

Shirish

Female half-orc barbarian 9 - CR 8

Chaotic Neutral Humanoid (Human, Orc); Deity: **Gozreh**;
Age: **16**; Height: **6' 3"**; Weight: **251 lb.**; Eyes: **schwarz**;
Hair: **rotbraun**; Skin: **oliv**

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+6	+2	+1	+1		
REFLEX (DEXTERITY)	+7 =	+3	+2	+1	+1		
WILL (WISDOM)	+6 =	+3	+1	+1	+1		

Trap Sense: +3 bonus vs. traps
: +1 bonus vs. compulsions

Damage Reduction (1/-)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20	=	+5		+2		+1	+1	+1
Touch AC	14								
Flat-Footed AC	17								

Trap Sense: +3 bonus vs. traps

	BAB	Strength	Size	Misc
CM Bonus	+10 =	+9	+4	-

Ishiro's Bonus: +1 with Swords

	BAB	Strength	Dexterity	Size
CM Defense	27 = 10	+9	+4	+2

Ishiro's Bonus: +1 with Swords
See the AC section (above) for situational modifiers that may also apply to CMD

Hero Points	☐ ☐ ☐	HP	105
Base Attack	+9	Damage / Current HP	
Initiative	+3		
Speed	40 ft		

+1 greataxe

Both hands: **+14/+6, 1d12+16** Crit: x3
2-hand, S

+1 kukri

Main hand: **+11/+6, 1d4+11** Crit: 18-20/x2
Light, S

Javelin

Main hand: **+6/+1, 1d6+10** Crit: x2
Ranged: **+11, 1d6+4** Rng: 30'
Light, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (2)	5	
Speed greater/less than 30 ft.: +4 to jump				
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+12	STR (4)	4	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+1	WIS (1)	-	
Intimidate	+5	CHA (-1)	1	
Knowledge (nature)	+6	INT (0)	3	
Perception	+12	WIS (1)	8	
Ride	+6	DEX (2)	1	
Sense Motive	+1	WIS (1)	-	
Stealth	+5	DEX (2)	3	
Survival	+11	WIS (1)	7	
Swim	+15	STR (4)	3	

Activated Abilities & Adjustments

Ability Score Damage: 1
Ability Score Damage: 1
CMB/CMD Situational
Concentration Checks, All Classes: +2
Furious Focus
Gelick's Training
Initiative: +1
Power Attack -3/+6
Saving Throw Situational

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)

Feats

Dodge
Extra Rage Power
Furious Focus
Martial Weapon Proficiency - All
Power Attack -3/+6
Shield Proficiency
Simple Weapon Proficiency - All
Vital Strike

Traits

Armor Expert
Boarded In the Mwangi Expanse

Masterwork composite longbow

Ranged, both hands: **+12/+7, 1d8+3** Crit: x3
Rng: 110'
2-hand, P

+1 chain shirt

+5

Max Dex: +4, Armor Check: -
Spell Fail: 20%, Light

Gear

Total Weight Carried: 98.8/350 lbs, Light Load
(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

+1 arrows x9	0.15 lbs
+1 chain shirt	25 lbs
+1 greataxe	12 lbs
+1 kukri	2 lbs
Acid	1 lb
Alchemist's fire x2 <In: Bag of holding I (2 @ 2 lbs)>	1 lb
Amulet of natural armor +1	-
Antitoxin <In: Belt pouch (8 @ 3.98 lbs)>	-
Arrows x40	0.15 lbs
Backpack, masterwork (9 @ 15 lbs)	4 lbs
Bag of holding I (2 @ 2 lbs)	15 lbs
Bedroll <In: Backpack, masterwork (9 @ 15 lbs)>	5 lbs
Belt pouch (8 @ 3.98 lbs)	0.5 lbs
Cloak of resistance +1	1 lb
Edelstein	-
Edelstein	-
Fishhook <In: Belt pouch (8 @ 3.98 lbs)>	-
Flint and steel <In: Belt pouch (8 @ 3.98 lbs)>	-
Holy water x2 <In: Backpack, masterwork (9 @ 15	1 lb
Hot Weather outfit (Free)	-
Javelin x3	2 lbs
Masterwork composite longbow	3 lbs
Money <In: Belt pouch (8 @ 3.98 lbs)>	3.98 lbs
Perle <In: Belt pouch (8 @ 3.98 lbs)>	-
Perle <In: Belt pouch (8 @ 3.98 lbs)>	-
Perle <In: Belt pouch (8 @ 3.98 lbs)>	-
Potion of ant haul	-
Potion of enlarge person	-
Potion of invisibility	-
Ring of swimming	-
Sack (empty) <In: Backpack, masterwork (9 @ 15	0.5 lbs
Sewing needle <In: Belt pouch (8 @ 3.98 lbs)>	-
String or twine <In: Backpack, masterwork (9 @ 15	0.5 lbs
Torch <In: Backpack, masterwork (9 @ 15 lbs)>	1 lb
Trail rations x2 <In: Backpack, masterwork (9 @ 15	1 lb
War mask of terror	3 lbs

Experience & Wealth

Experience Points: **77009**/105,000
Current Cash: **190 gp, 1 sp, 8 cp**

Gear

Total Weight Carried: 98.8/350 lbs, Light Load
(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

Waterskin <In: Backpack, masterwork (9 @ 15 4 lbs

Special Abilities

Beast Totem +3 (Su)
Beast Totem, Lesser (Su)
Darkvision (60 feet)
Elemental Rage (Fire) (Su)
Elemental Rage, Lesser (1/rage) (Su)
Fast Movement +10 (Ex)
Hero Points
Improved Uncanny Dodge (Lv >= 13) (Ex)
Orc Blood
Rage (22 rounds/day) (Ex)
Strength Surge +9 (1/rage) (Ex)
Trap Sense +3 (Ex)

Tracked Resources

+1 arrows	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Acid	☐
Alchemist's fire	☐ ☐
Antitoxin	☐
Arrows	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Elemental Rage, Lesser (1/rage) (Su)	☐
Holy water	☐ ☐
Javelin	☐ ☐ ☐
Potion of ant haul	☐
Potion of enlarge person	☐
Potion of invisibility	☐
Rage (22 rounds/day) (Ex)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Scare (1/day)	☐
Strength Surge +9 (1/rage) (Ex)	☐
Torch	☐
Trail rations	☐ ☐

Languages

Common
Orc

Polyglot

Sourcebooks Used

- **Advanced Player's Guide** - Beast Totem (special ability); Beast Totem, Lesser (special ability); Elemental Rage (special ability); Elemental Rage, Lesser (special ability); Extra Rage Power (feat); Furious Focus (feat); Ant Haul (spell)
- **Advanced Player's Guide / Advanced Race Guide** - Rock Climber (alternate racial trait); Sacred Tattoo (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - String or twine (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Armor Expert (trait)
- **Inner Sea Races / Inner Sea World Guide** - Polyglot (language)
- **Serpent's Skull** - Boarded In the Mwangi Expanse (trait); War mask of terror (equipment)