

Kobort of the Rushmoores

Peter Thuene

Kord

Chaotic Good

NAME: Bbn1 Clr2 3000 Human Medium 5'10" 185 pounds Normal
 CLASS: EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION
 3 6000 19 Male 0
 LEVEL NEXT LEVEL AGE GENDER EYES HAIR POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR strength	15	+2		
DEX dexterity	14	+2		
CON constitution	14	+2		
INT intelligence	11	+0		
WIS wisdom	14	+2		
CHA charisma	9	-1		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
28					Walk 40'
AC armor class	12 = 10 + 0 + 0 + 2 + 0 + 0 + 0				0 0
TOTAL					
	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR
					MISC MODIFIER
					MISS CHANCE
					ARCANE SPELL FAILURE
					ARMOR CHECK PENALTY
					SPELL RESISTANCE

INITIATIVE modifier	+2 = +2 + +0
TOTAL	DEX MODIFIER MISC MODIFIER
BASE ATTACK bonus	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7 = +5 + +2 + +0 + +0 +						
REFLEX (dexterity)	+2 = +0 + +2 + +0 + +0 +						
WILL (wisdom)	+5 = +3 + +2 + +0 + +0 +						

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+4 = +2 + +2 + +0 +					
RANGED attack bonus	+4 = +2 + +2 + +0 +					
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Greataxe	+4	1d12+3	20/x3	Both	0'	S	L
AMMUNITION							
		□□□□ □□□□				□□□□ □□□□	
		□□□□ □□□□				□□□□ □□□□	

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	
				RANKS	MISC MODIFIER
Appraise	INT	0	= 0 + 0.0 + 0		
Balance	DEX	2	= 2 + 0.0 + 0		
Bluff	CHA	-1	= -1 + 0.0 + 0		
Climb	STR	2	= 2 + 0.0 + 0		
Concentration	CON	2	= 2 + 0.0 + 0		
Craft (Untrained)	INT	4	= 0 + 4.0 + 0		
Diplomacy	CHA	-1	= -1 + 0.0 + 0		
Disguise	CHA	-1	= -1 + 0.0 + 0		
Escape Artist	DEX	2	= 2 + 0.0 + 0		
Forgery	INT	0	= 0 + 0.0 + 0		
Gather Information	CHA	-1	= -1 + 0.0 + 0		
Heal	WIS	8	= 2 + 6.0 + 0		
Hide	DEX	2	= 2 + 0.0 + 0		
Intimidate	CHA	3	= -1 + 4.0 + 0		
Jump	STR	6	= 2 + 4.0 + 0		
Listen	WIS	6	= 2 + 4.0 + 0		
Move Silently	DEX	2	= 2 + 0.0 + 0		
Perform	CHA	-1	= -1 + 0.0 + 0		
Ride	DEX	2	= 2 + 0.0 + 0		
Scry	INT	0	= 0 + 0.0 + 0		
Search	INT	0	= 0 + 0.0 + 0		
Sense Motive	WIS	2	= 2 + 0.0 + 0		
Spot	WIS	2	= 2 + 0.0 + 0		
Swim	STR	-1	= 2 + 0.0 + -3		
Use Rope	DEX	2	= 2 + 0.0 + 0		
Wilderness Lore	WIS	6	= 2 + 4.0 + 0		
			= + +		

TURN/REBUKE UNDEAD

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage	Turns/day
Up to 0	Turn level - 4	+2	2d6+2-1	+2
1 - 3	Turn level - 3			
4 - 6	Turn level - 2			
7 - 9	Turn level - 1			
10 - 12	Turn level			
13 - 15	Turn level + 1			
16 - 18	Turn level + 2			
19 - 21	Turn level + 3			
22 +	Turn level + 4			

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Greataxe	Equipped	1.0	15.0	20
TOTAL WEIGHT CARRIED/VALUE		15.0 lbs	20.0 gp	

WEIGHT ALLOWANCE					
Light	66.0	Medium	133.0	Heavy	200.0

MONEY

MAGIC

Charges

SPECIAL ABILITIES

Rage 1/day

Spontaneous casting

Turn Undead 2/day

FEATS

Armor Proficiency (Heavy)	You are proficient with heavy armor
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Cleave	Get an extra attack if you drop an opponent
Martial Weapon Proficiency	You attack with this specific weapon normally, non-proficiency incurs a -4 to hit penalty.
Power Attack	On your action before making an attack, subtract up to your base attack bonus from attack rolls and add that value to your damage rolls.
Quick Draw	You can draw a weapon as a free action instead of as a move equivalent action
Shield Proficiency	You can use shields, otherwise you suffer armor check penalty on to hit rolls and any rolls involving movement.
Simple Weapon Proficiency	You are proficient with all simple weapons. Non-proficiency suffers -4 to hit.

DOMAINS

Luck	You gain the power of good fortune. Once per day this extraordinary ability allows you to re-roll one roll.
Strength	You can perform a feat of strength, as a supernatural ability, with a bonus to Strength equal to your level. It lasts 1 round, once per day.

PROFICIENCIES

Armor Spikes, Axe, Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Falchion, Flail (Heavy), Flail (Light), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Lance (Heavy), Lance (Light), Longbow, Longbow (Composite), Longspear, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Sickle, Sling, Sword (Bastard/2-H), Sword (Great), Sword (Long), Sword (Short), Trident, Unarmed Strike, Warhammer

LANGUAGES

Common, Literacy

Cleric

Level 0 - 4 per day, Save DC12

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance
□□□□ Create Water	Conjuration	2 gallons of water/level	Close	1 action	Instantaneous	V S	None	No
□□□□ Cure Minor Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)
□□□□ Detect Magic	Universal	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S	None	No
□□□□ Detect Poison	Divination	one creature object or 5' cube	Close	1 action	Instantaneous/10 minutes per target HD	V S	None	No
□□□□ Guidance	Divination	Creature touched	Touch	1 action	1 minute or until discharged	V S	None	Yes
□□□□ Inflict Minor Wounds	Necromancy	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes
□□□□ Light	Evocation	Object touched	Touch	1 action	10 minutes/level (D)	V M DF	None	No
□□□□ Mending	Transmutation	One object of up to 1 pound	10 feet	1 action	Instantaneous	V S	Will negates (Harmless object)	Yes (Harmless object)
□□□□ Purify Food and Drink	Universal	1 cu ft/level of contaminated food and water	10 feet	1 action	Instantaneous	V S	Will negates (object)	Yes (object)
□□□□ Read Magic	Universal	You	Personal	1 action	10 minutes/level	V S F	None	No
□□□□ Resistance	Abjuration	Creature touched	Touch	1 action	1 minute	V S M DF	Will negates (Harmless)	Yes (Harmless)
□□□□ Virtue	Transmutation	Creature touched	Touch	1 action	1 minute	V S DF	Will (Harmless)	Yes (Harmless)

Level 1 - 3+1 per day, Save DC13

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance
□□□□ Bane	Enchantment	50' radius	50 feet	1 action	1 minute/level	V S DF	Will negates	Yes
□□□□ Bless	Enchantment	Allies within 50'	50 feet	1 action	1 minute/level	V S DF	None	Yes (Harmless)
□□□□ Bless Water	Transmutation	Flask of water	Touch	1 minute	Instantaneous	V S M	Will negates (object)	Yes (object)
□□□□ Cause Fear	Necromancy	one living creature	Close	1 action	1d4 rounds	V S	Will negates	Yes
□□□□ Command	Enchantment	one living creature	Close	1 action	1 round	V	Will negates	Yes
□□□□ Comprehend Languages	Divination	You	Personal	1 action	10 minutes/level	V S M DF	None	No
□□□□ Cure Light Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)
□□□□ Curse Water	Transmutation	Flask of water	Touch	1 minute	Instantaneous	V S M	Will negates (object)	Yes (object)
□□□□ Deathwatch	Necromancy	Quarter Circle	Close	1 action	10 minutes/level	V S	None	No
□□□□ Detect Chaos	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No
□□□□ Detect Evil	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No
□□□□ Detect Good	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No
□□□□ Detect Law	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No
□□□□ Detect Undead	Divination	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S M DF	None	No
□□□□ Divine Favor	Evocation	You	Personal	1 action	1 minute	V S DF	None	No
□□□□ Doom	Enchantment	One living creature	Medium	1 action	1 minute/level	V S DF	Will negates	Yes
□□□□ Endure Elements	Abjuration [Strength]	Creature touched	Touch	1 action	24 hours	V S	None	Yes
□□□□ Entropic Shield	Abjuration [Luck]	You	Personal	1 action	1 minute/level	V S	None	No
□□□□ Inflict Light Wounds	Necromancy	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes
□□□□ Invisibility to Undead	Abjuration	One touched creature/level	Touch	1 action	10 minutes/level (D)	V S DF	Will negates	Yes
□□□□ Magic Stone	Transmutation	Up to 3 pebbles touched	Touch	1 action	30 minutes or until discharged	V S DF	Will negates (Harmless)	Yes (Harmless)
□□□□ Magic Weapon	Transmutation	Weapon touched	Touch	1 action	1 minute/level	V S DF	Will negates (Harmless)	Yes (Harmless)
□□□□ Obscuring Mist	Conjuration	Cloud centered on you spreads 30 ft and is 20 ft high	30 feet	1 action	1 minute/level	V S	None	No
□□□□ Protection from Chaos	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)
□□□□ Protection from Evil	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)
□□□□ Protection from Good	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)
□□□□ Protection from Law	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)
□□□□ Random Action	Enchantment	One living creature	Close	1 action	1 round	V S DF	Will negates	Yes
□□□□ Remove Fear	Abjuration	One creature plus one additional creature/four levels within 30'	Close	1 action	10 minutes	V S	Will negates (Harmless)	Yes (Harmless)
□□□□ Sanctuary	Abjuration	Creature touched	Touch	1 action	1 round/level	V S DF	Will negates	No
□□□□ Shield of Faith	Abjuration	Creature touched	Touch	1 action	1 minute/level	V S M	Will negates (Harmless)	Yes (Harmless)
□□□□ Summon Monster I	Conjuration	One summoned creature	Close	1 full round	1 round/level	V S F DF	None	No