He-Man

Character Name	Player Name	Align.
		NG

Race	Gender	Size	Age	Height	Weight
Half-Eternian	M	Medium	26	6' 2"	205

Eyes	Hair	Deity	Affiliation / Guild	/ Rank	/ Score
Blue	Blonde		King Randor	/	

CLASS	HD Type	Level	Base Attack Bonus				Fort Save	Ref Save	Will Save	Skill Points
1. Barbarian		8	8	3			6	2	2	
2.										
3.										
Racial Level Adjust										
ECL		8	8	3			6	2	2	

	Ability Score	Ability Modifier	Temp Score	Temp Modifier
STR	22	6		
DEX	12	1		
CON	16	3		
INT	10			
WIS	10			
CHA	12	1		

AC Temp: | Total: 18 = 10 + Armor Bonus: 4 + Shield Bonus: | + Dex Modifier: 1 + Size Modifier: | + Natural Armor: | + Deflection Modifier: 3 + Dodge Bonus: | + Insight Bonus: | + Luck Bonus: | + Sacred Bonus: | + Comp. Bonus:

VS Touch: 14

Flat Footed: 17

XP Next Level:

Initiative Total: 1 = Dex Modifier: 1 +

HP Total: 92 (nonlethal damage)

Saving Throws

	Temp	Total	Base Save	Ability Modifier	Magic Modifier	
Fortitude		9 =	6	+ 3	+	+
Reflex		3 =	2	+ 1	+	+
Willpower		2 =	2	+	+	+

Other Modifiers:

Damage Reduction

Spell Resistance

Attack Bonus

	Total Main Hand ATK 1	ATK 2	ATK 3	ATK 4	Total Offhand ATK 1	ATK 2	ATK 3	Base Attack Bonus ATK 1	ATK 2	ATK 3	ATK 4	Ability Modifier	Size Modifier	Magic	Temp Modifier
Melee	17	12						8	3			+ 6	+	+ 3	+
Ranged	9	4						8	3			+ 1	+	+	+

Speed

Adjusted Speed	Base Speed	Temp Speed
40 ft	= 40 ft	= ft

Grapple Total: 14 = BAB: 8 + Str Modifier: 6 + Special Size Mod.: +

Weapon

Attack	Damage	Critical
+3	2d6+12	19-20

Range	Weight	Type	Size	Special Properties
ft	lb.	Slashing	Large	Ray Deflection

Weapon

Attack	Damage	Critical
	1d4	

Range	Weight	Type	Size	Special Properties
ft	lb.	Bludgeoning	Small	

Weapon

Attack	Damage	Critical
	1d4+6	

Range	Weight	Type	Size	Special Properties
ft	lb.	Piercing	Small	

Weapon

Attack	Damage	Critical
	--	

Range	Weight	Type	Size	Special Properties
10 ft	lb.	Bludgeoning	Small	Grapple Check at +10

Ammunition: Sling Stones

Ammunition:

Ammunition:

Armor / Protective Item

Type	Armor Bonus	or Deflection Modifier	Max Dex Bonus
Light	+4	+3	

Check Penalty	Spell Failure	Speed	Weight	Special Properties
	%	ft	lb.	+4 Str, Fortification 50%

Shield / Protective Item

Type	Shield Bonus	or Item Bonus	Max Dex Bonus

Check Penalty	Spell Failure	Weight	Special Properties
	%	lb.	

Skills

Total Ranks: 55

Class Skills 1	2	3	Skill	Total	Synergy Bonus	Skill Ranks	Ability Modifier	Misc. Modifier
			Appraise ■ Craft		=	+	+	+
			Balance ■ ♥ Tumble	1	=	+	+ 1	+
			Bluff ■	1	=	+	+ 1	+
✓			Climb ■ ♥ Use Rope	17	=	+ 11	+ 6	+
			Concentration ■	3	=	+	+ 3	+
			Craft ( )		=	+	+	+
			Craft ( )		=	+	+	+
			Craft ( )		=	+	+	+
			Decipher Script		=	+	+	+
			Diplomacy ■ Bluff / Sense Motive	1	=	+	+ 1	+
			Disable Device		=	+	+	+
			Disguise ■ Bluff	1	=	+	+ 1	+
			Escape Artist ■ ♥ Use Rope	1	=	+	+ 1	+
			Forgery ■		=	+	+	+
			Gather Information ■	1	=	+	+ 1	+
			Handle Animal	1	=	+	+ 1	+
			Heal ■		=	+	+	+
			Hide ■ ♥	1	=	+	+ 1	+
✓			Intimidate ■ Bluff	12	=	+ 11	+ 1	+
✓			Jump ■ ♥ Tumble	17	=	+ 11	+ 6	+
			Knowledge ( )		=	+	+	+
			Knowledge ( )		=	+	+	+
			Knowledge ( )		=	+	+	+
			Knowledge ( )		=	+	+	+
✓			Listen ■	11	=	+ 11	+	+
			Move Silently ■ ♥	1	=	+	+ 1	+
			Open Lock	1	=	+	+ 1	+
			Perform ( )	1	=	+	+ 1	+
			Perform ( )	1	=	+	+ 1	+
			Profession ( )		=	+	+	+
			Ride ■ Handle Animal	1	=	+	+ 1	+
			Search ■		=	+	+	+
			Sense Motive ■		=	+	+	+
			Sleight of Hand ♥ Bluff	1	=	+	+ 1	+
			Spellcraft Knowledge/Use Magic Device		=	+	+	+
			Spot ■		=	+	+	+
			Survival ■ Search		=	+	+	+
✓			Swim ■ ♥	17	=	+ 11	+ 6	+
			Tumble ♥ Jump	3	= 2	+	+ 1	+
			Use Magic Device Spellcraft / Decipher Script	1	=	+	+ 1	+
			Use Rope ■ Escape Artist	1	=	+	+ 1	+

✓ "Class skills", skills not checked cost double

■ "EVERYONE" skill which may be used untrained

♥ armor penalty applies

"SYNERGY" bonus

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Equipped Items		Weight
Arms	Glistening Biceps	lb.
Body	Cordite Breastplate	lb.
Face		lb.
Feet	Boots	lb.
Hands	Sword of Power +3	lb.
Head		lb.
Ring (right hand)		lb.
Ring (left hand)		lb.
Shoulders		lb.
Throat		lb.
Torso		lb.
Waist		lb.
		lb.
		lb.

Backpack	Weight		Weight
Rope 50'	lb.		lb.
Grappling Hook	lb.		lb.
Bola (1)	lb.		lb.
Pulp Adventure Book	lb.		lb.
Wineskin (Mead)	lb.		lb.
Waterskin	lb.		lb.
Beef Jerky (Teriyaki)	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
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	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.

Pouches / Bags	Weight		Weight
Signet Ring (Royal)	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
Gems / Art Objects			lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
		Total Weight:	lb.

Lift Over Head Equals Max Load	Lift Off Ground 2x Max Load	Push or Drag 5x Max Load	Light Load	Medium Load	Heavy Load
lb.	lb.	lb.	lb.	lb.	lb.

Money Pouch				
Copper:		Gold:		Total Coins:
Silver:		Platinum:		

Scroll Case		
List: "Best restaurants"		

Potion Bag		
Potion of Delay Poison		
Potion of Remove Fear		
Pot. of Eagle's Splendor		

Weight: lb.

Feats / Abilities
Power Attack
Cleave
Improved Sunder
Improved Bull Rush

Abilities: Racial / Class / Misc.
Literate
Fast Movement
Improved Uncanny Dodge
Trap Sense +2
Rage 3/day (+4 Str/Con, -2 AC)
Rage of Greyskull (cost 1 Rage):
- Automatically escape bonds/pin
- Add +50 to Speed for 2 Rounds
- 1 Punch, 1d100 dmg, ignore DR

Rations

Water

Languages	