

# Gord Hammerson

# Pat

Neutral

NAME	Brb5	13539	PLAYERNAME	Human	Medium	DEITY	6' 1"	195 lbs.	ALIGNMENT
CLASS	5	15000	RACE	22	Male	HEIGHT			VISION
Character Level			AGE			EYES		HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	17	+3	17	+3	17	+3	61				Walk 30 ft.
<b>DEX</b> Dexterity	15	+2	15	+2	15	+2	AC	19	19	12	10
<b>CON</b> Constitution	15	+2	15	+2	15	+2	armor class				
<b>INT</b> Intelligence	10	+0	10	+0	10	+0	INITIATIVE	+2	+2	+0	
<b>WIS</b> Wisdom	13	+1	13	+1	13	+1	modifier				
<b>CHA</b> Charisma	11	+0	11	+0	11	+0	TOTAL				
							BASE ATTACK	+5			
							bonus				
							ENCUMBRANCE	Medium			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	+4	+2	+0	+0	+0		+1 Reflex to avoid traps
<b>REFLEX</b> (dexterity)	+4	+1	+2	+0	+1	+0		
<b>WILL</b> (wisdom)	+2	+1	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+8	+5	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+7	+5	+2	+0	+0	+0	
<b>CMB</b> attack bonus	+8	+5	+3	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>Offense</b>	+8	+8	+8	+8	+8	+8
<b>Defense</b>	20	20	20	20	20	20

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3+3	20/x2	5 ft.

<b>*Battleaxe</b>					HAND	TYPE	SIZE	CRITICAL	REACH
					Primary	S	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam					
1H-P	+8	1d8+3	2W-P-(OH)	+2	1d8+3				
1H-O	+4	1d8+1	2W-P-(OL)	+4	1d8+3				
2H	+8	1d8+4	2W-OH	-2	1d8+1				

<b>*Shieldbash (Heavy)</b>					HAND	TYPE	SIZE	CRITICAL	REACH
					Equipped	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit	Dam					
1H-P	+8	1d4+3	2W-P-(OH)	+2	1d4+3				
1H-O	+4	1d4+1	2W-P-(OL)	+4	1d4+3				
2H	+8	1d4+4	2W-OH	-2	1d4+1				

<b>+1 Longsword</b>					HAND	TYPE	SIZE	CRITICAL	REACH
					Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam					
1H-P	+9	1d8+4	2W-P-(OH)	+3	1d8+4				
1H-O	+5	1d8+2	2W-P-(OL)	+5	1d8+4				
2H	+9	1d8+5	2W-OH	-1	1d8+2				

Special Properties: \* 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
*+1 Chain Shirt	Light	+5	+4	-1	20
Chain Shirt	Light	+4	+4	-2	20
Studded Leather	Light	+3	+5	-1	15
*Shield (Heavy/Wooden/Shield Spikes)	Heavy	+2		-2	15

<b>BARBARIAN RAGE</b>	
Rounds/day	□□□□ □□□□ □□□□

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5
✓ Acrobatics	DEX	4	=	2	+ 2.0	+
✓ Appraise	INT	0	=	0	+ +	
✓ Bluff	CHA	0	=	0	+ +	
✓ Climb	STR	6	=	3	+ 3.0	+
✓ Craft (Untrained)	INT	0	=	0	+ +	
✓ Diplomacy	CHA	2	=	0	+ + 2	
✓ Disguise	CHA	0	=	0	+ +	
✓ Escape Artist	DEX	0	=	2	+ 1.0	-3
✓ Fly	DEX	-1	=	2	+ + -3	
✓ Handle Animal	CHA	6	=	0	+ 1.0	+ 5
✓ Heal	WIS	1	=	1	+ +	
✓ Intimidate	CHA	8	=	0	+ 3.0	+ 5
Knowledge (Nature)	INT	6	=	0	+ 3.0	+ 3
✓ Perception	WIS	9	=	1	+ 5.0	+ 3
✓ Perform (Untrained)	CHA	0	=	0	+ +	
✓ Ride	DEX	5	=	2	+ 1.0	+ 2
✓ Sense Motive	WIS	1	=	1	+ +	
✓ Stealth	DEX	0	=	2	+ 1.0	-3
✓ Survival	WIS	8	=	1	+ 4.0	+ 3
✓ Swim	STR	5	=	3	+ 2.0	+
			=		+ +	
			=		+ +	

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

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+8		1d6+4				
Special Properties						

Sling		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
30 ft.	50 ft.	100 ft.	150 ft.	200 ft.		
TH	+7	+7	+5	+3	+1	
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3	
Special Properties						

+1 Mace (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+9	1d6+4	2W-P(OH)	+3	1d6+4	
1H-O	+5	1d6+2	2W-P(OL)	+5	1d6+4	
2H	+9	1d6+4	2W-OH	+1	1d6+2	
Special Properties						

Blowgun		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x2	5 ft.
20 ft.	30 ft.	40 ft.	60 ft.	80 ft.		
TH	+7	+5	+5	+3	+1	
Dam	1d2	1d2	1d2	1d2	1d2	
Special Properties						

EQUIPMENT		ITEM	LOCATION	QTY	WT	COST
<b>+1 Chain Shirt</b>			Equipped	1	25.0	1250.0
Backpack			Equipped	1	2.0	2.0
75.22 lbs., 2 Antitoxin (Vial), 10 Darts, Blowgun, 2 Flint and Steel, 1 Grappling Hook, 1 Lantern (Bullseye), 7 Oil (1 Pint Flask), 1 Peasant's Outfit, 1 Potion of Cure Light Wounds, 9 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 1 Bedroll, 1 Studded Leather, 5 Tindertwig, 1 +1 Mace (Light), 1 Blanket (Winter), 1 Bottle of Air, 3 Coin (Copper Piece), 8 Coin (Gold Piece), 1 Potion of Bull's Strength, 1 Potion of Fly, 1 Potion of Protection from Arrows, 1 Trade Gem (10), 2 Trade Gem (100), 1 Trade Gem (1000), 1 Trade Gem (50), 1 Blowgun, 1 Trade Gem (500), 20 Bullet, Sling, 10 Candle						
Battleaxe			Equipped	1	6.0	10.0
Dog (Guard)			Equipped	1	0.0	25.0
0 lbs.						
Traveler's Outfit			Equipped	1	5.0	0.0
Shield (Heavy/Wooden/Shield Spikes)			Equipped	1	15.0	17.0
Spiked						
Shieldbash (Heavy)			Equipped	1	0.0	0.0
Shieldbash attacks are considered to be offhanded attacks						
<b>+1 Longsword</b>			Carried	1	4.0	2315.0
Quarterstaff			Carried	1	4.0	0.0
Sling			Carried	1	0.0	0.0
0 lbs.						
<b>+1 Mace (Light)</b>			Backpack	1	4.0	2305.0
Antitoxin (Vial)			Backpack	2	0.0	50.0
+5 alchemical bonus to Fortitude saves against poison for 1 hour						
□□						
Bedroll			Backpack	1	5.0	0.1
Blanket (Winter)			Backpack	1	3.0	0.5
Blowgun			Backpack	1	1.0	2.0
0 lbs.						
<b>Bottle of Air</b>			Backpack	1	2.0	7250.0
Retains air within it at all times, continually renewing its contents.						
Bullet, Sling			Backpack	20	0.5	0.01
(10.0) (0.2)						
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Candle			Backpack	10	0.0	0.01
Increases light level (5') for 1 hr.						
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Chain Shirt				1	25.0	100.0
Darts, Blowgun			Backpack	10	0.0	0.05
(0.0) (0.5)						
□□□□ □□□□						
Flint and Steel			Backpack	2	0.0	1.0 (2.0)
(0.0)						
Grappling Hook			Backpack	1	4.0	1.0
Lantern (Bullseye)			Backpack	1	3.0	12.0
TOTAL WEIGHT CARRIED/VALUE					131.22	14837.7
					lbs.	gp

EQUIPMENT		ITEM	LOCATION	QTY	WT	COST
Normal illumination (60'), plus 1 step (120'), 6 hr./pint						
Oil (1 Pint Flask)			Backpack	7	1.0	0.1 (0.7)
(7.0)						
□□□□ □□						
Peasant's Outfit			Backpack	1	2.0	0.1
<b>Potion of Bull's Strength</b>			Backpack	1	0.0	300.0
+4 enhancement bonus to Strength for 3 minutes						
□						
<b>Potion of Cure Light Wounds</b>			Backpack	1	0.0	50.0
Cures 1d8+1 points of damage						
□						
<b>Potion of Fly</b>			Backpack	1	0.0	750.0
Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes						
□						
<b>Potion of Protection from Arrows</b>			Backpack	1	0.0	300.0
Gain damage reduction 10/Magic against ranged weapons for 3 hours, or until 30 points of damage have been prevented						
□						
Rations (Trail/Per Day)			Backpack	9	1.0	0.5 (4.5)
(9.0)						
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Rope (Silk/50 ft.)			Backpack	1	5.0	10.0
4 hp, DC 24 Strength check to burst						
Studded Leather			Backpack	1	20.0	25.0
Tindertwig			Backpack	5	0.0	1.0 (5.0)
(0.0)						
□□□□ □						
TOTAL WEIGHT CARRIED/VALUE					131.22	14837.7
					lbs.	gp

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

MONEY	
Coin (Gold Piece): 8[Backpack]	
Coin (Copper Piece): 3[Backpack]	
1 x Trade Gem (1000) (1000) [Backpack]	
1 x Trade Gem (500) (500) [Backpack]	
2 x Trade Gem (100) (100) [Backpack]	
1 x Trade Gem (50) (50) [Backpack]	
1 x Trade Gem (10) (10) [Backpack]	
Total = 1768.03 gp	

Traits	
<b>Deft Dodger</b>	[PFCT, p.4]
Growing up in a rough neighborhood or a dangerous environment has honed your senses.	
<b>Skeptic</b>	[PFCT, p.5]
Growing up, you were always around magical effects to the extent that you realized that much of it was smoke and mirrors.	

Special Attacks	
<b>Animal Fury (Ex)</b>	[PFCR, p.32]
While raging, you gain a bite attack. If uses as a part of a full-attack action, the bite is made at your full base attack bonus-5. If the bite hits, it deals 1d4+1 points of damage. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks you make against the target this round are at a +2 bonus.	

Special Qualities	
<b>Bonus Feat</b>	[PFCR, p.27]
Humans select one extra feat at 1st level.	
<b>Fast Movement (Ex)</b>	[PFCR, p.31]
Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.	
<b>Improved Uncanny Dodge (Ex)</b>	[PFCR]
You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 9.	
<b>Rage (Ex)</b>	[PFCR, p.32]
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 14 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 10 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.	
<b>Renewed Vigor (Su)</b>	[PFCR, p.33]
As a standard action, you heal 1d8+2 points of damage. This power is can only be used once per day and only while raging.	
<b>Skilled</b>	[PFCR, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
<b>Trap Sense (Ex)</b>	[PFCR]
You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.	
<b>Uncanny Dodge (Ex)</b>	[PFCR]
You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity 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.	

Feats	
<b>Animal Affinity</b>	[PFCR, p.118]
You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
<b>Catch Off-Guard</b>	[PFCR, p.119]
You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flatfooted against any attacks you make with an improvised melee weapon.	
<b>Persuasive</b>	[PFCR, p.131]
You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
<b>Power Attack</b>	[PFCR, p.131]
You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 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. 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.	
<b>Armor Proficiency, Light</b>	[PFCR, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Armor Proficiency, Medium</b>	[PFCR, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Martial Weapon Proficiency Output</b>	[PFCR, p.130]
You make attack rolls with all your martial weapons normally (without the non-proficient penalty).	
<b>Shield Proficiency</b>	[PFCR, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
<b>Simple Weapon Proficiency</b>	[PFCR, p.133]
You make attack rolls with simple weapons without penalty.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), 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, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common

TEMPLATES
<b>Followers:</b>
ralf

## Notes:

### Character Sheet Notes:

#### Hidden:

#Character Sheet Plugin Properties

#Sun Oct 02 16:45:28 CDT 2011

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