

Markim Blake

CHARACTER NAME

Barbarian 3, Fighter 4

CLASS

7 / 7

Character Level / CR

27999 / 28000

EXP / NEXT LEVEL

Skylar

PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

18

AGE

Male

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

22

+6

INT

Intelligence

14

+2

WIS

Wisdom

13

+1

CHA

Charisma

13

+1

WOUNDS/CURRENT HP

HP

hit points

102

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

REFLEC-TION

DODGE

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+3

=

+3

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

TOTAL SKILLPOINTS: 62

SKILLS

MAX RANKS: 10/5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+13

=

+7

+

+6

+

+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

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+10/+5

=

+7/+2

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

+0

+

*Goodly Valenar Double Scimitar +1,+1		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	S/S	M	18-20/x2/2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+11/+6;+11		1d6+7/+5				

*Goodly Valenar Double Scimitar +1,+1 (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+7	2W-P-(OH)	N/A	1d6+7	
1H-O	N/A	1d6+5	2W-P-(OL)	+11/+6	1d6+7	
2H	+13/+8	1d6+9	2W-OH	+11	1d6+5	

*Goodly Valenar Double Scimitar +1,+1 (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+7	2W-P-(OH)	N/A	1d6+7	
1H-O	N/A	1d6+5	2W-P-(OL)	+11/+6	1d6+7	
2H	+13/+8	1d6+9	2W-OH	+11	1d6+5	

\*: 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
*Living Breastplate	Medium	+8	+5	-2	15
Chain Shirt +1	Light	+5	+4	-1	20

BARBARIAN RAGE

Uses per day ☐

1 times/day (11 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 14. 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.

Masterwork Longbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +11/+6		Damage: 1d8				
100 ft.		200 ft.		300 ft.		400 ft.		
TH	+11/+6	+9/+4	+7/+2	+5/+0		+3/-2		
Dam	1d8	1d8	1d8	1d8		1d8		
600 ft.		700 ft.		800 ft.		900 ft.		
TH	+1/-4	-1/-6	-3/-8	-5/-10		-7/-12		
Dam	1d8	1d8	1d8	1d8		1d8		

Longbow +1			HAND	TYPE	SIZE	CRITICAL	REACH
(Composite/Bow_STR+3)			Carried	P	M	20/x3	5 ft.
Ammunition: Arrow							
Range: 30 ft.		To Hit: +11/+6		Damage: 1d8+4			
110 ft.		220 ft.		330 ft.		440 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0		+3/-2	
Dam	1d8+4	1d8+4	1d8+4	1d8+4		1d8+4	
660 ft.		770 ft.		880 ft.		990 ft.	
TH	+1/-4	-1/-6	-3/-8	-5/-10		-7/-12	
Dam	1d8+4	1d8+4	1d8+4	1d8+4		1d8+4	
Special Properties	STR bonus to damage						

Scimitar +1			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	18-20/x2	5 ft.
	To Hit	Dam	To Hit			Dam	
1H-P	+12/+7	1d6+5	2W-P-(OH)			+8/+3	
1H-O	+12/+7	1d6+3	2W-P-(OL)			+10/+5	
2H	+12/+7	1d6+7	2W-OH			+8	

Sword (Short)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit			Dam	
1H-P	+11/+6	1d6+4	2W-P-(OH)			+7/+2	
1H-O	+11/+6	1d6+2	2W-P-(OL)			+9/+4	
2H	+11/+6	1d6+4	2W-OH			+9	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Goodly Valenar Double Scimitar +1;+1	Equipped	1	15.0	4725.0	
Minor Ring of Energy Resistance (Sonic)	Equipped	1	0.0	12000.0	
Absorbs 10 points of Sonic damage					
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					
Living Breastplate	Equipped	1	8.0	0.0	
Outfit (Traveler's)	Equipped	1	5.0	0.0	
Action Point	Equipped	8	0.0	0.0 (0.0)	
Action Points					
Bag of Holding (Type 1)	Equipped	1	15.0	2500.0	
173.48 lbs., 1 Magic Bedroll, 1 Hammer, 1 Blanket (Winter), 4 Chalk (1 piece), 14 Piton, 1 Tent, 5 Waterskin (Filled), 1 Masterwork Longbow, 1 Grappling Hook, 1 Chain Shirt +1, 1 Field Dressing Kit, 6 Rope (Silk/50 Ft.), 1 Goodberry Wine, 8 Oil (1 Pt. Flask), 1 Spade or Shovel, 10 Torch, 1 Arrows (50), 1 Backpack, 1 Everburning Torch, 1 Everlasting Rations, 1 Traveling Papers, 1 Artisan's Tools (Weaponsmithing), 1 Everfull Mug					
Arrows (50)	Bag of Holding (Type 1)	1	7.5	2.5	
Artisan's Tools (Weaponsmithing)					
Backpack	Bag of Holding (Type 1)	1	2.0	2.0	
8.48 lbs., 1 Ink (1 Oz. Vial), 1 Inkpen, 4 Parchment (Sheet), 1 Sealing Wax, 5 Candle, 179 Coin (Platinum), 91 Coin (Gold), 104 Coin (Copper)					
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	
Chain Shirt +1	Bag of Holding (Type 1)	1	25.0	1250.0	
Chalk (1 piece)	Bag of Holding	4	0.0	0.01	
TOTAL WEIGHT CARRIED/VALUE			58.03 lbs.	28909.17 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chalk (1 piece)	(Type 1) Pouch (Belt)	1	0.0	0.01 (0.04)	
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.					
Field Dressing Kit	Bag of Holding (Type 1)	1	0.0	40.0	
Goodberry Wine	Bag of Holding (Type 1)	1	1.5	10.0	
Grappling Hook	Bag of Holding (Type 1)	1	4.0	1.0	
Hammer	Bag of Holding (Type 1)	1	2.0	0.5	
Magic Bedroll	Bag of Holding (Type 1)	1	6.0	500.0	
Masterwork Longbow	Bag of Holding (Type 1)	1	3.0	375.0	
0 lbs.					
Oil (1 Pt. Flask)	Bag of Holding (Type 1)	8	1.0	0.1 (0.8)	
Oil (1 Pt. Flask)	Potion Bandolier	3	1.0	0.1 (0.3)	
Oil (1 Pt. Flask)	Pouch (Belt)	2	1.0	0.1 (0.2)	
Piton	Bag of Holding (Type 1)	14	0.5	0.1 (1.4)	
Rope (Silk/50 Ft.)	Bag of Holding (Type 1)	6	5.0	10.0 (30.0)	
Spade or Shovel	Bag of Holding (Type 1)	1	8.0	2.0	
Tent	Bag of Holding (Type 1)	1	20.0	10.0	
Torch	Bag of Holding (Type 1)	10	1.0	0.01 (10.0)	
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.					
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)	
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.					
Potion of Cure Light Wounds	Potion Bandolier	4	0.0	50.0 (200.0)	
Potion of Cure Light Wounds	Potion Bracer	1	0.0	50.0	
Potion of Cure Moderate Wounds	Potion Bandolier	2	0.0	300.0 (600.0)	
Potion Bracer	Equipped	1	1.0	60.0	
0 lbs., 1 Potion of Cure Light Wounds					
Pouch (Belt)	Equipped	1	0.5	1.0	
3.58 lbs., 8 Coin (Copper), 12 Coin (Gold), 9 Coin (Silver), 1 Whetstone, 1 Flint and Steel, 1 Chalk (1 piece), 2 Oil (1 Pt. Flask)					
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Whetstone	Pouch (Belt)	1	1.0	0.02	
Longbow +1 (Composite/Bow_STR+3)	Carried	1	3.0	2700.0	
1.95 lbs., 13 Arrow					
STR bonus to damage					
Arrow	Longbow +1 (Composite/Bow_STR+3)	13	0.15	0.05 (1.95)	
Scimitar +1	Carried	1	4.0	2315.0	
Sword (Short)	Carried	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			58.03 lbs.	28909.17 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): 91	[Backpack]
Coin (Gold): 12	[Pouch (Belt)]
Coin (Silver): 9	[Pouch (Belt)]
Coin (Copper): 104	[Backpack]
Coin (Copper): 8	[Pouch (Belt)]
Total = 1895.02 gp	

LANGUAGES	
Common, Dwarven, Elven	

OTHER COMPANIONS	
Craig - Mohandas Wiliam - Theryn Richard - Aramel Jon - Lorn (Old Friend) Hugh - SB Masterwork Valenar Double Scimitar - 1250 sp progress to create normal, 6000sp to create Masterwork afterwards Week 1 - 21x18 = 378sp, 872sp remaining	

Special Attacks	
<b>Rage (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
1 times/day (11 rounds), Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 14)	

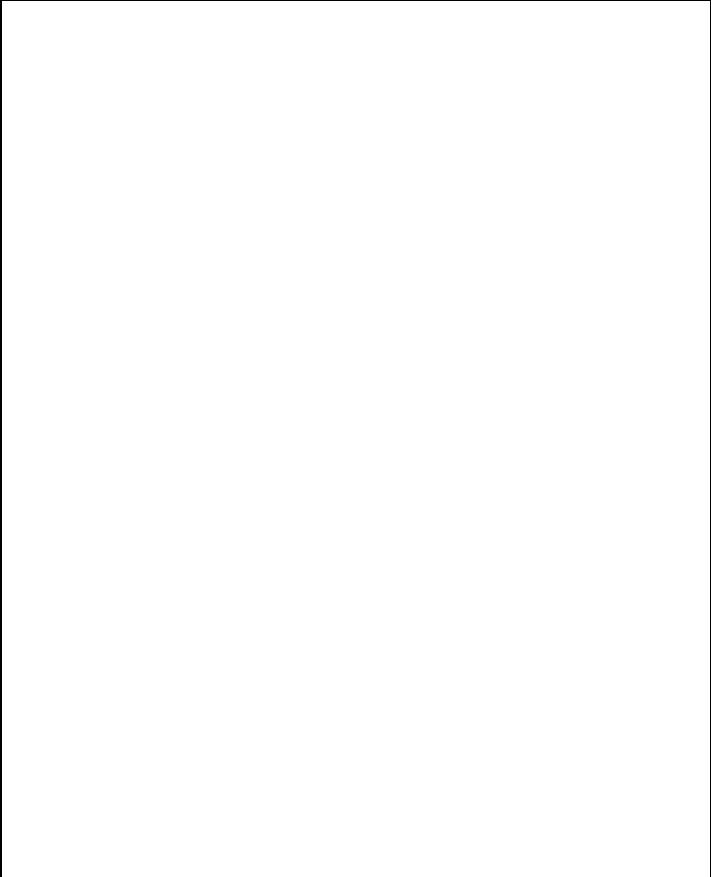
Special Qualities	
<b>Fast Movement (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.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

Feats	
<b>Cleave</b>	[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.	
<b>Exotic Weapon Proficiency (Sword (Two-Bladed))</b>	[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.	
<b>Power Attack</b>	[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 7 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Two-Weapon Defense</b>	[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.	
<b>Two-Weapon Fighting</b>	[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.	
<b>Weapon Focus (Sword (Two-Bladed))</b>	[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.	
<b>Weapon Specialization (Sword (Two-Bladed))</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +2 bonus on all damage rolls you make using the selected weapon.	
<b>Armor Proficiency (Heavy)</b>	[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.	
<b>Armor Proficiency (Light)</b>	[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.	
<b>Armor Proficiency (Medium)</b>	[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.	
<b>Martial Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You understand how to use all types of martial weapons in combat.	
<b>Shield Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
<b>Simple Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	
<b>Tower Shield Proficiency</b>	[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:

## Notes:

Crafting Progress:

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