

Markim Blake

CHARACTER NAME

Barbarian 2, Fighter 3

CLASS

5 / 5

10000 / 15000

Character Level / CR

EXP / NEXT LEVEL

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		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+10	= +6	+4	+0	+0	+0		
REFLEX (dexterity)	+4	= +1	+3	+0	+0	+0		
WILL (wisdom)	+2	= +1	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9	= +5	+4	+0	+0	+0	
RANGED attack bonus	+8	= +5	+3	+0	+0	+0	
GRAPPLE attack bonus	+9	= +5	+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				
+8;+8		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)	+8	1d6+4	
2H	+10	1d6+6	2W-OH	+8	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)	+8	1d6+4	
2H	+10	1d6+6	2W-OH	+8	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 10. 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.

Skylar

PLAYER NAME

Human

Medium / 5 ft.

RACE

SIZE / FACE

18

Male

AGE

GENDER

HP hit points	58	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED															
															Walk 40 ft.															
AC armor class	19	19	:	13	=	10	+	5	+	1	+	3	+	0	+	0	+	0	+	0	+	0								
	TOTAL	FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		MISC		MISS CHANCE	20	ARCANE SPELL	-1	ARMOR CHECK	0	SPELL RESIST

INITIATIVE modifier	+3	= +3	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+5		

Dol Dorn

DEITY

6' 5"

183 lbs.

None

REGION

WEIGHT

Black, Disheveled

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

POINTS

TOTAL SKILLPOINTS: 50		SKILLS		MAX RANKS: 8/4	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	2	=	2	
✓ Balance	DEX	2	=	3	+ -1
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	6	=	4 + 3	+ -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	7	=	1 + 6	
✓ 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	4	=	1 + 3	
✓ Swim	STR	5	=	4 + 3 + -2	
✓ Tumble	DEX	6	=	3 + 2 + 1	
✓ Use Rope	DEX	3	=	3	
			=	+	+
			=	+	+
✓: can be used untrained. ✕: 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: +8			Damage: 1d8			
	100 ft.	200 ft.	300 ft.	400 ft.		500 ft.		
TH	+8	+6	+4	+2		+0		
Dam	1d8	1d8	1d8	1d8		1d8		
	600 ft.	700 ft.	800 ft.	900 ft.		1000 ft.		
TH	-2	-4	-6	-8		-10		
Dam	1d8	1d8	1d8	1d8		1d8		
Ammunition: Arrows (50)								
Range: 30 ft.		To Hit: +8			Damage: 1d8			
	100 ft.	200 ft.	300 ft.	400 ft.		500 ft.		
TH	+8	+6	+4	+2		+0		
Dam	1d8	1d8	1d8	1d8		1d8		
	600 ft.	700 ft.	800 ft.	900 ft.		1000 ft.		
TH	-2	-4	-6	-8		-10		
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	+10	1d6+5	2W-P-(OH)	+6		1d6+5	
1H-O	+10	1d6+3	2W-P-(OL)	+8		1d6+5	
2H	+10	1d6+7	2W-OH	+6		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	+9	1d6+4	2W-P-(OH)	+5		1d6+4	
1H-O	+9	1d6+2	2W-P-(OL)	+7		1d6+4	
2H	+9	1d6+4	2W-OH	+7		1d6+2	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Valenar Double Scimitar	Equipped	1	15.0	725.0	
Chain Shirt +1	Equipped	1	25.0	1250.0	
Action Point	Equipped	7	0.0	0.0 (0.0)	
Action Points □□□□□□□					
Bag of Holding (Type 1)	Equipped	1	15.0	2500.0	
69.08 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	
1.08 lbs., 1 Ink (1 Oz. Vial), 1 Inkpen, 4 Parchment (Sheet), 1 Sealing Wax, 5 Candle, 4 Coin (Platinum)					
Candle	Backpack	5	0.0	0.01	
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	
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 (Type 1)	1	20.0	10.0	
Traveling Papers	Bag of Holding (Type 1)	1	0.0	0.2	
TOTAL WEIGHT CARRIED/VALUE			89.08 lbs.	8947.02 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Waterskin (Filled)	Bag of Holding (Type 1)	5	4.0 (20.0)	1.0	(5.0)
Healing Belt	Equipped	1	0.0	750.0	
<div>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</div> <div>□□□</div>					
Outfit (Traveler's)	Equipped	1	5.0	0.0	
Potion Bandolier	Equipped	1	1.0	60.0	
<div>4 lbs., 1 Potion of Cure Light Wounds, 4 Oil (1 Pt. Flask) You can ready a potion as a free action.</div>					
Oil (1 Pt. Flask)	Potion Bandolier	4	1.0 (4.0)	0.1	(0.4)
<div>□□□□</div>					
Potion of Cure Light Wounds	Potion Bandolier	1	0.0	50.0	
<div>□</div>					
Pouch (Belt)	Equipped	1	0.5	1.0	
<div>1.58 lbs., 8 Coin (Copper), 12 Coin (Gold), 9 Coin (Silver), 1 Whetstone, 1 Flint and Steel, 1 Chalk (1 piece)</div>					
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	
<div>18 lbs., 1 Arrows (20), 2 Arrows (50)</div>					
Arrows (20)	Longbow	1	3.0	1.0	
<div>□□□□ □□□□ □□□□ □□□□</div>					
Arrows (50)	Longbow	2	7.5 (15.0)	2.5	(5.0)
<div>□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□</div>					
Scimitar +1	Carried	1	4.0	2315.0	
Sword (Short)	Carried	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			89.08 lbs.	8947.02 gp	

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

MONEY	
Coin (Platinum): 4	[Backpack]
Coin (Gold): 12	[Pouch (Belt)]
Coin (Silver): 9	[Pouch (Belt)]
Coin (Copper): 8	[Pouch (Belt)]
Total = 52.98 gp	

<p>LANGUAGES Common, Dwarven, Elven</p>
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Special Attacks	
Age (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 10)	

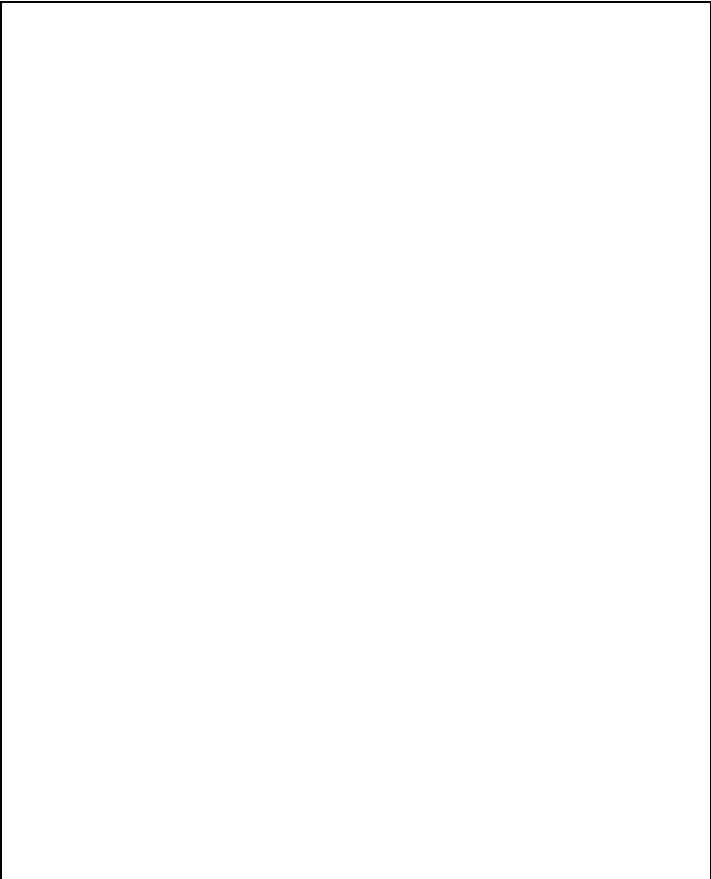
Special Qualities	
Fast Movement (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<p>A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.</p>	
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
<p>Humanoids eat/sleep/breathe</p>	
Human Skill Bonus	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<p>Humans gain 1 extra skill point per level.</p>	
Uncanny Dodge (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
<p>Dex bonus to AC</p>	

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 5 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.	
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: