

**- Unnamed Hero -**

**Player: Blue**

**Male anthro (large) barbarian 5 - CR 4**

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

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

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

Trap Sense: +1 bonus vs. traps

<b>WILL</b> (WISDOM)	<b>+0</b>	=	<b>+1</b>	<b>-1</b>			
-------------------------	-----------	---	-----------	-----------	--	--	--

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

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

Trap Sense: +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
<b>+10</b>	=	<b>+5</b>	<b>+5</b>	<b>-</b>

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

CM Defense	BAB	Strength	Dexterity	Size
<b>19</b>	=	<b>10</b>	<b>+5</b>	<b>+5</b>

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

**Base Attack +5**      **HP 70**

Anatomist: +1 trait bonus to confirm threats

**Initiative -1**      Damage / Current HP

**Speed 40 / 30 ft**

**Battleaxe**

Main hand: **+10, 1d8+5**      Crit: x3  
Both hands: **+10, 1d8+7**      1-hand, S

Anatomist: +1 trait bonus to confirm threats

**Bite (Anthro (Large))**

Main hand: **+5, 1d6+2**      Crit: x2  
Light, B/P/S

Anatomist: +1 trait bonus to confirm threats

**Greataxe**

Both hands: **+10, 1d12+7**      Crit: x3  
2-hand, S

Anatomist: +1 trait bonus to confirm threats



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+0</b>	DEX (-1)	2	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+5</b>	STR (5)	1	
<b>Diplomacy</b>	<b>+1</b>	CHA (1)	-	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>-5</b>	DEX (-1)	-	
<b>Fly</b>	<b>-5</b>	DEX (-1)	-	
<b>Handle Animal</b>	<b>+5</b>	CHA (1)	1	
<b>Heal</b>	<b>+0</b>	WIS (-1)	1	
<b>Intimidate</b>	<b>+15</b>	CHA (1)	5	
<b>Knowledge (dungeoneering)</b>	<b>+1</b>	INT (0)	1	
Compass: +2 circumstance bonus to navigate underground				
<b>Knowledge (nature)</b>	<b>+4</b>	INT (0)	1	
<b>Perception</b>	<b>+6</b>	WIS (-1)	4	
<b>Profession (butcher)</b>	<b>+2</b>	WIS (-1)	3	
<b>Ride</b>	<b>-1</b>	DEX (-1)	1	
<b>Sense Motive</b>	<b>+0</b>	WIS (-1)	1	
<b>Stealth</b>	<b>+0</b>	DEX (-1)	5	
<b>Survival</b>	<b>+5</b>	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				
<b>Swim</b>	<b>+5</b>	STR (5)	1	

**Feats**

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Cleave

## Feats

Cleaving Finish  
Intimidating Prowess  
Martial Weapon Proficiency - All  
Power Attack -2/+4  
Shield Proficiency  
Simple Weapon Proficiency - All

## Traits

Anatomist  
Bully

## Scale mail

**+5**

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

## Gear

**Total Weight Carried: 168/400 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
Rope	10 lbs
Saw	2 lbs
Scale mail	30 lbs
Seasonings, local <In: Handy haversack (17 @ 28 lbs)>	0.5 lbs
Sewing needle	-

## Experience & Wealth

Experience Points: **15000/23,000**  
Current Cash: **2,252 gp, 10 sp, 7 cp**

## Gear

**Total Weight Carried: 168/400 lbs, Medium Load**

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

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
Tinder packet <In: Handy haversack (17 @ 28 lbs)>	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)  
Improved Uncanny Dodge (Lv >= 9) (Ex)  
Powerful Blow +2 (1/rage) (Ex)  
Rage (14 rounds/day) (Ex)  
Renewed Vigor 1d8+2 Hp (1/day) (Ex)  
Trap Sense +1 (Ex)

## Tracked Resources

Powerful Blow +2 (1/rage) (Ex)	<input type="checkbox"/>
Rage (14 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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Renewed Vigor 1d8+2 Hp (1/day) (Ex)	<input type="checkbox"/>

## Languages

Common

## Unnamed Hero – Abilities & Gear

### Cleave

### Feat

You can strike two adjacent foes with a single swing.

**Prerequisites:** STR 13, Power Attack, base attack bonus +1.

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Cleaving Finish

### Feat

When you strike down an opponent, you can continue your swing into another target.

**Prerequisites:** Str 13, Cleave, Power Attack.

**Benefit:** If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

**Appears In :** Ultimate Combat

### Intimidating Prowess

### Feat

Your physical might is intimidating to others.

**Benefit:** Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

### Power Attack -2/+4

### Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### 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.

### Improved Uncanny Dodge (Lv >= 9) (Ex) Unknown

You gain the ability to react to danger before your 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.

When you gain the 'Improved' version of this ability you can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking, unless the attacker has at least four more rogue levels than you have levels in classes that grant Uncanny Dodge.

If you have uncanny dodge already from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you.

### 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 (14 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.

## Unnamed Hero – Abilities & Gear

### 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.

### 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 Armory, Ultimate Equipment

### 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<sup>B</sup>

**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** - Cleaving Finish (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:** 10000 XP; **Net Cash:** 1800 gp

- no notes -