

Tnak II Furioso

NAME
 Bbn5 10000
 CLASS EXPERIENCE
 5 15000
 TCL NEXT LEVEL

Guercio

PLAYERNAME DEITY
 Half-Ogre Large 10'9" 200 kg
 RACE SIZE HEIGHT WEIGHT
 25 Male
 GENDER EYES HAIR

Chaotic Good
 ALIGNMENT
 Darkvision (60'),
 Normal
 VISION
 0
 POINTS



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	14	+2	14	+2
CON Constitution	18	+4	18	+4
INT Intelligence	8	-1	8	-1
WIS Wisdom	9	-1	9	-1
CHA Charisma	6	-2	6	-2

HP	AC	INITIATIVE	BASE ATTACK	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
56	15	+2	+5	15	11	10	Walk 12 m
	TOTAL	TOTAL	TOTAL	FLAT	TOUCH	BASE	
				ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
				NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY	SPELL RESISTANCE		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	+4	+4	+1	+0	+0		
REFLEX (dexterity)	+4	+1	+2	+1	+0	+0		
WILLPOWER (wisdom)	+1	+1	-1	+1	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
RANGED	+6	+5	+2	-1	+0	+0	
GRAPPLE	+14	+5	5	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9	1d4+5	20/x2

*Greatsword of Obad-Hai	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	S	L	18-20/x2
	To Hit	Dam	To Hit	Dam
1H-P	+9	2d6+5	+3	2d6+5
1H-O	+5	2d6+2	+5	2d6+5
2H	+9	2d6+7	-1	2d6+2
Special Properties	Minor keen (18-20), Argentato, 1/day +1/Bless (+3 vs unliving) x liv/min			

Longbow	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	L	20/x0
	9 m	30 m	60 m	90 m
	120 m			
To Hit	+6	+6	+4	+2
Dam	1d8	1d8	1d8	1d8
Special Properties				

Dagger	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	T	19-20/x2
	To Hit	Dam	To Hit	Dam
1H-P	N/A	N/A	N/A	N/A
1H-O	N/A	N/A	N/A	N/A
2H	N/A	N/A	N/A	N/A
	3 m	6 m	9 m	12 m
	15 m			
To Hit	+6	+4	+2	+0
Dam	N/A	N/A	N/A	N/A
Special Properties				

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt (Masterwork)	Light	+4	+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	MISC MODIFIER
Appraise	INT	-1	-1	+	+
Balance	DEX	1	2	+	-1
Bluff	CHA	-2	-2	+	+
Climb	STR	6	5	2.0	-1
Concentration	CON	4	4	+	+
Craft (Untrained)	INT	-1	-1	+	+
Diplomacy	CHA	-2	-2	+	+
Disguise	CHA	-2	-2	+	+
Escape Artist	DEX	1	2	+	-1
Forgery	INT	-1	-1	+	+
Gather Information	CHA	-2	-2	+	+
Heal	WIS	-1	-1	+	+
Hide	DEX	-3	2	+	-5
Intimidate	CHA	-2	-2	+	+
Intuit Direction	WIS	1	-1	2.0	+
Jump	STR	6	5	2.0	-1
Listen	WIS	5	-1	6.0	+
Move Silently	DEX	1	2	+	-1
Perform	CHA	-2	-2	+	+
Profession (Sailor)	WIS	0	-1	1.0	+
Ride	DEX	4	2	2.0	+
Search	INT	-1	-1	+	+
Sense Motive	WIS	-1	-1	+	+
Spot	WIS	0	-1	1.0	+
Swim	STR	0	5	2.0	-7
Use Rope	DEX	2	2	+	+
Wilderness Lore	WIS	3	-1	4.0	+

✓ : can be used untrained. X : exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Greatsword of Obad-Hai <small>Minor keen (18-20), Argentato, 1/day +1/Bless (+3 vs unliving) x liv/min</small>	Equipped	1	7.5	50.0
Amuleto Dente di Leone <small>Immunita alla paura</small>	Equipped	1	0.5	1000.0
Arrows (20)	Equipped	1	1.5	1.0
□				
Chain Shirt (Masterwork)	Equipped	1	12.5	250.0
Longbow <small>0.0 kg</small>	Carried	1	1.5	75.0
Outfit (Explorer's/Large)	Equipped	1	2.0	0.0
Rope (Silk/50 Ft.)	Carried	1	2.5	10.0
Torch	Carried	1	0.5	0.01
Dagger	Carried	1	0.5	2.0
TOTAL WEIGHT CARRIED/VALUE			35.0 kg	1388.01 gp

WEIGHT ALLOWANCE

Light	133.0	Medium	266.5	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

MONEY

Coin (Gold): 800	Total = 800.0 gp
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MAGIC

Rage:	9 round
Forza 24 (+7)	Costituzione 22 (+6) --> 66hp
Will +3	Fort +11
AC 13	Spadone: +12 / 2d6+10
Difesa totale: 19	Comb sulla dif: 17/+5
Sbilanciare: +4 (no ado, attacco std +4)	Spingere: +4, +2 per carica

SPECIAL ABILITIES

Bonuses when enraged (STR +4, CON +4, Willpower +2, AC -2, HP 10)
Orc Blood
Rage (Ex) 2 times/day (9 rounds)
Uncanny Dodge (can't be flanked)
Uncanny Dodge (Dex bonus to AC)

FEATS

Armor Proficiency (Light)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Cleave	:If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity.
Martial Weapon Proficiency	The character makes attack rolls with the weapon normally.
Power Attack	On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls.
Shield Proficiency	The character can use a shield and suffer only the standard penalties.
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

PROFICIENCIES

LANGUAGES

Common, Orc