

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

Masterwork Longbow

Ranged, Both Hands: **+10/+5, 1d8+2d6 on charge**

Crit: x3
Rng: 100'
2-Hand, P

Rhino hide

+6

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Medium, Slows

Gear

Total Weight Carried: 71.66/520lbs, Light Load (Light: 173lbs, Medium: 346lbs, Heavy: 520lbs)

+1 Vicious Greatsword	8 lbs
Acid	1 lb
Alchemist's fire	1 lb
Arrows x40	0.15 lbs
Backpack (9 @ 18.66 lbs)	2 lbs
Bedroll <In: Backpack (9 @ 18.66 lbs)>	5 lbs
Belt of giant strength +2	1 lb
Boots of speed (10 rounds/day)	1 lb
Dagger	1 lb
Explorer's Outfit (Free)	-
Masterwork Longbow	3 lbs
Money <In: Backpack (9 @ 18.66 lbs)>	0.66 lbs
Potion of cure light wounds	-
Rhino hide	25 lbs
Rope <In: Backpack (9 @ 18.66 lbs)>	10 lbs
Tindertwig x3 <In: Backpack (9 @ 18.66 lbs)>	-
Torch x3 <In: Backpack (9 @ 18.66 lbs)>	1 lb
Waterskin	4 lbs

Special Abilities

Improved Uncanny Dodge (Lv >=11) (Ex)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized.

Orc Ferocity (1/day)

1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

Rage (20 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

Renewed Vigor 1d8+4 Hp (1/day) (Ex)

As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A

Roused Anger (Ex)

The barbarian may enter a rage even if fatigued. While raging after using this ability, the barbarian is immune to the fatigued condition. Once this rage ends, the barbarian is exhausted for 10 minutes per round spent raging.

Strength Surge +7 (1/rage) (Ex)

The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action.

Trap Sense +2 (Ex)

A character 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 character

Experience & Wealth

Experience Points: **35000/51000**
Current Cash: **18 GP, 8 SP, 7 CP**

Tracked Resources

Alchemist's fire	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Boots of speed (10 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Orc Ferocity (1/day)	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Rage (20 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Renewed Vigor 1d8+4 Hp (1/day) (Ex)	<input type="checkbox"/>
Strength Surge +7 (1/rage) (Ex)	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Orc

Tracked Resources

Acid