



## CHARACTER RECORD SHEET

Blarth  
CHARACTER NAME  
Chaotic Good  
ALIGNMENT  
Male  
GENDER  
20  
AGE  
M  
SIZE  
6'4"  
HEIGHT  
Kord  
RACE (SUBRACE)  
6  
LEVEL  
15,000 / 21,000  
CLASS  
Barbarian  
Olive Tanned  
COMPLEXION  
Black  
HAIR  
Yellow  
EYES  
Right  
HANDEDNESS  
NON LETHAL

ABILITY SCORES			
	SCORE	MOD	TEMP MOD
STR	18	+4	(22)
DEX	14	+2	
CON	14	+2	(18)
INT	10	+0	
WIS	8	-1	
CHA	8	-1	

SAVING THROWS							
	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD	
FORT (CON)	+8	5	2	1			
REF (DEX)	+5	2	2	1			
WILL (WIS)	+2/+4	2	-1	1		(2)	
SAVING THROW MODIFIERS							
Bracers of Resistance +1							

HIT POINTS			TOTAL	CURRENT	NON LETHAL
54					
LIFT OVER HEAD	300	1 x MAX LOAD	LIFT OFF GROUND	600	2 x MAX LOAD
PUSH / DRAG	1500	5 x MAX LOAD	LOAD	58 lbs	
SPEED	40		SPEED	40	

ARMOR CLASS	20(18)	=	10	+	7	+		+	2	+		+	1
NORMAL													
20% ARCANESPELL FAIL													
-3 ARMORCHECK PEN													
20 FLATFOOTED													
12 VSTOUCH ATTACKS													
MISC. AC MODIFIERS													
-2 AC when Raging													

ARMOR & PROTECTION						
TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
Breastplate +2	Medium	+7	+3	-3	25%	40
Amulet of Nat. Armor +1	Natural	+1	N	N	N	N

INITIATIVE	+2	=	2	+	
DEX MOD					
MISC MOD					
INITIATIVE MODIFIERS					

ATTACK BONUSES						
	TOTAL ATT BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)	+10/+5	+6/+1	+4			
RANGED (DEX)	+8/+3		+2			
GRAPPLING (STR)	+10/+5		+4			

ATTACK BONUS MODIFIERS			

ATTACK				<input type="checkbox"/> PRIMARY HAND	<input type="checkbox"/> OFF HAND	<input checked="" type="checkbox"/> BOTH HANDS
Greatsword +1				ATTACK BONUS		
				DAMAGE		
				CRITICAL		
M				S		
8 lbs.				2H		
				Damage in paranthesis when Raging.		

ATTACK				<input checked="" type="checkbox"/> PRIMARY HAND	<input type="checkbox"/> OFF HAND	<input type="checkbox"/> BOTH HANDS
Spiked Guantlet				ATTACK BONUS		
				DAMAGE		
				CRITICAL		
M				P		
1 lb.				L		
				Cannot be disarmed.		

ATTACK				<input type="checkbox"/> PRIMARY HAND	<input type="checkbox"/> OFF HAND	<input checked="" type="checkbox"/> BOTH HANDS
MW Mighty (+4) Comp. Longbow				ATTACK BONUS		
				DAMAGE		
				CRITICAL		
110				P		
				3 lbs.		
				2H		

ATTACK				<input type="checkbox"/> PRIMARY HAND	<input type="checkbox"/> OFF HAND	<input type="checkbox"/> BOTH HANDS
Armor Spikes				ATTACK BONUS		
				DAMAGE		
				CRITICAL		
M				S		
				N		
				L		
				Can be used when grappling.		

ATTACK				<input type="checkbox"/> PRIMARY HAND	<input type="checkbox"/> OFF HAND	<input type="checkbox"/> BOTH HANDS
				ATTACK BONUS		
				DAMAGE		
				CRITICAL		

AMMUNITION TYPE		QUANTITY	
Longbow Arrows +1		□□□□ □□□□ □□□□ □□□□	
Silvered Longbow Arrows		□□□□ □□□□ □□□□ □□□□	

SPECIAL ABILITIES	
Darkvision 60'	Fast Movement
Orc Blood	Illiteracy
	Rage 2/day
	Uncanny Dodge
	Trap Sense +2
	Imp. Uncanny Dodge

FEATS	
Power Attack	
Cleave	
Great Cleave	

LANGUAGES	
Common (Illiterate)	
Orc (Illiterate)	

■ CAN BE USED UNTRAINED  
⊖ ARMOR CHECK PENALTY APPLIES



MAGICAL ITEMS				
ITEM	EFFECT	LOCATION	CASTER LEVEL	# CHARGES or # USES / DAY
		HEAD		
		EYES		
Amulet of Natural Armor +1	+1 natural AC bonus	AMULET	N	N
Ring of Sustenance	Needs no food or water. Needs 2hrs sleep.	RING I	N	
		RING II		
Bracers of Resistance +1	+1 bonus to all saving throws	BRACERS	N	N
		CLOAK		
		ROBE		
		VEST		
		GLOVES		
		BELT		
		BOOTS		
Potion of Cure Mod. Wounds x 2	Casts Cure Light Wounds	Sack	1	N
Potion of Bears Eundurance	Casts Bear's Endurance	Sack	3	N
Potion of Bull's Strength	Casts Bull's Strength	Sack	3	N
Potion of Fly	Casts Fly	Sack	5	N
Potion of Invisibility	Cast Invisibility	Sack	3	N