

Half-Orc Barbarian

Male Half-Orc Barbarian 7 - CR 6

Neutral Good Humanoid (Human, Orc); Age: **24**; Height: **6' 3"**; Weight: **269lb.**; Eyes: **Red**; Hair: **Blue**; Skin: **Light green**

Ability	Score	Modifier	Temporary
STR STRENGTH	20/22	+5/+6	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+5	+4			
REFLEX (DEXTERITY)	+4	=	+2	+2			
Trap Sense : +2 bonus vs. traps							
WILL (WISDOM)	+4	=	+2	+2			

Damage Reduction (1/-)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+6		+2				
Touch AC 12								
Flat-Footed AC 16								

Trap Sense : +2 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+13	=	+7	+6*	-

CM Defense	BAB	Strength	Dexterity	Size
25	=	10	+7	+6*
			+2	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+7	HP	119
Initiative	+2	Damage / Current HP	
Speed	40 / 30 ft		

+1 Vicious Greatsword

Both Hands: **+15/+10, 2d6+10+2d6** Crit: 19-20/x2
on charge+2d6 (& 1d6 to
wielder) 2-Hand, S

Dagger

Mainhand: **+13/+8, 1d4+6+2d6 on** Crit: 19-20/x2
charge Rng: 10'
 Light, P/S

Ranged: **+9/+4, 1d4+6+2d6 on**
charge



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (2)	7	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+15	STR (6)	7	
Diplomacy	+0	CHA (0)	-	
Disable Device	-	DEX (2)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (2)	-	
Fly	+1	DEX (2)	-	
Handle Animal	-	CHA (0)	-	
Heal	+2	WIS (2)	-	
Intimidate	+9	CHA (0)	4	
Linguistics	-	INT (0)	-	
Perception	+9	WIS (2)	4	
Ride	+1	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Sleight of Hand	-	DEX (2)	-	
Spellcraft	-	INT (0)	-	
Stealth	+1	DEX (2)	-	
Survival	+9	WIS (2)	4	
Swim	+10	STR (6)	2	
Use Magic Device	-	CHA (0)	-	

Feats, Traits & Flaws

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 Dexterity- and Strength-based skill 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 Dexterity- and Strength-based skill checks.

Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Vital Strike

Standard action: x2 weapon damage dice.

Weapon Focus (Greatsword)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special Abilities

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Fast Movement +10 (Ex)

A barbarian's land speed is faster than the norm for her 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

