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01	
Everburning Torch	Bag of Holding (Type 1)	1	1.0	110.0	
Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.					
Everfull Mug	Bag of Holding (Type 1)	1	0.0	200.0	
Three times per day, when you recite the command word, this mug fills with 12 ounces of water, cheap ale, or watery wine (your choice).					
Everlasting Rations	Bag of Holding (Type 1)	1	2.0	350.0	
This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.					
Hammer	Bag of Holding (Type 1)	1	2.0	0.5	
Magic Bedroll	Bag of Holding (Type 1)	1	6.0	500.0	
Piton	Bag of Holding (Type 1)	4	0.5	0.1 (0.4)	
Rope (Silk/50 Ft.)	Bag of Holding (Type 1)	1	5.0	10.0	
Tent	Bag of Holding	1	20.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			89.08 lbs.	21756.92 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Traveling Papers	Bag of Holding (Type 1)	1	0.0	0.2	
Waterskin (Filled)	Bag of Holding (Type 1)	5	4.0	1.0 (5.0)	
Healing Belt	Equipped	1	0.0	750.0	
Charges are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.) 1 Charge - Heals 2d8 points of damage, 2 Charges - Heals 3d8 points of damage, 3 Charges - Heals 4d8 points of damage., Competence bonus to selected skill of Heal+2 □□□□					
Outfit (Traveler's)	Equipped	1	5.0	0.0	
Potion Bandolier	Equipped	1	1.0	60.0	
3 lbs., 4 Potion of Cure Light Wounds, 3 Oil (1 Pt. Flask), 2 Potion of Cure Moderate Wounds You can ready a potion as a free action.					
Oil (1 Pt. Flask)	Potion Bandolier	3	1.0	0.1 (0.3)	
□□□□					
Potion of Cure Light Wounds	Potion Bandolier	4	0.0	50.0 (0.0)	
□□□□□					
Potion of Cure Moderate Wounds	Potion Bandolier	2	0.0	300.0 (0.0)	
□□					
Potion Bracer	Equipped	1	1.0	60.0	
0 lbs. You can ready a potion as a free action.					
Pouch (Belt)	Equipped	1	0.5	1.0	
1.58 lbs., 8 Coin (Copper), 12 Coin (Gold), 9 Coin (Silver), 1 Whetstone, 1 Flint and Steel, 1 Chalk (1 piece)					
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Whetstone	Pouch (Belt)	1	1.0	0.02	
Longbow	Carried	1	3.0	75.0	
18 lbs., 1 Arrows (20), 2 Arrows (50)					
Arrows (20)	Longbow	1	3.0	1.0	
□□□□□ □□□□□ □□□□□ □□□□□					
Arrows (50)	Longbow	2	7.5	2.5 (5.0)	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□					
Scimitar +1	Carried	1	4.0	2315.0	
Sword (Short)	Carried	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			89.08 lbs.	21756.92 gp	

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

MONEY					
Coin (Platinum): 179[Backpack]					
Coin (Gold): 108[Backpack]					
Coin (Gold): 12[Pouch (Belt)]					
Coin (Silver): 9[Pouch (Belt)]					
Coin (Copper): 8[Pouch (Belt)]					
				Total = 1910.98 gp	

LANGUAGES					
Common, Dwarven, Elven					

OTHER COMPANIONS					
Craig - Mohandas William - Theryn Richard - Aramel Jon - Lorn (Old Friend)					

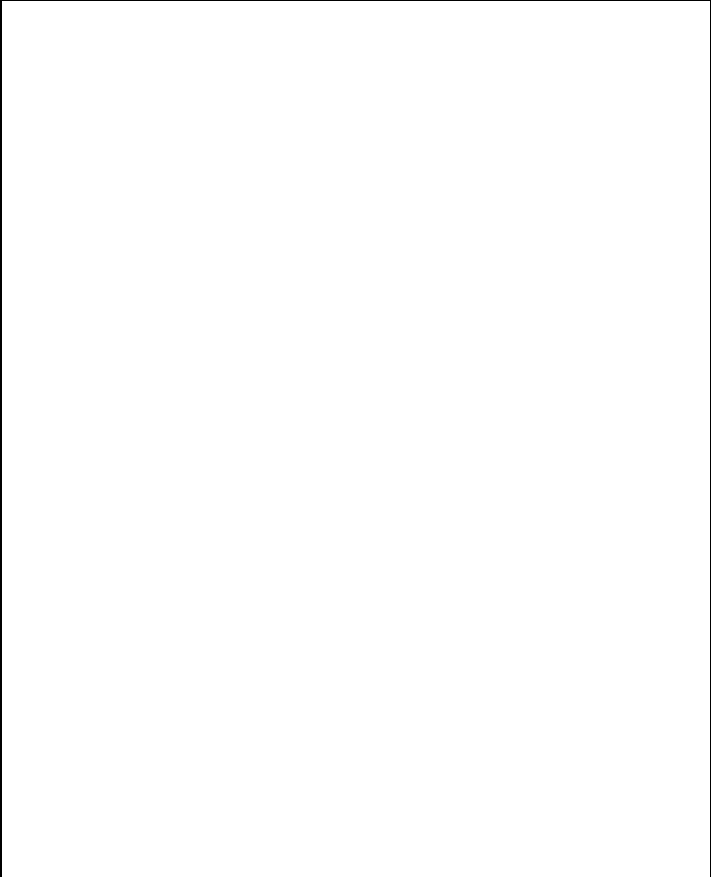
Special Attacks					
Rage (Ex)		[Wizards of the Coast - Revised (v.3.5) System Reference Document]			
1 times/day (9 rounds), Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 12)					

Special Qualities	
Fast Movement (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.	
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Human Skill Bonus	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humans gain 1 extra skill point per level.	
Trap Sense (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.	
Uncanny Dodge (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Dex bonus to AC	

Feats	
Cleave	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.	
Exotic Weapon Proficiency (Sword (Two-Bladed))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.	
Power Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
On your action, before making attack rolls for a round, you may choose to subtract up to 6 from all melee attack rolls and add the same number to all melee damage rolls.	
Two-Weapon Defense	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.	
Two-Weapon Fighting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.	
Weapon Focus (Sword (Two-Bladed))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Armor Proficiency (Heavy)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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 (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You understand how to use all types of martial weapons in combat.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	
Tower Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a tower shield and suffer only the standard penalties.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Boulder, 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, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword (Two-Bladed), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

Markim Blake



Human
RACE
18
AGE
Male
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
6' 5"
HEIGHT
183 lbs.
WEIGHT
Dark Brown
EYE COLOUR
Tanned
SKIN COLOUR
Black, Disheveled
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: