

Henk

NAME

Brb11

155000

CLASS

EXPERIENCE

11

220000

Character Level

NEXT LEVEL

René

PLAYERNAME

Human

Medium

RACE

SIZE

22

Männlich

AGE

GENDER

Chaotic Good

ALIGNMENT

6' 2"

253 lbs.

HEIGHT

WEIGHT

dark brown,

HAIR

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

18

+4

20

+5

26

+8

DEX

Dexterity

14

+2

16

+3

16

+3

CON

Constitution

14

+2

16

+3

22

+6

INT

Intelligence

10

+0

10

+0

10

+0

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

8

-1

8

-1

8

-1

HP

hit points

160

WOUNDS/CURRENT HP

AC

armor class

23

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+3

=

+3

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+11/+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers
+3 Reflex to avoid traps

FORTITUDE

(constitution)

+15

=

+7

+

+6

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+8

=

+3

+

+3

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+11

=

+3

+

+1

+

+2

+

+5

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+19/+14/+9

=

+11/+6/+1

+

+8

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+14/+9/+4

=

+11/+6/+1

+

+3

+

+0

+

+0

+

+0

+

CMB

attack bonus

+19/+14/+9

=

+11/+6/+1

+

+8

+

+0

+

+0

+

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

Offense

+19/+14/+9

+19/+14/+9

+19/+14/+9

+19/+14/+9

+19

+23

Defense

35

35

35

35

35

37

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+19/+14/+9

1d3+8

20/x2

5 ft.

Axe, Throwing

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+19/+14/+9

1d6+8

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

+14/+9/+4

+12/+7/+2

+10/+5/+0

+8/+3/-2

+6/+1/-4

Dam

1d6+8

1d6+8

1d6+8

1d6+8

1d6+8

Special Properties

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+19/+14/+9

1d4+8

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

+14/+9/+4

+12/+7/+2

+10/+5/+0

+8/+3/-2

+6/+1/-4

Dam

1d4+8

1d4+8

1d4+8

1d4+8

1d4+8

Special Properties

*Flail +1 (Heavy/Shock)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

B

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+20/+15/+10

1d10+13

Special Properties

Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145), +1d6 electricity damage

*: 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

*Breastplate +1 (Mithral)

Light

+7

+5

-1

15

30 hp/inch, hardness 15

*Amulet of Natural Armor +2

+2

+0

0

*Ring of Protection +2

+2

+0

0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/11
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	16	=	3	+11.0+ 2
	Acrobatics (Jump)	DEX	20	=	3	+11.0+ 6
✓	Appraise	INT	0	=	0	+ +
✓	Bluff	CHA	-1	=	-1	+ +
✓	Climb	STR	18	=	8	+8.0+ 2
	Craft (Leather)	INT	5	=	0	+2.0+ 3
✓	Craft (Untrained)	INT	0	=	0	+ +
✓	Diplomacy	CHA	-1	=	-1	+ +
✓	Disguise	CHA	-1	=	-1	+ +
✓	Escape Artist	DEX	2	=	3	+ + -1
✓	Fly	DEX	2	=	3	+ + -1
	Handle Animal	CHA	3	=	-1	+1.0+ 3
✓	Heal	WIS	1	=	1	+ +
✓	Intimidate	CHA	3	=	-1	+1.0+ 3
	Knowledge (Nature)	INT	9	=	0	+6.0+ 3
✓	Perception	WIS	15	=	1	+11.0+ 3
✓	Perform (Untrained)	CHA	-1	=	-1	+ +
✓	Ride	DEX	9	=	3	+4.0+ 2
✓	Sense Motive	WIS	1	=	1	+ +
✓	Stealth	DEX	2	=	3	+ + -1
✓	Survival	WIS	9	=	1	+5.0+ 3
✓	Swim	STR	16	=	8	+6.0+ 2
				=		+ +
				=		+ +

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

*Flail +1 (Heavy/Shock) [Power Attack (Two-Handed)] TOTAL ATTACK BONUS +17/+12/+7		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B	M	19-20/x2	5 ft.
		DAMAGE 1d10+22				
Special Properties	Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145), +1d6 electricity damage					

Javelin						
HAND			TYPE	SIZE	CRITICAL	REACH
Carried			P	M	20/x2	5 ft.
30 ft.		60 ft.	90 ft.	120 ft.	150 ft.	
TH	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2	+6/+1/-4	
Dam	1d6+8	1d6+8	1d6+8	1d6+8	1d6+8	
Special Properties						

Sling +1					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.
	30 ft.	50 ft.	100 ft.	150 ft.	200 ft.
TH	+15/+10/+5	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1
Dam	1d4+9	1d4+9	1d4+9	1d4+9	1d4+9
Special Properties					

Sling +1						
		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
		30 ft.	50 ft.	100 ft.	150 ft.	200 ft.
TH	+15/+10/+5		+15/+10/+5		+13/+8/+3	
Dam	1d4+9		1d4+9		1d4+9	
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +2	Equipped	1	NaN	8000.0	
Artisan's Tools (Leather)	Bag of Holding (Type II)	1	5.0	5.0	
Axe, Throwing	Carried	1	2.0	8.0	
Backpack	Carried	1	2.0	2.0	
28,8 lbs., 1 Bag of Holding (Type II), 1 Flint and Steel, 1 Whetstone, 2 Rations (Trail/Per Day), 20 Coin (Gold Piece), 20 Coin (Platinum Piece)					
Bag of Holding (Type II)	Backpack	1	25.0	5000.0	
47 lbs., 1 Bedroll, 2 Caltrops, 1 Artisan's Tools (Leather), 5 Rope (Silk/50 ft.), 1 Waterskin (Filled), 1 Grappling Hook					
Bedroll	Bag of Holding (Type II)	1	5.0	0.1	
Belt of Physical Perfection +2	Equipped	1	1.0	16000.0	
Blanket (Winter)	Saddlebags	1	3.0	0.5	
Boots of Speed	Equipped	1	1.0	12000.0	
As free action, Haste for up to 10 rounds each day					
□□□□□□ □□□□□□					
Breastplate +1 (Mithral)	Equipped	1	15.0	5200.0	
30 hp/inch, hardness 15					
Bullet (Sling/Adamantine)	Pouch (Belt)	5	NaN (NaN)	60.01 (300.05)	
ignore hardness less than 20					
□□□□□□					
Bullets, Sling (10)	Equipped	1	5.0	0.1	
□□□□□□ □□□□□□					
Bullets (Sling/10/Alchemical Silver)	Pouch (Belt)	1	5.0	20.1	
10 hp/inch, hardness 8					
□□□□□□ □□□□□□					
Bullets (Sling/10/Cold Iron)	Pouch (Belt)	1	5.0	0.2	
30 hp/inch, hardness 10					
□□□□□□ □□□□□□					
Caltrops	Bag of Holding (Type II)	2	2.0 (4.0)	1.0 (2.0)	
Cloak of Resistance +2	Equipped	1	1.0	4000.0	
Dagger	Carried	1	1.0	2.0	
Feed (Per Day)	Saddlebags	2	10.0 (20.0)	0.05 (0.1)	
□□					
Flail +1 (Heavy/Shock)	Equipped	1	10.0	8315.0	
Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145), +1d6 electricity damage					
Flail +1 (Heavy/Shock)	Equipped	1	0.0	8300.0	
Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145), +1d6 electricity damage					
Flint and Steel	Backpack	1	0.0	1.0	
Grappling Hook	Bag of Holding (Type II)	1	4.0	1.0	
Holy Water (Flask)	Pouch (Belt)	3	1.0 (3.0)	25.0 (75.0)	
□□□□					
Horse (Heavy)		1	0.0	200.0	
76 lbs., 1 Saddle (Riding), 1 Saddlebags					
Javelin	Carried	1	2.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			90.82 lbs.	82862.17 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Explorer's Outfit	Equipped	1	8.0	0.0	
Potion of Bear's Endurance	Pouch (Belt)	1	0.0	300.0	
+4 enhancement bonus to Constitution for 3 minutes					
Potion of Cure Light Wounds	Pouch (Belt)	2	0.0 (0.0)	50.0 (100.0)	
Cures 1d8+1 points of damage					
Potion of Cure Moderate Wounds	Pouch (Belt)	2	0.0 (0.0)	300.0 (600.0)	
Cures 2d8+3 points of damage					
Potion of Cure Serious Wounds	Pouch (Belt)	1	0.0	750.0	
Cures 3d8+5 points of damage					
Potion of Enlarge Person	Pouch (Belt)	1	0.0	250.0	
Target's size category increases to next larger category for 1 minute					
Potion of Fly	Pouch (Belt)	1	0.0	750.0	
Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes					
Pouch (Belt)	Carried	1	NaN	1.0	
12.5 lbs., 5 Bullet (Sling/Adamantine), 1 Bullets (Sling/10/Alchemical Silver), 1 Bullets (Sling/10/Cold Iron)					
Pouch (Belt)	Equipped	1	NaN	1.0	
3 lbs., 3 Holy Water (Flask), 1 Potion of Bear's Endurance, 1 Potion of Enlarge Person, 1 Potion of Fly					
Pouch (Belt)	Equipped	1	NaN	1.0	
0 lbs., 2 Potion of Cure Light Wounds, 2 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds					
Rations (Trail/Per Day)	Backpack	2	1.0 (2.0)	0.5 (1.0)	
Ring of Protection +2	Equipped	1	0.0	8000.0	
Rope (Silk/50 ft.)	Bag of Holding (Type II)	5	5.0 (25.0)	10.0 (50.0)	
4 hp, DC 24 Strength check to burst					
Saddle (Riding)	Horse (Heavy)	1	25.0	10.0	
Saddlebags	Horse (Heavy)	1	8.0	4.0	
43 lbs., 1 Blanket (Winter), 1 Tent, 2 Feed (Per Day)					
Sling +1	Carried	1	0.0	2300.0	
0 lbs.					
Sling +1	Carried	1	0.0	2300.0	
0 lbs.					
Tent	Saddlebags	1	20.0	10.0	
Waterskin (Filled)	Bag of Holding (Type II)	1	4.0	1.0	
Whetstone	Backpack	1	1.0	0.02	
TOTAL WEIGHT CARRIED/VALUE			90.82 lbs.	82862.17 gp	

WEIGHT ALLOWANCE					
Light	306	Medium	613	Heavy	920
Lift over head	920	Lift off ground	1840	Push / Drag	4600

MONEY	
Coin (Platinum Piece): 20[Backpack]	
Coin (Gold Piece): 20[Backpack]	
Total = 220.0 gp	

Special Attacks	
Knockback (Ex)	[Paizo Publishing - Core Rulebook, p.33]
Once per round, you can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes points of damage and is moved back as normal. You do not need to move with the target if successful. This does not provoke an attack of opportunity.	

Special Qualities	
Bonus Feat	[Paizo Publishing - Core Rulebook]
Humans select one extra feat at 1st level.	
Clear Mind (Ex)	[Paizo Publishing - Core Rulebook, p.32]
You may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. You must take the second result, even if it is worse. This power can only be used once per rage.	
Damage Reduction (Ex)	[Paizo Publishing - Core Rulebook, p.34]
You gain damage reduction. Subtract 2 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.	
Fast Movement (Ex)	[Paizo Publishing - Core Rulebook, 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.	
Guarded Stance (Ex)	[Paizo Publishing - Core Rulebook, p.33]
You gain a +2 dodge bonus to your Armor Class against melee attacks for 6 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.	
Improved Uncanny Dodge (Ex)	[Paizo Publishing - Core Rulebook]
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 15.	
Rage (Ex)	[Paizo Publishing - Core Rulebook, p.32]
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 27 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 +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 33 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.	
Skilled	[Paizo Publishing - Core Rulebook]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Strength Surge (Ex)	[Paizo Publishing - Core Rulebook, p.33]
You add +11 on one Strength check or combat maneuver check, or to your Combat Maneuver Defense when an opponent attempts a maneuver against you. This power is used as an immediate action. This power can only be used once per rage.	
Trap Sense (Ex)	[Paizo Publishing - Core Rulebook]
You gain a +3 bonus on Reflex saves made to avoid traps, and a +3 dodge bonus to AC against attacks made by traps.	
Uncanny Dodge (Ex)	[Paizo Publishing - Core Rulebook]
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.	
Unexpected Strike (Ex)	[Paizo Publishing - Core Rulebook, p.34]
You can make an attack of opportunity against a foe that moves into any square threatened by you, regardless of whether that movement would normally provoke an attack of opportunity. This power can only be used once per rage.	

Feats	
Dodge	[Paizo Publishing - Core Rulebook, p.122]
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	
Greater Overrun	[Paizo Publishing - Core Rulebook, p.125]
You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Improved Overrun. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.	
Improved Overrun	[Paizo Publishing - Core Rulebook, p.127]
You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.	
Iron Will	[Paizo Publishing - Core Rulebook, p.129]
You get a +2 bonus on all Will saving throws.	
Mobility	[Paizo Publishing - Core Rulebook, p.130]
You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.	
Power Attack	[Paizo Publishing - Core Rulebook, p.131]
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.	
Step Up	[Paizo Publishing - Core Rulebook, p.135]
Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, 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.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, 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.	
Martial Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.130]
You make attack rolls with the selected weapon normally (without the non-proficient penalty).	
Shield Proficiency	[Paizo Publishing - Core Rulebook, 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.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, 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
