

Markim Blake

CHARACTER NAME

Barbarian 2, Fighter 3

CLASS

5 / 5

Character Level / CR

10000 / 15000

EXP / NEXT LEVEL

Skylar

PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

5' 0"

HEIGHT

17

AGE

Male

GENDER

None

DEITY

Neutral Good

ALIGNMENT

Normal

VISION

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

58

hit points

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.

MISS CHANCE

20

ARCANE SPELL FAILURE

-1

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+5

TOTAL SKILLPOINTS: 50

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 8/4

✓ Appraise

INT

2

=

2

✓ Balance

DEX

2

=

3

+

-1

✓ Bluff

CHA

1

=

1

✓ Climb

STR

6

=

4

+

3

+

-1

✓ Concentration

CON

4

=

4

Craft (Trapmaking)

INT

7

=

2

+

5

✓ Craft (Untrained)

INT

2

=

2

✓ 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

=

+

+

=

+

+

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

+

| *Scimitar +1 | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------|--------|---------|-----------|--------|----------|-------|
| | | Primary | 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 |
|---------------|--------|----------|-----------|--------|----------|-------|
| | | Off-hand | 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 |

| Valenar Double Scimitar | | HAND | TYPE | SIZE | CRITICAL | REACH |
|-------------------------|--|---------|------|------|----------|-------|
| | | Carried | S/S | M | 18-20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | | |
| N/A | | 1d6+6 | | | | |

*: 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.

| EQUIPMENT | | | | | |
|--|-------------------------|-----|--------------|------------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Scimitar +1 | Equipped | 1 | 4.0 | 2315.0 | |
| Sword, Short | Equipped | 1 | 2.0 | 10.0 | |
| Chain Shirt +1 | Equipped | 1 | 25.0 | 1250.0 | |
| Bag of Holding (Type 1) | Equipped | 1 | 15.0 | 2500.0 | |
| 23 lbs., 1 Magic Bedroll, 1 Rope (Silk/50 Ft.), 1 Backpack, 1 Everburning Torch, 1 Artisan's Tools (Trapmaking), 1 Everlasting Rations, 1 Traveling Papers, 1 Refilling Mug | | | | | |
| Artisan's Tools (Trapmaking) | Bag of Holding (Type 1) | 1 | 5.0 | 5.0 | |
| Backpack | Bag of Holding (Type 1) | 1 | 2.0 | 2.0 | |
| 1 lbs., 1 Ink (1 Oz. Vial), 1 Inkpen, 4 Parchment (Sheet), 1 Sealing Wax | | | | | |
| Ink (1 Oz. Vial) | Backpack | 1 | 0.0 | 8.0 | |
| Inkpen | Backpack | 1 | 0.0 | 0.1 | |
| Parchment (Sheet) | Backpack | 4 | 0.0 (0.0) | 0.2 (0.8) | |
| Sealing Wax | Backpack | 1 | 1.0 | 1.0 | |
| Everburning Torch | Bag of Holding (Type 1) | 1 | 1.0 | 110.0 | |
| Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft. | | | | | |
| 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. | | | | | |
| Magic Bedroll | Bag of Holding (Type 1) | 1 | 6.0 | 500.0 | |
| Refilling Mug | Bag of Holding (Type 1) | 1 | 1.0 | 500.0 | |
| When you recite the command word, this mug fills with 12 ounces of the last non-magical/non-alchemical liquid that was poured into it. | | | | | |
| Rope (Silk/50 Ft.) | Bag of Holding (Type 1) | 1 | 5.0 | 10.0 | |
| Traveling Papers | Bag of Holding (Type 1) | 1 | 0.0 | 0.2 | |
| 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 | |
| 4 lbs., 1 Potion of Cure Light Wounds, 4 Oil (1 Pt. Flask) You can ready a potion as a free action. | | | | | |
| Oil (1 Pt. Flask) | Potion Bandolier | 4 | 1.0 (4.0) | 0.1 (0.4) | |
| □□□□ | | | | | |
| Potion of Cure Light Wounds | Potion Bandolier | 1 | 0.0 | 50.0 | |
| □ | | | | | |
| 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 | | | | | |
| Flint and Steel | Pouch (Belt) | 1 | 0.0 | 1.0 | |
| Whetstone | Pouch (Belt) | 1 | 1.0 | 0.02 | |
| Warhorse (Heavy) | Equipped | 1 | 0.0 | 400.0 | |
| 164 lbs., 1 Saddle (Military), 1 Saddlebags, 1 Bit and Bridle | | | | | |
| Bit and Bridle | Warhorse (Heavy) | 1 | 1.0 | 2.0 | |
| Saddle (Military) | Warhorse (Heavy) | 1 | 30.0 | 20.0 | |
| +2 circumstance bonus on Ride checks related to staying in the saddle | | | | | |
| Saddlebags | Warhorse (Heavy) | 1 | 8.0 | 4.0 | |
| 125 lbs., 10 Feed (Per Day), 1 Blanket (Winter), 1 Hammer, 1 Tent | | | | | |
| Blanket (Winter) | Saddlebags | 1 | 3.0 | 0.5 | |
| Feed (Per Day) | Saddlebags | 10 | 10.0 (100.0) | 0.05 (0.5) | |
| □□□□□ □□□□□ | | | | | |
| Hammer | Saddlebags | 1 | 2.0 | 0.5 | |
| Tent | Saddlebags | 1 | 20.0 | 10.0 | |
| Valenar Double Scimitar | Carried | 1 | 15.0 | 125.0 | |
| TOTAL WEIGHT CARRIED/VALUE | | | 68.08 lbs. | 8987.02 gp | |

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

| MONEY | |
|--------------------------------|--|
| Coin (Gold): 12[Pouch (Belt)] | |
| Coin (Silver): 9[Pouch (Belt)] | |
| Coin (Copper): 8[Pouch (Belt)] | |
| Total = 12.98 gp | |

| LANGUAGES | |
|------------------------|--|
| Common, Dwarven, Elven | |

| 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 10) | |

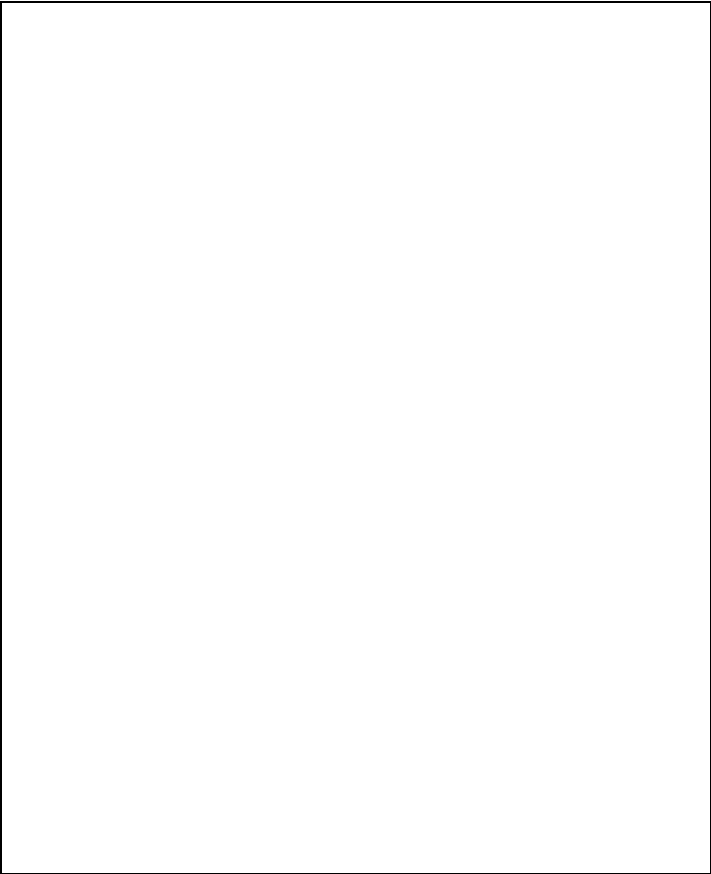
| Special Qualities | |
|--|--|
| Fast Movement (Ex) | [Wizards of the Coast - Revised (v.3.5) System Reference Document] |
| A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying 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. | |
| 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 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 |
| 17 |
| AGE |
| Male |
| GENDER |
| VISION |
| Neutral Good |
| ALIGNMENT |
| Right |
| DOMINANT HAND |
| 5' 0" |
| HEIGHT |
| 134 lbs. |
| WEIGHT |
| EYE COLOUR |
| SKIN COLOUR |
| HAIR |
| PHOBIAS |
| PERSONALITY TRAITS |
| INTERESTS |
| SPOKEN STYLE / CATCH PHRASE |
| RESIDENCE |
| LOCATION |
| None |
| REGION |

Description:
Biography: