

Markim Blake

CHARACTER NAME

Barbarian 5, Fighter 4

CLASS

9 / 9

36000 / 45000

Character Level / CR

EXP / NEXT LEVEL

| ABILITY NAME        | ABILITY SCORE | EQUIPPED SCORE | ABILITY MODIFIER | ABILITY DAMAGE | PENALTY |
|---------------------|---------------|----------------|------------------|----------------|---------|
| STR<br>Strength     | 18            |                | +4               |                |         |
| DEX<br>Dexterity    | 18            |                | +4               |                |         |
| CON<br>Constitution | 18            | 22             | +6               |                |         |
| INT<br>Intelligence | 14            |                | +2               |                |         |
| WIS<br>Wisdom       | 13            |                | +1               |                |         |
| CHA<br>Charisma     | 13            |                | +1               |                |         |

| SAVING THROWS               | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | Conditional Modifiers |
|-----------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE<br>(constitution) | +14   | = +8      | + +6    | + +0  | + +0 | + +0 |      |                       |
| REFLEX<br>(dexterity)       | +6    | = +2      | + +4    | + +0  | + +0 | + +0 |      |                       |
| WILL<br>(wisdom)            | +3    | = +2      | + +1    | + +0  | + +0 | + +0 |      |                       |

|                         | TOTAL  | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|-------------------------|--------|-------------------|------|------|------|------|------|
| MELEE<br>attack bonus   | +13/+8 | = +9/+4           | + +4 | + +0 | + +0 | + +0 |      |
| RANGED<br>attack bonus  | +13/+8 | = +9/+4           | + +4 | + +0 | + +0 | + +0 |      |
| GRAPPLE<br>attack bonus | +13/+8 | = +9/+4           | + +4 | + +0 | + +0 | + +0 |      |

| *Goodly Valenar Double Scimitar +1,+1 |  | HAND        | TYPE | SIZE | CRITICAL   | REACH |
|---------------------------------------|--|-------------|------|------|------------|-------|
|                                       |  | Two-Weapons | S/S  | M    | 15-20/x2/2 | 5 ft. |
| TOTAL ATTACK BONUS                    |  | DAMAGE      |      |      |            |       |
| +13/+8;+13                            |  | 1d6+7/+5    |      |      |            |       |

| *Goodly Valenar Double Scimitar +1,+1 (Head 1 only) |         | HAND        | TYPE      | SIZE   | CRITICAL | REACH |
|---|---------|-------------|-----------|--------|----------|-------|
|   |         | Two-Weapons | S         | M      | 15-20/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) | +13/+8 | 1d6+7    |       |
| 2H  | +15/+10 | 1d6+9       | 2W-OH     | +13    | 1d6+5    |       |

| *Goodly Valenar Double Scimitar +1,+1 (Head 2 only) |         | HAND        | TYPE      | SIZE   | CRITICAL | REACH |
|---|---------|-------------|-----------|--------|----------|-------|
|   |         | Two-Weapons | S         | M      | 15-20/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) | +13/+8 | 1d6+7    |       |
| 2H  | +15/+10 | 1d6+9       | 2W-OH     | +13    | 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 ☐☐

2 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 18. 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                | 137 | WOUNDS/CURRENT HP |    |       | SUBDUAL DAMAGE |       |   |              | DAMAGE REDUCTION |               |   | SPEED       |    |                      |   |
|-------------------|-----|-------------------|----|-------|----------------|-------|---|--------------|------------------|---------------|---|-------------|----|----------------------|---|
| AC<br>armor class | 23  | 23                | 14 | 10    | 8              | 1     | 4 | 0            | 0                | 0             | 0 | 0           | 15 | -2                   | 0 |
| TOTAL             |     | FLAT              |    | TOUCH |                | BASE  |   | ARMOR BONUS  |                  | SHIELD BONUS  |   | STAT        |    | SIZE                 |   |
| INITIATIVE        |     | +4                |    | +4    |                | +0    |   | DEX MODIFIER |                  | MISC MODIFIER |   | MISS CHANCE |    | ARCANE SPELL FAILURE |   |
| BASE ATTACK       |     | +9/+4             |    | bonus |                | TOTAL |   | ARMOR BONUS  |                  | SHIELD BONUS  |   | STAT        |    | SIZE                 |   |

| TOTAL SKILLPOINTS: 76  |             | SKILLS         |                  | MAX RANKS: 12/6 |               |
|--|-------------|----------------|------------------|-----------------|---------------|
| SKILL NAME   | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS           | MISC MODIFIER |
| ✓ Appraise   | INT         | 2              | =                | 2               |               |
| ✓ Balance  | DEX         | 2              | =                | 4               | + -2          |
| ✓ Bluff  | CHA         | 1              | =                | 1               |               |
| ✓ Climb  | STR         | 10             | =                | 4               | + 8 + -2      |
| ✓ Concentration  | CON         | 6              | =                | 6               |               |
| ✓ Craft (Untrained)  | INT         | 2              | =                | 2               |               |
| ✓ Craft (Weaponsmithing)   | INT         | 12             | =                | 2               | + 10          |
| ✓ Diplomacy  | CHA         | 1              | =                | 1               |               |
| ✓ Disguise   | CHA         | 1              | =                | 1               |               |
| ✓ Escape Artist  | DEX         | 2              | =                | 4               | + -2          |
| ✓ Forgery  | INT         | 2              | =                | 2               |               |
| ✓ Gather Information   | CHA         | 1              | =                | 1               |               |
| ✓ Handle Animal  | CHA         | 6              | =                | 1               | + 5           |
| ✓ Heal   | WIS         | 3              | =                | 1               | + 2           |
| ✓ Hide   | DEX         | 2              | =                | 4               | + -2          |
| ✓ Intimidate   | CHA         | 7              | =                | 1               | + 6           |
| ✓ Jump   | STR         | 7              | =                | 4               | + 5 + -2      |
| ✓ Listen   | WIS         | 12             | =                | 1               | + 11          |
| ✓ Move Silently  | DEX         | 2              | =                | 4               | + -2          |
| ✓ Ride   | DEX         | 11             | =                | 4               | + 5 + 2       |
| ✓ Search   | INT         | 2              | =                | 2               |               |
| ✓ Sense Motive   | WIS         | 1              | =                | 1               |               |
| ✓ Spot   | WIS         | 6              | =                | 1               | + 5           |
| ✓ Survival   | WIS         | 7              | =                | 1               | + 6           |
| ✓ Swim   | STR         | 4              | =                | 4               | + 4 + -4      |
| ✓ Tumble   | DEX         | 7              | =                | 4               | + 3           |
| ✓ Use Rope   | DEX         | 4              | =                | 4               |               |
|  |             |                | =                | +               | +             |
|  |             |                | =                | +               | +             |
| ✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery. |             |                |                  |                 |               |

| Masterwork Longbow |        |                |        | HAND        | TYPE | SIZE             | CRITICAL | REACH |
|--------------------|--------|----------------|--------|-------------|------|------------------|----------|-------|
|                    |        |                |        | Carried     | P    | M                | 20/x3    | 5 ft. |
| Range: 30 ft.      |        | To Hit: +14/+9 |        | Damage: 1d8 |      |                  |          |       |
| 100 ft.            |        | 200 ft.        |        | 300 ft.     |      | 400 ft. 500 ft.  |          |       |
| TH                 | +14/+9 | +12/+7         | +10/+5 | +8/+3       |      | +6/+1            |          |       |
| Dam                | 1d8    | 1d8            | 1d8    | 1d8         |      | 1d8              |          |       |
| 600 ft.            |        | 700 ft.        |        | 800 ft.     |      | 900 ft. 1000 ft. |          |       |
| TH                 | +4/-1  | +2/-3          | +0/-5  | -2/-7       |      | -4/-9            |          |       |
| 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: +14/+9 |         | Damage: 1d8+4 |      |                  |       |
| 110 ft.               |                     | 220 ft.        |         | 330 ft.       |      | 440 ft. 550 ft.  |       |
| TH                    | +14/+9              | +12/+7         | +10/+5  | +8/+3         |      | +6/+1            |       |
| Dam                   | 1d8+4               | 1d8+4          | 1d8+4   | 1d8+4         |      | 1d8+4            |       |
| 660 ft.               |                     | 770 ft.        |         | 880 ft.       |      | 990 ft. 1100 ft. |       |
| TH                    | +4/-1               | +2/-3          | +0/-5   | -2/-7         |      | -4/-9            |       |
| 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        | +14/+9 | 1d6+5 | 2W-P-(OH) |      |      | +10/+5 1d6+5 |       |
| 1H-O        | +14/+9 | 1d6+3 | 2W-P-(OL) |      |      | +12/+7 1d6+5 |       |
| 2H          | +14/+9 | 1d6+7 | 2W-OH     |      |      | +10 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          | +13/+8 | 1d6+4 | 2W-P-(OH) |      |      | +9/+4 1d6+4  |       |
| 1H-O          | +13/+8 | 1d6+2 | 2W-P-(OL) |      |      | +11/+6 1d6+4 |       |
| 2H            | +13/+8 | 1d6+4 | 2W-OH     |      |      | +11 1d6+2    |       |

| 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                | 9   | 0.0        | 0.0 (0.0)   |  |
| Action Points   |                         |     |            |             |  |
| Bag of Holding (Type 1)   | Equipped                | 1   | 15.0       | 2500.0      |  |
| 173.5 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, 1 Special Disc Item Thingy |                         |     |            |             |  |
| Arrows (50)   | Bag of Holding (Type 1) | 1   | 7.5        | 2.5         |  |
| 173.5 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, 1 Special Disc Item Thingy |                         |     |            |             |  |
| 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         |  |
| 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  |                         |     | 57.13 lbs. | 28908.87 gp |  |

| EQUIPMENT   |                                  |     |            |             |  |
|---|----------------------------------|-----|------------|-------------|--|
| ITEM  | LOCATION                         | QTY | WT         | COST        |  |
| 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. |                                  |     |            |             |  |
| 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)   |  |
| (8.0)   |                                  |     |            |             |  |
| Oil (1 Pt. Flask)   | Potion Bandolier                 | 3   | 1.0        | 0.1 (0.3)   |  |
| (3.0)   |                                  |     |            |             |  |
| Oil (1 Pt. Flask)   | Pouch (Belt)                     | 2   | 1.0        | 0.1 (0.2)   |  |
| (2.0)   |                                  |     |            |             |  |
| Piton   | Bag of Holding (Type 1)          | 14  | 0.5        | 0.1 (1.4)   |  |
| (7.0)   |                                  |     |            |             |  |
| Rope (Silk/50 Ft.)  | Bag of Holding (Type 1)          | 6   | 5.0        | 10.0        |  |
| (30.0) (60.0)   |                                  |     |            |             |  |
| 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        |  |
| Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.  |                                  |     |            |             |  |
| (10.0) (0.1)  |                                  |     |            |             |  |
| 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)   |  |
| (20.0)  |                                  |     |            |             |  |
| 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        |  |
| (0.0) (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       |  |
| (0.0) (600.0)   |                                  |     |            |             |  |
| Potion Bracer   | Equipped                         | 1   | 1.0        | 60.0        |  |
| 0 lbs., 1 Potion of Cure Light Wounds   |                                  |     |            |             |  |
| You can ready a potion as a free action.  |                                  |     |            |             |  |
| 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      |  |
| 1.05 lbs., 7 Arrow  |                                  |     |            |             |  |
| STR bonus to damage   |                                  |     |            |             |  |
| Arrow   | Longbow +1 (Composite/Bow_STR+3) | 7   | 0.15       | 0.05        |  |
| (1.05) (0.35)   |                                  |     |            |             |  |
| Scimitar +1   | Carried                          | 1   | 4.0        | 2315.0      |  |
| Sword (Short)   | Carried                          | 1   | 2.0        | 10.0        |  |
| TOTAL WEIGHT CARRIED/VALUE  |                                  |     | 57.13 lbs. | 28908.87 gp |  |

| WEIGHT ALLOWANCE |     |                 |      |
|------------------|-----|-----------------|------|
| Light            | 100 | Medium          | 200  |
| Lift over head   | 300 | Lift off ground | 600  |
|                  |     | Heavy           | 300  |
|                  |     | 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)]                       |  |
| Special Disc Item Thingy: 1[Bag of Holding (Type 1)] |  |
| Total = 1895.02 gp                                   |  |

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

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

| Special Attacks   |  |
|---|--|
| <b>Rage (Ex)</b>  | [Wizards of the Coast - Revised (v.3.5) System Reference Document] |
| 2 times/day (11 rounds), Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 18) |  |

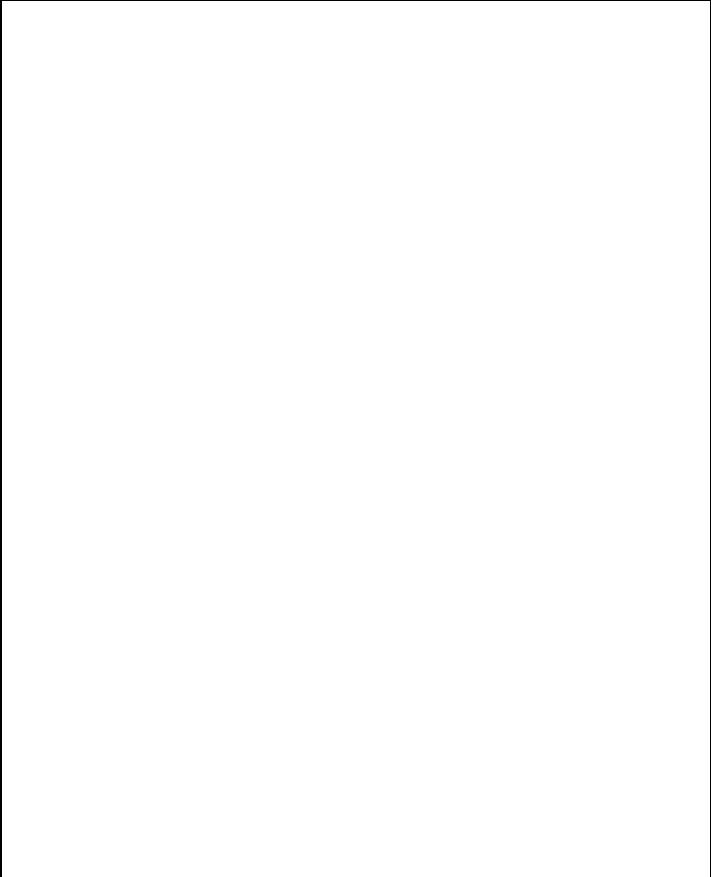
| Special Qualities   |  |
|---|--|
| <b>Fast Movement (Ex)</b>   | [Wizards of the Coast - Revised (v.3.5) System Reference Document]                             |
| A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light 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>Improved Uncanny Dodge (Ex)</b>  | [Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]              |
| Can't be flanked except by a level 9 rogue  |  |
| <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>Improved Critical (Sword (Two-Bladed))</b>   | [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] |
| When using the weapon you selected, your threat range is doubled.   |   |
| <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 9 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:

6