

# Dynein

NAME: Brb9  
 CLASS: Brb9  
 CHARACTER LEVEL: 9  
 EXPERIENCE: 36063  
 NEXT LEVEL: 45000

# Andy

PLAYERNAME: Andy  
 RACE: Human  
 AGE: 18  
 SIZE: Medium  
 GENDER: Male

# Fharlanghn

DEITY: Fharlanghn  
 HEIGHT: 6' 4"  
 WEIGHT: 225 lbs.  
 EYES: Blue  
 HAIR: Black

# True Neutral

ALIGNMENT: True Neutral  
 VISION: 0  
 POINTS: 0



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	15	+2	17	+3	17	+3
<b>DEX</b> Dexterity	18	+4	18	+4	18	+4
<b>CON</b> Constitution	16	+3	16	+3	16	+3
<b>INT</b> Intelligence	11	+0	11	+0	11	+0
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	11	+0	11	+0	11	+0
<b>APP</b> Appearance	15	+2	15	+2	15	+2

**HP** hit points: 89

**AC** armor class: 16

**INITIATIVE** modifier: +8

**BASE ATTACK** bonus: +9/+4

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: 1/-

SPEED: Walk 40 ft.

MISS CHANCE: [ ]

ARCANE SPELL FAILURE: 10

ARMOR CHECK PENALTY: +0

SPELL RESIST: 0

TOTAL: 16

FLAT: 16

TOUCH: 14

BASE: 10

ARMOR BONUS: +2

SHIELD BONUS: +0

STAT: +4

SIZE: +0

NATURAL ARMOR: +0

DEFLECTION: +0

MISC: +0

TOTAL: +8 = +4 + +4

DEX MODIFIER: +4

MISC MODIFIER: +4

BASE ATTACK: +9/+4

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+9	+6	+3	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+7	+3	+4	+0	+0	+0		
<b>WILL</b> (wisdom)	+5	+3	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+12/+7	+9/+4	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+13/+8	+9/+4	+4	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+12/+7	+9/+4	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+3	20/x2	5 ft.

*Masterwork Greataxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	19-20/x3	5 ft.
To Hit	Dam	To Hit		Dam		
2H	+13/+8	1d12+4	2W-OH	N/A	N/A	

Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
TH	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.	
	+13/+8	+13/+8	+11/+6	+9/+4	+7/+2	
Dam	1d6	1d6	1d6	1d6	1d6	

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Masterwork Leather	Light	+2	+6	+0	10
*Barbarian Cloak		+1	+0	+0	0

This cloak eliminates the AC penalty for Raging and gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with barbarians.

## 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	12/6 MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	5	= 4	+	1.0 +
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	7	= 3	+	4.0 +
✓ Concentration	CON	3	= 3	+	0.5 +
✓ Craft (Untrained)	INT	0	= 0	+	+
✓ Diplomacy	CHA	0	= 0	+	+
✓ Disguise	CHA	0	= 0	+	+
✓ Escape Artist	DEX	7	= 4	+	3.0 +
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	0	= 0	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	6	= 4	+	2.0 +
✓ Intimidate	CHA	6	= 0	+	6.0 +
✓ Jump	STR	14	= 3	+	7.0 + 4
✓ Listen	WIS	3	= 2	+	1.0 +
✓ Move Silently	DEX	9	= 4	+	5.0 +
✓ Ride	DEX	9	= 4	+	5.0 +
✓ Search	INT	0	= 0	+	+
✓ Sense Motive	WIS	2	= 2	+	+
✓ Spot	WIS	4	= 2	+	2.0 +
✓ Survival	WIS	3	= 2	+	1.0 +
✓ Swim	STR	6	= 3	+	3.0 +
✓ Tumble	DEX	9	= 4	+	3.0 + 2
✓ Use Rope	DEX	4	= 4	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Arrows (50) □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Carried	1	7.5	2.5
Backpack 16 lbs., 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Lantern (Hooded), 5 Rations (Trail/Per Day), 1 Torch	Carried	1	2.0	2.0
Barbarian Cloak This cloak eliminates the AC penalty for Raging and gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with barbarians.	Equipped	1	1.0	12000.0
Bedroll	Backpack	1	5.0	0.1
Belt of Barbaric Might Adds +2 to the wearers Strength, +4 when raging, and grants Invisibility for 10 min/day. Also acts as Ring of Freedom of Movement (DMG 233)	Equipped	1	1.0	16000.0
Blanket (Winter)	Backpack	1	3.0	0.5
Flint and Steel	Backpack	1	0.0	1.0
Lantern (Hooded)	Backpack	1	2.0	7.0
Masterwork Greataxe	Equipped	1	12.0	320.0
Masterwork Leather	Equipped	1	15.0	160.0
Traveler's Outfit	Equipped	1	5.0	0.0
Rations (Trail/Per Day) □□□□	Backpack	5	1.0 (5.0)	0.5 (2.5)
Shortbow 0 lbs.	Carried	1	2.0	30.0
Torch □	Backpack	1	1.0	0.01
Waterskin (Filled)	Carried	1	4.0	1.0
TOTAL WEIGHT CARRIED/VALUE			60.5 lbs.	28526.61 gp

WEIGHT ALLOWANCE			
Light	86	Medium	173
Lift over head	260	Lift off ground	520
		Heavy	260
		Push / Drag	1300

OTHER COMPANIONS
Wolf companion: Sirius (celestial hound!) - if killed, will be reborn in Ehlonnas realm - Int 6, natural armor +1 - Blood Bond - Familiar Rage - Uncanny Dodge

Special Attacks
<b>Rage (Ex)</b> [Wizards of the Coast - Revised (v.3.5) System Reference Document] 3 times/day (8 rounds), Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 18)

Special Qualities
<b>Fast Movement (Ex)</b> [Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
<b>Improved Uncanny Dodge (Ex)</b> [Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf] Can't be flanked except by a level 13 rogue
<b>Trap Sense Ability (Ex)</b> [Wizards of the Coast - Revised (v.3.5) System Reference Document] +3
<b>Uncanny Dodge (Ex)</b> [Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf] Dex bonus to AC

Feats	
<b>Combat Reflexes</b> You may make a number of additional attacks of opportunity equal to your Dexterity bonus.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<b>Destructive Rage</b> You can shatter barriers and objects when enraged or frenzied.	[xxx - Complete Warrior, p.97]
<b>Improved Critical (Greataxe)</b> When using the weapon you selected, your threat range is doubled.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<b>Improved Initiative</b> You get a +4 bonus on initiative checks.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<b>Power Attack</b> On your action, before making attack rolls for a round, you may choose to subtract up to 9 from all melee attack rolls and add the same number to all melee damage rolls.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<b>Armor Proficiency (Light)</b> 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, Pick Pocket, and Tumble checks.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<b>Armor Proficiency (Medium)</b> 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, Pick Pocket, and Tumble checks.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<b>Martial Weapon Proficiency</b> Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<b>Shield Proficiency</b> You can use a shield and take only the standard penalties.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<b>Simple Weapon Proficiency</b> You make attack rolls with simple weapons normally.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransour, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Barbarian, Common

# Dynein



Human

RACE

18

AGE

Male

GENDER

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 4"

HEIGHT

225 lbs.

WEIGHT

Blue

EYE COLOUR

Tanned

SKIN COLOUR

Black,

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

## Description:

## Biography:

Dynein is from the Grey Wolf tribe of the Uthgardt Barbarians, in the region known as the Savage Frontier.

## Notes:

### Belt of Barbaric Might:

Belt of Barbaric Might: This belt provides a +2 to Strength, +4 when raging (giving a total bonus of +8!) and allows the wearer to turn Invisible (as the spell) for up to 10 minutes per day. The period of invisibility must be continuous each day, and resets at midnight. In addition, this belt acts as a Ring of Freedom of Movement (DMG p233) as a gift from Ehlonna. Anyone who wears the belt must make a DC 30 Will save or attack enemies on sight, with a +3 per level of Barbarian to control themselves.

### Barbarian's Cloak:

Barbarian's Cloak: When worn by a barbarian, this cloak cancels the out penalty suffered to their AC while they're in a barbarian rage. The cloak also adds a +1 bonus to the barbarian's AC. In addition the barbarian gains a +3 charisma bonus when dealing with other barbarians of the same alignment. The cloak automatically adjusts its size and will fit any barbarian regardless of their race.