

Lenny Corleone (Dad)

Half-orc, Citizen of Elsirnor 1st / Barbarian 1st (Chaotic Good)
Str 18, Dex 14, Con 18, Int 6, Wis 8, Cha 12

Hit Points (hp) **22** Initiative **+2** Grapple **+5** Damage Reduction
Speed (Foot) **30 ft.** Spell Fail **0%** Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Handed	Greataxe+1	+6	1d12+7	20 (x3)	Desc: Heavy axe favored by Barbarians or anyone else who wants to deal lots of damage

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	17	12 / 15	Breastplate / None		+8	+4	+1

Skills	Abilities
Appraise -2	== Racial Traits: Half-orc ==
Balance -2	Darkvision (Ex): 60 ft.
Bluff 1	Orc Blood
Climb 1	== Class Features: Citizen of Elsirnor 1st ==
Concentration 4	Weapon Proficiency
Decipher Script -	Exmus:
Diplomacy 1	- Cast 1 chosen Orison spell 2/day
Disable Device -	Academia:
Disguise 1	- Cast 1 chosen Cantrip spell 2/day
Escape Artist -2	Apprenticia:
Forgery -2	- + Expert Level 1
Gather Information 1	Armitagia:
Handle Animal 3	Choose from one of these abilities:
Heal -1	- +1 Bonus Feat
Hide 0	== Class Features: Barbarian 1st ==
Intimidate 6	Rage (Ex):
Jump 1	• 1x per Day < O >
Listen 1	• +4 STR & CON, -2 AC, +2 Saves vs Will
Move Silently -2	• Duration: 9 rounds
Open Lock -	Fast Movement (Ex)
Ride 4	== CHARACTER STATUS ==
Search -2	No errors detected
Sense Motive -1	
Sleight of Hand -	
Speak Language 2	
Spellcraft -	
Spot 2	
Survival -1	
Swim -4	
Tumble -	
Use Magic Device -	
Use Rope 2	



Languages
Common, Orc
Money
gp sp

Feats
Power Attack Trade attack bonus for damage (up to +1) (x2 damage if two-handed)
Cleave Extra melee attack after dropping target

Equipment
Greataxe, , , , , ,
, , , , , ,

Magic Items

Potion: Cure Light Wounds <OO>
Potion: Jump <OO>
Potion: Bull strength

Citizen of Elsirnor
Resistance 2/day
Cure Minor Wounds 2/day
Expert: Casino Dealer
Bonus Feat: Power Attack