

Kurgen

Male Half-Orc Wolf Totem Barbarian 2, Fighter 2 - CL4 - CR 4

Chaotic Good; Age: 25; Height: 6' 1"; Weight: 241lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	21	+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	10	0	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9 =	+6	+2	+1			
REFLEX (DEXTERITY)	+3 =		+2	+1			
WILL (WISDOM)	+1 =			+1			

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18 =	+5		+2			+1		
Touch AC	13	Flat-Footed AC		16					

Total	Damage / Current HP
HP	47

Base Attack	+4	Initiative	+2
Grapple	+9	Speed	40 / 30 ft

Guisarme

Both Hands: **+9, 2d4+7** Crit: 20/x3
2-Hand, S

Longbow, Comp. (Str +4)

Ranged, Both Hands: **+6, 1d8+4** Crit: 20/x3
Rng: 110'
2-Hand, P

Masterwork Chain, Spiked

Both Hands: **+11, 2d4+7** Crit: 20/x2
2-Hand, P

Unarmed Strike

Mainhand: **+9, 1d3+5** Crit: 20/x2
Light, B

Masterwork Breastplate

+5

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows



3.5
d20 OGL



Skill Name	Total	Ability	Ranks	Misc
Appraise	-1	INT (-1)		
Balance	-1	DEX (2)		
Bluff	-2	CHA (-2)		
Climb	+5	STR (5)	3	
Concentration	+2	CON (2)		
Diplomacy	-2	CHA (-2)		
Disguise	-2	CHA (-2)		
Escape Artist	-1	DEX (2)		
Forgery	-1	INT (-1)		
Gather Information	-2	CHA (-2)		
Heal	+0	WIS (0)		
Hide	-1	DEX (2)		
Intimidate	-2	CHA (-2)		
Jump	+9	STR (5)	7	
Listen	+4	WIS (0)	4	
Move Silently	-1	DEX (2)		
Ride	+2	DEX (2)		
Search	-1	INT (-1)		
Sense Motive	+0	WIS (0)		
Skill Tricks	+0			
Spot	+0	WIS (0)		
Survival	+4	WIS (0)		
Swim	+2	STR (5)	3	
Use Rope	+2	DEX (2)		

Feats, Traits & Flaws

Armor Proficiency (Heavy)

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, Sleight of Hand, and Tumble checks.

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, Sleight of Hand, 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, Sleight of Hand, and Tumble checks.

Gear

Total Weight Carried: 93.5/460lbs, Light Load (Light: 153lbs, Medium: 306lbs, Heavy: 460lbs)

Arrows x20	0.15lbs
Artisan's Outfit (Free)	-
Backpack (14 @ 29 lbs)	2lbs
Bedroll <In: Backpack (14 @ 29 lbs)>	5lbs
Flint and steel <In: Backpack (14 @ 29 lbs)>	
Guisarme	12lbs
Longbow, Comp. (Str +4)	3lbs
Masterwork Breastplate	30lbs
Masterwork Chain, Spiked	10lbs
Potion (Healing?) Room 6	-
Potion of Cure Light Wounds x5	-
Potion of Enlarge Person x2	-
Potion of Shield of Faith +2 x2 <In: Pouch, belt (5 @ 3	-
Pouch, belt (5 @ 3 lbs)	0.5lbs
Rations, trail (per day) x10 <In: Backpack (14 @ 29	1lb
Ring of Protection, +1	-
Rope, hempen (50 ft.) <In: Backpack (14 @ 29 lbs)>	10lbs
Thunderstone x3 <In: Pouch, belt (5 @ 3 lbs)>	1lb
Vest of Resistance +1	1lb
Waterskin <In: Backpack (14 @ 29 lbs)>	4lbs

Feats, Traits & Flaws

Combat Reflexes

You can make extra attacks of opportunity.

Exotic Weapon Proficiency - Chain, Spiked

You make attack rolls with the weapon normally.

Improved Trip

You Trip at +4 and don't cause an attack of opportunity.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -4/+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

Benefit: You are proficient with all Simple weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Weapon Focus - Chain, Spiked

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 +10ft (Ex)

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

First Totem - Wolf

At 2nd level, an animal lord gains a +4 bonus on checks made with a specific skill, determined by his selection group as follows.

Wolflord: Survival

Rage 7 rounds (1/day) (Ex)

A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class.

Subtype - Orc

Orcs are aggressive humanoids that raid, pillage, and battle other races and who all speak Orcish.

Experience & Wealth

Experience Points: **8,180**/10,000

Current Cash: **273 GP**

Special Abilities

Type - Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed

Charges

Arrows	0/20
Potion of Cure Light Wounds	0/5
Potion of Enlarge Person	0/2
Potion of Shield of Faith +2	0/2
Power Attack -4/+4	0/4
Rage 7 rounds (1/day) (Ex)	0/1

Languages

Common

Orc