

- Unnamed Hero -

Player: Blue

Male anthro (large) barbarian 8 - CR 7

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	20/22	+5/+6	
DEX DEXTERITY	9	-1	
CON CONSTITUTION	16/18	+3/+4	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+7	+4			
REFLEX (DEXTERITY)	+0	=	+1	-1			

Trap Sense: +2 bonus vs. traps

WILL (WISDOM)	+1	=	+2	-1			
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Damage Reduction (2/-)		Immunity to Disease						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+7		-1		+1		

Touch AC	9	Flat-Footed AC	17
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Trap Sense: +2 bonus vs. traps

CM Bonus	Total	BAB	Strength	Size	Misc
+14	=	+8	+6	-	-

+17 Bull Rushing

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

CM Defense	Total	BAB	Strength	Dexterity	Size
23	=	10	+8	+6	-1

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

Base Attack	+8	HP	128
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Anatomist: +1 trait bonus to confirm threats

Initiative	Damage / Current HP
-1	

Speed	40 / 30 ft
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Bite (Anthro (Large))

Main hand: **+9, 1d6+3**

Crit: **x2**
Light, B/P/S

Anatomist: +1 trait bonus to confirm threats

Blue's Badder Dragon

Both hands: **+18/+13, 3d6+12**

Crit: **x3**
2-hand, S

Anatomist: +1 trait bonus to confirm threats



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (-1)	2	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+7	STR (6)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-4	DEX (-1)	-	
Fly	-4	DEX (-1)	-	
Handle Animal	+5	CHA (1)	1	
Heal	+0	WIS (-1)	1	
		Antidote kit: +3 circumstance bonus to treat poison		
Intimidate	+18	CHA (1)	7	
Knowledge (dungeoneering)	+3	INT (0)	3	
		Compass: +2 circumstance bonus to navigate underground		
Knowledge (nature)	+10	INT (0)	7	
Perception	+9	WIS (-1)	7	
Profession (butcher)	+2	WIS (-1)	3	
Ride	+0	DEX (-1)	1	
Sense Motive	+0	WIS (-1)	1	
Stealth	+1	DEX (-1)	5	
Survival	+10	WIS (-1)	8	
		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, Astrolabe: +2 circumstance bonus to navigate in the wilderness, Compass: +2 circumstance bonus to avoid becoming lost		
Swim	+7	STR (6)	1	

Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)

Feats

Cleave
 Cleaving Finish
 Intimidating Prowess
 Martial Weapon Proficiency - All
 Power Attack -3/+6
 Shield Proficiency
 Simple Weapon Proficiency - All
 Weapon Focus (Greataxe)

Traits

Anatomist
 Bully

+1 adamantine mountain pattern armor

+7

Max Dex: +3, Armor Check: -3
 Spell Fail: 30%, Medium, Slows

Mountain pattern armor

+6

Max Dex: +3, Armor Check: -4
 Spell Fail: 30%, Medium, Slows

Gear

**Total Weight Carried: 207.6/520 lbs, Medium Load
 (Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)**

+1 adamantine mountain pattern armor	40 lbs
Antidote kit (10 uses)	3 lbs
Artisan's outfit (Free)	-
Astrolabe	6 lbs
Bandolier (3 @ 0 lbs)	-
Bandolier (3 @ 0 lbs)	-
Basic maps (major landmarks only)	-
Belt of physical might +2 (Str, Con)	1 lb
Blue's Badder Dragon	12 lbs
Buttons	0.1 lbs
Camouflage netting (????) x8	5 lbs
Candle x2	-
Canteen	1 lb
Chalk x2	-
Climber's kit	5 lbs
Coal x10 pieces	3 lbs
Compass <In: Handy haversack (14 @ 18 lbs)>	0.5 lbs
driftwood chunklet from long beach	-
Drill	1 lb
Dwarven Enchanted Pickaxe	-
Ear trumpet	2 lbs
Earplugs x6	-
Everburning torch	1 lb
False-bottomed cup	-
File, small	0.1 lbs
Flint and steel <In: Handy haversack (14 @ 18 lbs)>	-
Gorgon Circlet of dust	-
Grandma's Cookie (heals 1 hp)	-
Grappling hook x2	4 lbs
Guide to flora/fauna <In: Handy haversack (14 @ 18	1 lb
Hammer	2 lbs

Experience & Wealth

Experience Points: **54575/75,000**
 Current Cash: **1 sp, 3 cp**

Gear

Total Weight Carried: 207.6/520 lbs, Medium Load

(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Handy haversack (14 @ 18 lbs)	5 lbs
Heatstone x4	1 lb
Hooded lantern, waterproof	2 lbs
Iron spike x4	1 lb
Journal <In: Handy haversack (14 @ 18 lbs)>	1 lb
Knife, cutting	0.5 lbs
Knife, utility	0.5 lbs
Ladle <In: Handy haversack (14 @ 18 lbs)>	0.5 lbs
Lamp <In: Handy haversack (14 @ 18 lbs)>	1 lb
Leather paring knife	0.5 lbs
Leather straps	0.4 lbs
medusa head	-
Mess kit <In: Handy haversack (14 @ 18 lbs)>	1 lb
Metal polish	0.3 lbs
Mirror	0.5 lbs
Money <In: Handy haversack (14 @ 18 lbs)>	-
Mountain pattern armor	40 lbs
Oil x2	1 lb
Periap of health	-
Piton x4	0.5 lbs
Potion of cure light wounds x3 <In: Bandolier (3 @ 0	-
Potion of enlarge person x3 <In: Bandolier (3 @ 0 lbs)>	-
Sack (empty) x2	0.5 lbs
Schrodinger's Cup	-
Seasonings, local <In: Handy haversack (14 @ 18	0.5 lbs
Sewing needle	-
Shitaxe	3 lbs
Signal horn	2 lbs
Silk rope	5 lbs
Skeleton key	-
Skewer <In: Handy haversack (14 @ 18 lbs)>	1 lb
Soap	0.5 lbs
Soft cloth x2	0.1 lbs
String or twine x2	0.5 lbs
Sunrod x3	1 lb
Surgeon's tools	5 lbs
The Dark Coin	-
Tinder packet <In: Handy haversack (14 @ 18	0.5 lbs
Tindertwig x4	-
Tripod, iron <In: Handy haversack (14 @ 18 lbs)>	3 lbs
Waterskin x2 <In: Handy haversack (14 @ 18 lbs)>	4 lbs

Special Abilities

Darkvision (180 feet)
 Fast Movement +10 (Ex)
 Improved Uncanny Dodge (Lv >= 12) (Ex)
 Powerful Blow +3 (1/rage) (Ex)
 Quick Reflexes (Ex)
 Rage (22 rounds/day) (Ex)
 Regenerative Vigor (Fast Healing 1) (Ex)

Special Abilities

Renewed Vigor 2d8+4 Hp (1/day) (Ex)

Trap Sense +2 (Ex)

Tracked Resources

Antidote kit (10 uses)

Potion of cure light wounds

Potion of enlarge person

Powerful Blow +3 (1/rage) (Ex)

Rage (22 rounds/day) (Ex)

Renewed Vigor 2d8+4 Hp (1/day) (Ex)

Sunrod

Tindertwig

Languages

Common

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 10, touch 10, flat-footed 9 (+1 Dex, -1 size)

hp 15 (2d8+6)

Fort +6 (+5 circumstance bonus vs. cold weather), **Ref** +5,

Will +1

Offense

Speed 50 ft. (35 ft. in armor)

Melee (M) battleaxe -3 (1d8+3/×3) or

(M) glaive -3 (1d10+3/×3) or

(M) greataxe -3 (1d12+3/×3) or

2 hooves +3 (1d4+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with glaive)

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 -4 (+0 to jump with a running start), Perception +6

SQ combat riding

Combat Gear heatstone^{ISWG}, heatstone^{ISWG}, heatstone^{ISWG}, heatstone^{ISWG}, oil (3); **Other Gear** battleaxe, glaive,

greataxe, phoenix egg (220 lb), bear trap^{APG}, bedroll,

blanket^{APG}, block and tackle, camouflage netting^{UE}, candle

(15), canteen^{UE} (2), coffee (per cup)^{UE} (6), coffee pot^{UE},

cold weather outfit, conditioning oil for leather (0.4 lb),

cutting board, wooden (2 lb), fishing net, folding shovel^{UE},

hammer, hemp rope (50 ft.), medium tent^{APG}, piton (26),

pot, riding saddle, saw^{APG}, shovel, skillet^{UE}, sledge, small

tent (4), waterproof hooded lantern^{UE} (2)

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - String or twine (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Compass (equipment); Drill (equipment); Earplugs (equipment); Iron spike (equipment); Signal horn (equipment)
- **Advanced Player's Guide / Jade Regent / Pirates of the Inner Sea / Ultimate Equipment** - Astrolabe (APG) (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Anatomist (trait); Bully (trait)
- **Adventurer's Armory / Curse of the Crimson Throne / Ultimate Equipment** - Surgeon's tools (equipment)
- **Adventurer's Armory / Ultimate Equipment** - False-bottomed cup (equipment); Hooded lantern, waterproof (equipment); Skeleton key (equipment)
- **Inner Sea World Guide / Merchant's Manifest** - Heatstone (equipment)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Journal (equipment)
- **Ultimate Combat** - Cleaving Finish (feat); Regenerative Vigor (special ability)
- **Ultimate Combat / Ultimate Equipment** - Mountain pattern armor (armor); Mountain pattern armor (armor)
- **Ultimate Equipment** - Antidote kit (equipment); Bandolier (equipment); Impact (item power); Camouflage netting (equipment); Canteen (equipment); Ear trumpet (equipment); Mess kit (equipment)