

BadAxe

NAME: Brb13
 CLASS: 78000
 EXPERIENCE: 13
 91000
 Character Level: NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	26	+8
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	19	+4	19	+4	25	+7
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	10	+0	10	+0	10	+0

Demetrius

PLAYERNAME: Dwarf
 RACE: Medium
 SIZE: 5' 0"
 HEIGHT: 280 lbs.
 WEIGHT: 49
 AGE: Female
 GENDER: None
 EYES: Chaotic Neutral
 HAIR: Darkvision (60')
 VISION: -1
 POINTS: SPEED

HP: 178 (hit points)

AC: 18 (armor class)

INITIATIVE: +3

BASE ATTACK: +13/+8/+3

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: 3/-

SPEED: Walk 30 ft.

TOTAL: 18

FLAT: 18

TOUCH: 11

BASE: 10

ARMOR BONUS: +5

SHIELD BONUS: +2

STAT: +3

SIZE: +0

NATURAL: +0

MISC: -2

MISS CHANCE: []

ARCANE SPELL FAILURE: 35

ARMOR CHECK PENALTY: -4

SPELL RESIST: 0

INITIATIVE modifier: +3

TOTAL: +3

DEX MODIFIER: +3

MISC MODIFIER: +0

BASE ATTACK bonus: +13/+8/+3

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+17	+8	+7	+2	+0	+0		
REFLEX (dexterity)	+9	+4	+3	+2	+0	+0		
WILL (wisdom)	+10	+4	+1	+2	+3	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+21/+16/+11	+13/+8/+3	+8	+0	+0	+0	
RANGED attack bonus	+16/+11/+6	+13/+8/+3	+3	+0	+0	+0	
GRAPPLE attack bonus	+21/+16/+11	+13/+8/+3	+8	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+21/+16/+11	1d3+8	20/x2

*Ancient Blood-cry Hammer	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Both	B	M	20/x3	
	To Hit	Dam	To Hit	Dam	
1H-P	+24/+19/+14	2d6+11	2W-P-(OH)	+18/+13/+8	2d6+11
1H-O	+20/+15/+10	2d6+7	2W-P-(OL)	+20/+15/+10	2d6+11
2H	+24/+19/+14	2d6+15	2W-OH	+14	2d6+7

Special Properties: (Warhammer Save Bonus (Insight) (+2/+3)), Insight bonus to all saving throws of +2

Battleaxe	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	S	M	20/x3	
	To Hit	Dam	To Hit	Dam	
1H-P	+21/+16/+11	1d8+8	2W-P-(OH)	+15/+10/+5	1d8+8
1H-O	+17/+12/+7	1d8+4	2W-P-(OL)	+17/+12/+7	1d8+8
2H	+21/+16/+11	1d8+12	2W-OH	+11	1d8+4

Special Properties:

Dagger	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	PS	M	19-20/x2	
	To Hit	Dam	To Hit	Dam	
1H-P	+21/+16/+11	1d4+8	2W-P-(OH)	+15/+10/+5	1d4+8
1H-O	+17/+12/+7	1d4+4	2W-P-(OL)	+17/+12/+7	1d4+8
2H	+21/+16/+11	1d4+8	2W-OH	+13	1d4+4
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
To Hit	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2
Dam	1d4+8	1d4+8	1d4+8	1d4+8	1d4+8

Special Properties:

*: 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
Chainmail +2 of Invulnerability	Medium	+7	+2	-4	30
(Chainmail (Invulnerability)+2 (Enhancement to Armor)/Masterwork)					
*Rhino Hide	Medium	+5	+4	-2	20
Allows the wearer to deal 2d6 add damage on any successful charge attack					
Studded Leather (Masterwork)	Light	+3	+5	+0	15
(Studded Leather (Masterwork))					
*Shield, Heavy	Heavy	+2		-2	15

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	16/8 MISC MODIFIER
✓ Appraise	INT	1	= 1	+	+
✓ Balance	DEX	6	= 3	+ 5.0	+ -2
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	16	= 8	+ 12.0	+ -4
✓ Concentration	CON	7	= 7	+	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	0	= 0	+	+
✓ Disguise	CHA	0	= 0	+	+
✓ Escape Artist	DEX	-1	= 3	+	+ -4
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	0	= 0	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	-1	= 3	+	+ -4
✓ Intimidate	CHA	7	= 0	+ 7.0	+
✓ Jump	STR	18	= 8	+ 12.0	+ -2
✓ Listen	WIS	1	= 1	+	+
✓ Move Silently	DEX	-1	= 3	+	+ -4
✓ Ride	DEX	3	= 3	+	+
✓ Search	INT	1	= 1	+	+
✓ Sense Motive	WIS	4	= 1	+ 3.0	+
✓ Spot	WIS	1	= 1	+	+
✓ Survival	WIS	12	= 1	+ 11.0	+
✓ Swim	STR	8	= 8	+ 8.0	+ -8
✓ Tumble	DEX	8	= 3	+ 7.0	+ -2
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

Greataxe			CURRENT HAND	TYPE	SIZE	CRITICAL
			Carried	S	M	20/x3
	To Hit	Dam		To Hit	Dam	
1H-P	N/A	N/A	2W-P-(OH)	N/A	N/A	
1H-O	N/A	N/A	2W-P-(OL)	N/A	N/A	
2H	+22/+17/+12	1d12+12	2W-OH	N/A	N/A	
Special Properties						

Shortbow						CURRENT HAND	TYPE	SIZE	CRITICAL
						Carried	P	M	20/x3
	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.				
To Hit	+16/+11/+6	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0				
Dam	1d6	1d6	1d6	1d6	1d6				
Special Properties									

Vorpall GreatAxe +5 of Dancing			CURRENT HAND	TYPE	SIZE	CRITICAL
			Carried	S	M	20/x3
	To Hit	Dam		To Hit	Dam	
1H-P	N/A	N/A	2W-P-(OH)	N/A	N/A	
1H-O	N/A	N/A	2W-P-(OL)	N/A	N/A	
2H	+27/+22/+17	1d12+17	2W-OH	N/A	N/A	
Special Properties Severs opponents head on natural 20 critical hit and causes welder to dance for 1d8 rounds, severs opponents head on natural 20 critical hit						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Ancient Blood-cry Hammer <small>(Warhammer Save Bonus (Insight) (+2/+3)), Insight bonus to all saving throws of +2</small>	Equipped	1	5.0	28312.0	
Arrows (20)	Carried	1	3.0	1.0	
<input type="checkbox"/> Bag of Holding (Held by Cleric) <small>78 lbs., 1 Studded Leather (Masterwork), 1 Battleaxe, 1 Vorpall GreatAxe +5 of Dancing, 1 Chainmail +2 of Invulnerability (Bag of Holding (Type 4))</small>		1	0.0	0.0	
Battleaxe	Bag of Holding (Held by Cleric)	1	6.0	10.0	
Belt of Giant Strength <small>(Belt (STR +4)), Enhancement bonus to ability STR+4</small>	Equipped	1	0.0	16000.0	
Boots of Teleportation (3/day) <small>30 ft. of teleportation, 3 times/day</small>	Equipped	1	3.0	49000.0	
Chainmail +2 of Invulnerability <small>(Chainmail (Invulnerability)+2 (Enhancement to Armor)/Masterwork)</small>	Bag of Holding (Held by Cleric)	1	40.0	25300.0	
Dagger	Carried	1	1.0	2.0	
Greataxe	Carried	1	12.0	20.0	
Rhino Hide	Equipped	1	25.0	5165.0	
<small>Allows the wearer to deal 2d6 add damage on any successful charge attack</small>					
Shield, Heavy	Equipped	1	10.0	7.0	
Shortbow <small>0 lbs.</small>	Carried	1	2.0	30.0	
Studded Leather (Masterwork) <small>(Studded Leather (Masterwork))</small>	Bag of Holding (Held by Cleric)	1	20.0	175.0	
Vorpall GreatAxe +5 of Dancing <small>Severs opponents head on natural 20 critical hit and causes welder to dance for 1d8 rounds, severs opponents head on natural 20 critical hit</small>	Bag of Holding (Held by Cleric)	1	12.0	200320.0	
TOTAL WEIGHT CARRIED/VALUE			61 lbs.	324342.0 gp	

WEIGHT ALLOWANCE					
Light	306	Medium	613	Heavy	920
Lift over head	920	Lift off ground	1840	Push / Drag	4600

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Greater Rage (Ex) 4 times/day (10 rounds)
Illiteracy
Improved Uncanny Dodge (can't be flanked except by a rogue of 17 level)
Stability
Stonecunning
Trap Sense (Ex) +4

FEATS	
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
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, Ransour, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Dwarven

BadAxe

Dwarf
RACE
49
AGE
Female
GENDER
Darkvision (60')
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 0"
HEIGHT
280 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

Money (in Bag of Holding, held by Cleric)

- 3040 Platinum
- 200 Gold
- 31 Silver

Ancient Blood-cry Hammer - Legendary item

- Bypasses damage reduction for any opponent with "Earth" subtype
- Once per day, strike any item to open it as the Knock spell
- Once per day, wielder can enlarge himself as Enlarge Person (also enlarges hammer, damage becomes 3d6)
- When underground, wielder does not need to eat or drink
- Falling is reduced as the Feather Fall spell (caster level 5)
- +2 to all saving throws
- Once per day, Meld Into Stone as the spell (caster level 10)
- Can be used by any size creature (Monkey Grip feat for this weapon)

Biography:

Notes:

Character Sheet Notes:

Other Languages:

Also speaks Giant