

- Unnamed Hero -

Player: Blue

Male anthro (large) barbarian 4 - CR 3

Neutral Good Humanoid (Human); Deity: **Erastil**; Age: **21**;
Height: **5' 6"**; Weight: **155 lb.**; Eyes: **Orange**; Hair: **Blue**;
Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	9	-1	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+5	+2			
REFLEX (DEXTERITY)	-1	=		-1			

Trap Sense: +1 bonus vs. traps

WILL (WISDOM)	+0	=	+1	-1			
-------------------------	-----------	---	-----------	-----------	--	--	--

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=	+5		-1		+1		

Touch AC 9	Flat-Footed AC 15
--------------------------	---------------------------------

Trap Sense: +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+9	=	+4	+5	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
18	=	10	+4	+5

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

Base Attack +4	HP 56
------------------------------	---------------------

Anatomist: +1 trait bonus to confirm threats

Initiative -1	Damage / Current HP
-----------------------------	---------------------

Speed 40 / 30 ft

Battleaxe

Main hand: **+9, 1d8+5** Crit: x3
Both hands: **+9, 1d8+7** 1-hand, S

Anatomist: +1 trait bonus to confirm threats

Bite (Anthro (Large))

Main hand: **+4, 1d6+2** Crit: x2
Light, B/P/S

Anatomist: +1 trait bonus to confirm threats

Greataxe

Both hands: **+9, 1d12+7** Crit: x3
2-hand, S

Anatomist: +1 trait bonus to confirm threats



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (-1)	2	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+5	STR (5)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-5	DEX (-1)	-	
Fly	-5	DEX (-1)	-	
Handle Animal	+5	CHA (1)	1	
Heal	-1	WIS (-1)	-	
Intimidate	+9	CHA (1)	4	
Knowledge (dungeoneering)	+1	INT (0)	1	
Compass: +2 circumstance bonus to navigate underground				
Knowledge (nature)	+4	INT (0)	1	
Perception	+6	WIS (-1)	4	
Profession (butcher)	+2	WIS (-1)	3	
Ride	-1	DEX (-1)	1	
Sense Motive	+0	WIS (-1)	1	
Stealth	-4	DEX (-1)	1	
Survival	+5	WIS (-1)	3	
Guide to flora/fauna: +2 circumstance bonus to get along in the wild, endure severe weather, avoid getting lost, spot natural hazards, and predict weather, Compass: +2 circumstance bonus to avoid becoming lost				
Swim	+5	STR (5)	1	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Distance Thrower

Feats

Martial Weapon Proficiency - All
Quick Draw
Shield Proficiency
Simple Weapon Proficiency - All
Throw Anything

Traits

Anatomist
Bully

Throwing axe

Main hand: **+9, 1d6+5**

Crit: x2
Rng: 10'
Light, S

Ranged: **+3, 1d6+5**

Anatomist: +1 trait bonus to confirm threats

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Gear

**Total Weight Carried: 172/400 lbs, Medium Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)**

Artisan's outfit (Free)	-
Basic maps (major landmarks only)	-
Battleaxe	6 lbs
Bear trap	10 lbs
Bedroll	5 lbs
Blanket	1 lb
Buttons	0.1 lbs
Camouflage netting (Forest)	5 lbs
Candle x15	-
Chalk	-
Climber's kit	5 lbs
Compass <In: Handy haversack (17 @ 28 lbs)>	0.5 lbs
Conditioning oil for leather	0.4 lbs
Cutting board, wooden	2 lbs
File, small	0.1 lbs
Flint and steel <In: Handy haversack (17 @ 28 lbs)>	-
Grappling hook x2	4 lbs
Greataxe	12 lbs
Guide to flora/fauna <In: Handy haversack (17 @ 28 lbs)>	1 lb
Hammer <In: Handy haversack (17 @ 28 lbs)>	2 lbs
Handy haversack (17 @ 28 lbs)	5 lbs
Iron spike x4	1 lb
Journal <In: Handy haversack (17 @ 28 lbs)>	1 lb
Knife, cutting	0.5 lbs
Knife, utility	0.5 lbs
Ladle <In: Handy haversack (17 @ 28 lbs)>	0.5 lbs
Lamp <In: Handy haversack (17 @ 28 lbs)>	1 lb
Leather paring knife	0.5 lbs
Leather straps	0.4 lbs
Mess kit <In: Handy haversack (17 @ 28 lbs)>	1 lb
Metal polish	0.3 lbs
Mirror	0.5 lbs
Money <In: Handy haversack (17 @ 28 lbs)>	-
Oil x5	1 lb
Piton x6	0.5 lbs
Pot <In: Handy haversack (17 @ 28 lbs)>	4 lbs

Experience & Wealth

Experience Points: **9000/15,000**
Current Cash: **1,944 gp, 10 sp, 7 cp**

Gear

Total Weight Carried: 172/400 lbs, Medium Load

(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

Potion of cure light wounds x4	-
Rope	10 lbs
Saw	2 lbs
Scale mail	30 lbs
Seasonings, local <In: Handy haversack (17 @	0.5 lbs
Sewing needle	-
Shovel	8 lbs
Signal horn	2 lbs
Skewer <In: Handy haversack (17 @ 28 lbs)>	1 lb
Skillet <In: Handy haversack (17 @ 28 lbs)>	4 lbs
Sledge	10 lbs
Soap	0.5 lbs
Soft cloth x2	0.1 lbs
String or twine x2	0.5 lbs
Tent, medium	30 lbs
Throwing axe x2	2 lbs
Tinder packet <In: Handy haversack (17 @ 28	0.5 lbs
Tripod, iron <In: Handy haversack (17 @ 28 lbs)>	3 lbs
Waterskin x2 <In: Handy haversack (17 @ 28 lbs)>	4 lbs

Special Abilities

Darkvision (180 feet)
Fast Movement +10 (Ex)
Powerful Blow +2 (1/rage) (Ex)
Rage (12 rounds/day) (Ex)
Renewed Vigor 1d8+2 Hp (1/day) (Ex)
Trap Sense +1 (Ex)
Uncanny Dodge (Ex)

Tracked Resources

Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Powerful Blow +2 (1/rage) (Ex)	<input type="checkbox"/>
Rage (12 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Renewed Vigor 1d8+2 Hp (1/day) (Ex)	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Unnamed Hero – Abilities & Gear

Distance Thrower Feat

You are accurate with thrown weapons at longer ranges than normal.

Prerequisite: Str 13.

Benefit: With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

Appears In : Ultimate Combat

Quick Draw Feat

You can draw weapons faster than most.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Throw Anything Feat

You are used to throwing things you have on hand.

Benefit: You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Normal: You take a –4 penalty on attack rolls made with an improvised weapon.

Anatomist Trait

You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Bully Trait

You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard.

Benefit: You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Darkvision (180 feet) Racial Ability,Senses (Anthro)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light.

Darkvision is black and white only but otherwise like normal sight.

Fast Movement +10 (Ex) Class Ability (Barbarian)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

Powerful Blow +2 (1/rage) (Ex) Class Ability (Barbarian)

The barbarian gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Rage (12 rounds/day) (Ex) Class Ability (Barbarian)

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

Renewed Vigor 1d8+2 Hp (1/day) (Ex) Class Ability (Barbarian)

As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can be used only once per day and only while raging.

Trap Sense +1 (Ex) Class Ability (Barbarian)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex) Class Ability (Barbarian)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Compass Gear

An ordinary compass that points to the magnetic north pole grants its user a +2 circumstance bonus on Survival checks made to avoid becoming lost. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

Appears In : Advanced Player's Guide, Adventurer's Army, Ultimate Equipment

Unnamed Hero – Abilities & Gear

Handy haversack (17 @ 28 lbs) Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Companions

Horse, light (combat trained) CR –

Horse (*Pathfinder RPG Bestiary* 177)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

Defense

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

Offense

Speed 50 ft.

Melee 2 hooves +3 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Endurance, Run^B

Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel

Skills Acrobatics +2 (+6 to jump with a running start, +10 to jump), Perception +6

SQ combat riding

Other Gear riding saddle

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - String or twine (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Bear trap (equipment); Compass (equipment); Iron spike (equipment); Saw (equipment); Signal horn (equipment); Tent, medium (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Anatomist (trait); Bully (trait)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Journal (equipment)
- **Ultimate Combat** - Distance Thrower (feat)
- **Ultimate Equipment** - Camouflage netting (equipment); Mess kit (equipment); Skillet (equipment)

gp add update - Unnamed Hero (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/08/08

XP Reward : 4000 XP; **Net Cash** : 1500 gp

- no notes -