

Character: AI

Player: Adam

Male Dwarf Barbarian 2 - Chaotic Good - 3 XP

Ability Scores

Strength	16	+3	STR modifier
Dexterity	13	+1	DEX modifier
Constitution	16	+3	CON modifier
Intelligence	10	0	INT modifier
Wisdom	14	+2	WIS modifier
Charisma	8	-1	CHA modifier

Racial Traits

Speed: 30 ft. (6 sq.); Darkvision (60 feet); Hardy +2; Hatred; Slow and Steady; Weapon Familiarity

Skills

	Total	Class Skill?	Ability	Ranks	Misc
Acrobatics	+6	•	+1	+2	+3
Bluff	-1		-1		
Climb	+8	•	+3	+2	+3
Diplomacy	-1		-1		
† Disable Device	-		+1		-2
Heal	+2		+2		
Knowledge (Arcana)	-				
Knowledge (Dungeoneering)	+1			+1	
Knowledge (Geography)	-				
Knowledge (History)	-				
Knowledge (Local)	-				
Knowledge (Nature)	+4	•		+1	+3
Knowledge (Religion)	-				
Perception	+7	•	+2	+2	+3
Ride	+1	•	+1		
Sense Motive	+3	•	+2		+1
Spellcraft	-				
Stealth	+1		+1		
Swim	+7	•	+3	+1	+3

Armor & Weapon Proficiencies

Light Armor, Medium Armor, Shields, Simple Weapons, Martial Weapons, Battleaxe, Warhammer

Character Number: 0 - 1**Class Features**

Starting	Damage / Current HP				
Hit Points	26				
	Total	Class	Ability	Misc	
Fortitude Save	+6	=	+3	+3	
Reflex Save	+1	=		+1	
Will Save	+3	=		+2	+1
Attack Bonus	+2	Skill Ranks		9	

Powerful Blow +1 (1/rage); Fast Movement +10; Rage (9 rounds/day)

Weapons & Attacks

	Total	Improved Initiative	DEX Mod	
Initiative	+1	=	+0	+1
	Total	Attack Bonus	STR Mod	
Melee Attack	+5	=	+2	+3
	Total	Attack Bonus	DEX Mod	
Ranged Attack	+3	=	+2	+1

Weapon: +1 GreataxeBoth Hands: **+6, 1d12+5**Critical: 20/x3
2-Hand, S**Weapon: Unarmed Strike**Mainhand: **+5, 1d3+3**Critical: 20/x2
Light, B**Armor & Armor Class**

	Total	Armor	Shield	DEX Mod	Misc
AC	18	=	10	+6	+1
Touch AC	11	Flat-Footed AC		17	

Feats & Traits

Indomitable Faith
Power Attack -1/+2
Suspicious

Equipment

Cash: 782 GP, 5 SP, 5 CP

+1 Greataxe	Grappling hook <Backpack>
Amulet of Natural Armor +1	Potion of Bull's Strength
Backpack	Potion of Levitate
Bedroll <Backpack>	Rope <Backpack>
Belt Pouch	Sack (empty) <Backpack>
Chainmail	Trail Rations x4 <Backpack>
Flint and Steel <Belt Pouch>	Waterskin <Backpack>

Special Abilities

Darkvision (60 feet)

You can see in the dark up to 60 feet. This works like normal vision, but it's only in shades of gray.

Fast Movement +10

Your racial speed increases by +10 feet. You lose this speed bonus if you wear heavy armor.

Hardy +2

You get a +2 bonus on saving throws to resist poison, spells, and monster abilities that imitate spells.

Hatred

You get a +1 bonus on attack rolls against goblins and orcs because of your special training.

Power Attack -1/+2

Prerequisites: Str 13, base attack bonus +1.

Benefit: When you use this feat, you gain a +2 bonus on your melee damage rolls until the start of your next turn.

If you are using a weapon two-handed, this bonus is +3 instead of +2.

Penalty: When you use this feat, take a -1 penalty on your melee attack rolls until the start of your next turn.

Power-Up: If you're a 4th-level fighter, the damage bonus increases to +4 (or +6 if you are using a weapon two-handed) and the attack penalty increases to -2.

Powerful Blow +1 (1/rage)

Once per rage, you can decide to make a powerful blow with an attack. If you hit, you deal +1 damage with that attack. At 4th level, this increases to +2.

Rage (9 rounds/day)

Raging makes you go berserk. When in a rage, you gain these benefits and drawbacks:

- Gain a +2 bonus on melee attack rolls, melee damage rolls, damage rolls with thrown weapons, skill checks that use Strength (such as Climb and Swim), and Strength checks.
- Gain a +2 bonus on Fortitude and Will saving throws.
- Take a -2 penalty to your Armor Class.
- Can't use the Bluff, Diplomacy, Disable Device, or Knowledge skills, or do anything that requires patience or concentration.
- Gain +2 hit points.

Starting or ending a rage doesn't cost an action, but you can only do it on your turn, and only if you're not fatigued or exhausted. A rage ends if you fall unconscious. When the rage ends, you lose all of the above benefits and drawbacks, and you are fatigued for a number of rounds equal to how long your rage lasted x 2.

Slow and Steady

Your speed is only 20 feet, but your armor and gear never slow you down.

Tracked Resources

Potion of Bull's Strength	<input type="checkbox"/>
Potion of Levitate	<input type="checkbox"/>
Powerful Blow +1 (1/rage)	<input type="checkbox"/>
Rage (9 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"/>
Trail Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Character Portrait

