

Noah

Male Orc barbarian 11 - CR 10

True Neutral Humanoid (Human, Orc); Atheist; Age: **28**;
Height: **6' 5"**; Weight: **318lb.**; Eyes: **Black**; Hair: **Black**;
Skin: **Deep Green**



Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	11	0	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+7	+3		+1	
REFLEX (DEXTERITY)	+3	=	+3				
Trap Sense: +3 bonus vs. traps							
WILL (WISDOM)	+3	=	+3				

	Total	Enhanc	Shield	Dex	Deflect	Dodge	Misc
Defense	12	=	10	+2			

Armor DR 19/- or Gargantuan **Flat-Footed Def** 12

Armor DR	=	Armor	HD	Nat	Nat DR	Misc
		+10	+2		+7	

Critical Defense	Total	=	DR	Shield	Dex	Deflec	Misc
+19			+19				

CM Bonus	+15	=	BAB	Strength	Size	Misc
+19 Overrunning			+11	+4	-	-

CM Defense	25	=	BAB	Strength	Dexterity	Size
27 vs. Overrun			+11	+4	+0	-

See the AC section (above) for situational modifiers that may also apply to CMD

Vigor	Total	Damage / Current Vigor
93		

Wound	Total	Damage / Current Wounds
32		

Base Attack **+11**

Initiative **+0**

Speed **40 / 30 ft**

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (0)	5	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+10	STR (4)	5	
Craft (stonemasonry)	+7	INT (0)	4	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-2	DEX (0)	-	
Fly	-2	DEX (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+22	CHA (1)	11	
Perception	+11	WIS (0)	8	
Ride	+5	DEX (0)	4	
Sense Motive	+0	WIS (0)	-	
Stealth	-2	DEX (0)	-	
Survival	+10	WIS (0)	7	
Swim	+2	STR (4)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Cleave
Greater Overrun
Hammer the Gap
Improved Overrun
Intimidating Prowess
Martial Weapon Proficiency - All
Power Attack -3/+6
Shield Proficiency

