

Jallorim Hardaxe

Pre-Gen

Chaotic Good

NAME Brb12	66000	PLAYERNAME Human	Medium	DEITY 6' 3"	210 lbs.	ALIGNMENT VISION
CLASS 12	78000	RACE 28	Male	EYES Blue	Blonde, Loose and Bearded	POINTS -1
Character Level	NEXT LEVEL	AGE	GENDER	HAIR		

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	20	+5
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	17	+3	17	+3	17	+3
INT Intelligence	9	-1	9	-1	9	-1
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	13	+1	13	+1	13	+1

HP hit points	142	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
AC armor class	20	20	13	10	7	0	3	0	0	0	0	0	20	-1	0	Walk 40 ft.
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		

INITIATIVE modifier	+3	+3	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+12/+7/+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	+8	+3	+0	+0	+0		
REFLEX (dexterity)	+7	+4	+3	+0	+0	+0		
WILL (wisdom)	+4	+4	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12/+7	+12/+7/+2	+5	+0	+0	+0	
RANGED attack bonus	+15/+10/+5	+12/+7/+2	+3	+0	+0	+0	
GRAPPLE attack bonus	+17/+12/+7	+12/+7/+2	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+17/+12/+7	1d3+5	20/x2	5 ft.

*Greataxe +3 (Bane (Giants))	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+21/+16/+11	1d12+10				
Special Properties	+2 enhancement bonus and does +2d6 bonus damage vs. Giants				

*: 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 +3	Light	+7	+4	-1	20

BARBARIAN RAGE

Uses per day

The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
			RANKS		MISC MODIFIER
✓ Appraise	INT	-1	= -1	+	+
✓ Balance	DEX	4	= 3	+ 2.0	+ -1
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	9	= 5	+ 5.0	+ -1
✓ Concentration	CON	3	= 3	+	+
✓ Craft (Untrained)	INT	-1	= -1	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	2	= 3	+	+ -1
✓ Forgery	INT	-1	= -1	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Handle Animal	CHA	4	= 1	+ 3.0	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	4	= 3	+ 2.0	+ -1
✓ Intimidate	CHA	3	= 1	+ 2.0	+
✓ Jump	STR	13	= 5	+ 5.0	+ 3
✓ Listen	WIS	4	= 0	+ 4.0	+
✓ Move Silently	DEX	2	= 3	+	+ -1
✓ Ride	DEX	9	= 3	+ 6.0	+
✓ Search	INT	-1	= -1	+	+
✓ Sense Motive	WIS	0	= 0	+	+
✓ Spot	WIS	4	= 0	+ 4.0	+
✓ Survival	WIS	12	= 0	+ 12.0	+
✓ Swim	STR	8	= 5	+ 5.0	+ -2
✓ Swim (Avoid taking nonlethal fatigue damage)	STR	10	= 5	+ 5.0	+
✓ Use Rope	DEX	4	= 3	+ 1.0	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Chain Shirt +3	Equipped	1	25.0	9250.0
Greataxe +3 (Bane (Giants))	Equipped	1	12.0	32320.0
<small>+2 enhancement bonus and does +2d6 bonus damage vs. Giants</small>				
Explorer's Outfit	Equipped	1	8.0	0.0
Potion of Cure Serious Wounds	Equipped	2	0.0	750.0
			(0.0)	(1500.0)
<input type="checkbox"/> Potion of Neutralize Poison	Equipped	1	0.0	750.0
<input type="checkbox"/>				
TOTAL WEIGHT CARRIED/VALUE			37 lbs.	43820.0 gp

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MONEY	
Backpack	
Torches (5)	
Flint & Steel	
Belt	
Small Pouches (2 on Belt)	
Bedroll	
Cold Weather Clothes (2 sets)	
Cold Weather Blanket	
Dagger	
Flask of Oil (2)	
House Signet Ring	
Scroll Case	
Sheets of Parchment (6)	
Candle	
Piece of Chalk (3)	
Wooden Mallet	
Iron Spikes (5)	
Waterskin	
Trail Rations (2 weeks)	
Silk Rope (50 Feet)	
Pup Tent	
Total = 0.0 gp	

SPECIAL ABILITIES
Bonuses when enraged (STR +6, CON +6, Will +3, AC -2, HP 36)
Damage Reduction (Ex)
Fast Movement (Ex)
Greater Rage (Ex) 4 times/day (9 rounds)
Improved Uncanny Dodge (can't be flanked except by a rogue of 16 level)
Trap Sense (Ex) +4

FEATS	
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 12 from all melee attack rolls and add the same number to all melee damage rolls.
Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Light)	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)	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	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, 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), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common

Notes:

Character Sheet Notes: