

Rosie

Character Name

Marjolein

Player Name

Gorum

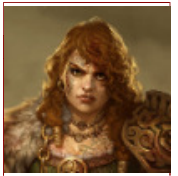
Deity

None

Region

Chaotic Good

Alignment



Barbarian (Armored Hulk) 13

CLASS

Dwarf / Humanoid

RACE

Medium / 5 ft.

SIZE / FACE

3' 10" / 125 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.)

VISION

13 (12) 315000 / 445000

46 Female

green

red, luscious

Points

Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	18	22	+6		
DEX Dexterity	13		+1		
CON Constitution	16	20	+5		
INT Intelligence	11		+0		
WIS Wisdom	14		+2		
CHA Charisma	8		-1		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
146			3/-	Walk 35 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
armor class	26	25	11	10	13	0	1	0	2	0	0	0	0	0	0	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST
modifier	+6	+1	+5		35	-5	0

Encumbrance Light

PROFICIENT	SAVING THROWS	TOTAL	PROFICIENCY	ABILITY	MAGIC	MISC	TEMP
<input type="checkbox"/>	fortitude	+16	+8	+5	+3	+0	
<input type="checkbox"/>	reflex	+8	+4	+1	+3	+0	
<input type="checkbox"/>	will	+9	+4	+2	+3	+0	

SKILL NAME	KEY ABILITY	SKILLS			
		SKILL MODIFIER	ABILITY MODIFIER	PROF. MODIFIER	MISC MODIFIER
✓ Acrobatics	DEX	12	= 1	+13.0	+ -2
Appraise	INT	0	= 0		
Appraise (Precious metals and gemstones)	INT	2	= 0		+ 2
Bluff	CHA	-1	= -1		
✓ Climb	STR	11	= 6	+7.0	+ -2
Craft (Untrained)	INT	0	= 0		
Diplomacy	CHA	-1	= -1		
✓ Disable Device	DEX	-3	= 1	+1.0	+ -5
Disguise	CHA	-1	= -1		
✓ Escape Artist	DEX	-3	= 1	+1.0	+ -5
✓ Fly	DEX	-3	= 1	+1.0	+ -5
✓ Handle Animal	CHA	6	= -1	+4.0	+ 3
✓ Heal	WIS	3	= 2	+1.0	
Intimidate	CHA	-1	= -1		
✓ Perception	WIS	17	= 2	+12.0	+ 3
✓ Perception (Notice unusual stonework)	WIS	19	= 2	+12.0	+ 5
Perform (Untrained)	CHA	-1	= -1		
✓ Ride	DEX	3	= 1	+4.0	+ -2
✓ Sense Motive	WIS	3	= 2	+1.0	
✓ Stealth	DEX	-3	= 1	+1.0	+ -5
✓ Survival	WIS	6	= 2	+1.0	+ 3
✓ Swim	STR	9	= 6	+5.0	+ -2

✓: Proficient Skill.

Conditional Save Modifiers:
 +2 vs. poison; +4 vs. spells, and spell-like abilities
 +2 trait bonus on all saving throws against illusions.

Conditional Combat Modifiers:
 When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn.
 +4 dodge bonus to AC against humanoid creatures of the giant subtype.
 +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.
 +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+19/+14/+9	+13/+8/+3	+6	+0	+0	0	
RANGED attack bonus	+14/+9/+4	+13/+8/+3	+1	+0	+0	0	
CMB attack bonus	+19/+14/+9	+13/+8/+3	+6	+0			

Conditional Skill Modifiers:
 Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors.

CMB	+20/+15/+10	+20/+15/+10	+20/+15/+10	+20/+15/+10	+20	+20
CMD	30	34	30	30	34	31

*Falchion +4		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	15-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+24/+19/+14		2d4+13				

*Armor Spikes		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+19/+14/+9	1d6+6	2W-P-(OH)	+13/+8/+3		1d6+6
1H-O	+15/+10/+5	1d6+3	2W-P-(OL)	+15/+10/+5		1d6+6
2H	+19/+14/+9	1d6+6	2W-OH	+11		1d6+3

Special Properties: deals extra piercing damage on a successful grapple attack

*: 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
*Dwarven Plate +4 (Armor Spikes)		Heavy	+13	+1	-5	35
		40 hp/inch, hardness 20, Spiked				
*Amulet of Natural Armor +2			+2		+0	0

BARBARIAN RAGE						
Rounds/day	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Rage

Rounds per Day	<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"/>	<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"/>	<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"/>	<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"/>

Rage (Ex): You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 46 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 39 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. [Paizo Inc. - Core Rulebook, p.32]

Beast Totem: While raging, the barbarian gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the barbarian has attained. A barbarian must have the lesser beast totem rage power to select this rage power. [Paizo Inc. - Advanced Player's Guide, p.74]

Beast Totem, Greater: While raging, the barbarian gains the pounce special ability, allowing her to make a full attack at the end of a charge. In addition, the damage from her claws increases to 1d8 (1d6 if Small) and the claws deal x3 damage on a critical hit. A barbarian must have the beast totem rage power to select this rage power. [Paizo Inc. - Advanced Player's Guide, p.74]

Beast Totem, Lesser: While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier. [Paizo Inc. - Advanced Player's Guide, p.74]

Eater of Magic: Once per rage, when a barbarian fails a saving throw against a spell, supernatural ability, or spell-like ability, she can reroll the saving throw against the effect (this is not an action). If she succeeds at the second saving throw, she is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last until damage is applied to them or 1 minute, whichever occurs first. A barbarian must have the superstition rage power and be at least 10th level before selecting this rage power. [Paizo Inc. - Ultimate Combat, p.27]

Guarded Life: While raging, if the barbarian is reduced below 0 hit points, 1 hit point of lethal damage per barbarian level is converted to nonlethal damage. If the barbarian is at negative hit points due to lethal damage, she immediately stabilizes. [Paizo Inc. - Advanced Player's Guide, p.76]

Superstition: You gain a +5 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. While raging, you cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies. [Paizo Inc. - Core Rulebook, p.33]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Natural Armor +2	Equipped	1	0 / 8,000
Falchion +4	Equipped	1	8 / 32,375
Belt of Physical Might (STR/CON) +4	Equipped	1	1 / 40,000
Cloak of Resistance +3	Equipped	1	1 / 9,000
Dwarven Plate +4 (Armor Spikes)	Equipped	1	50 / 32,550
<small>40 hp/inch, hardness 20, Spiked</small>			
Outfit (Cold-Weather)	Equipped	1	7 / 0
<small>+5 circumstance bonus on Fortitude saves vs cold weather</small>			
Jaunt Boots	Equipped	1	2 / 7,200
Backpack, Masterwork	Equipped	1	4 / 50
<small>26.5 lbs., 1 Bedroll, 1 Blanket (Winter), 3 Dwarven Trail Rations, 1 Grappling Hook, Common, 1 Manacles (Medium), 1 Oil (1 Pint Flask), 1 Rope (Silk/50 ft.), 2 Sunrod, 1 Tindertwig, 1 Waterskin</small>			
Bedroll	Backpack,	1	5 / 0.1
	Masterwork		
Blanket (Winter)	Backpack,	1	3 / 0.5
	Masterwork		
Dwarven Trail Rations	Backpack,	3	NaN (NaN) /
	Masterwork		2 (6)
Grappling Hook, Common	Backpack,	1	4 / 1
	Masterwork		
Manacles (Medium)	Backpack,	1	2 / 15
	Masterwork		
Oil (1 Pint Flask)	Backpack,	1	1 / 0.1
	Masterwork		
Rope (Silk/50 ft.)	Backpack,	1	5 / 10
	Masterwork		
<small>4 hp, DC 24 Strength check to burst</small>			
Sunrod	Backpack,	2	1 (2) / 2 (4)
	Masterwork		
<small>☐☐</small>			
<small>Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft.</small>			
Tindertwig	Backpack,	1	0 / 1
	Masterwork		
Waterskin	Backpack,	1	0 / 1
	Masterwork		
Armor Spikes	Equipped	1	0 / 0
<small>deals extra piercing damage on a successful grapple attack</small>			
TOTAL WEIGHT CARRIED/VALUE		99.5 lbs.	129,213.7gp

WEIGHT ALLOWANCE			
Light	200	Medium	400
Heavy	600		
Lift over head	600	Lift off ground	1200
		Push / Drag	3000

MONEY	
Total=	0 gp [Unspent Funds = 786.3 gp]

MAGIC	
Languages	
Common, Dwarven	

Other Companions	

Archetypes	
Armored Hulk	[Paizo Inc. - Ultimate Combat, p.28]
Some barbarians disdain the hides and leather used as armor by most of their kin. Instead they master the heaviest of armors, even those created by more civilized people, to gain greater protection and stability in battle.	

Traits	
Skeptic	[Paizo Inc. - Advanced Player's Guide, p.329]
Growing up, you were always around magical effects to the extent that you realized that much of it was smoke and mirrors. You gain a +2 trait bonus on all saving throws against illusions.	
Veteran of Battle (Gorum)	[Paizo Inc. - Advanced Player's Guide, p.333]
You have fought in several battles, and each time felt the presence of Gorum guiding your sword-arm, making you ready to act at a moment's notice. You gain a +1 trait bonus on Initiative checks, and if you are able to act during a surprise round, you may draw a weapon (but not a potion or magic item) as a free action during that round.	

Special Attacks	
Beast Totem (Su)	[Paizo Inc. - Advanced Player's Guide, p.74]
While raging, the barbarian gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the barbarian has attained. A barbarian must have the lesser beast totem rage power to select this rage power.	
Beast Totem, Greater (Su)	[Paizo Inc. - Advanced Player's Guide, p.74]
While raging, the barbarian gains the pounce special ability, allowing her to make a full attack at the end of a charge. In addition, the damage from her claws increases	

to 1d8 (1d6 if Small) and the claws deal x3 damage on a critical hit. A barbarian must have the beast totem rage power to select this rage power.

Beast Totem, Lesser (Su) [Paizo Inc. - Advanced Player's Guide, p.74]

While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier.

Eater of Magic (Su) [Paizo Inc. - Ultimate Combat, p.27]

Once per rage, when a barbarian fails a saving throw against a spell, supernatural ability, or spell-like ability, she can reroll the saving throw against the effect (this is not an action). If she succeeds at the second saving throw, she is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last until damage is applied to them or 1 minute, whichever occurs first. A barbarian must have the superstition rage power and be at least 10th level before selecting this rage power.

Guarded Life (Ex) [Paizo Inc. - Advanced Player's Guide, p.76]

While raging, if the barbarian is reduced below 0 hit points, 1 hit point of lethal damage per barbarian level is converted to nonlethal damage. If the barbarian is at negative hit points due to lethal damage, she immediately stabilizes.

Special Qualities

Armored Swiftwitness (Ex) [Paizo Inc. - Ultimate Combat, p.28]

At 2nd level, an armored hulk moves faster in medium and heavy armor. When wearing medium or heavy armor, an armored hulk can move 5 feet faster than normal, to a maximum of her speed. This ability replaces uncanny dodge.

Bonus Rage Round (13x) [Paizo Inc. - Advanced Race Guide]

Add 1 to the barbarian's total number of rage rounds per day.

Damage Reduction (Ex) [Paizo Inc. - Core Rulebook, p.34]

You gain damage reduction. Subtract 3 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.

Darkvision (Ex) [Paizo Inc. - Bestiary]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Improved Armored Swiftwitness (Ex) [Paizo Inc. - Ultimate Combat, p.29]

At 5th level, an armored hulk's land speed is faster than the norm for her race by +10 feet. This benefit applies when she is wearing any armor, including heavy armor, but not while carrying a heavy load. Apply this bonus before modifying the armored hulk's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed. This ability replaces improved uncanny dodge(Encumbered=0)(WearingArmor=1)(MoveBonus=10).

Indomitable Stance (Ex) [Paizo Inc. - Ultimate Combat, p.28]

An armored hulk gains a +1 bonus on combat maneuver checks and to CMD for overrun combat maneuvers, and on Reflex saves against trample attacks. She also gains a +1 bonus to her AC against charge attacks and on attack and damage rolls against charging creatures. This ability replaces fast movement.

Rage (Ex) [Paizo Inc. - Core Rulebook, p.32]

You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 46 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 39 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.

Rage Powers [Paizo Inc. - Ultimate Combat, p.29]

The following rage powers complement the armored hulk archetype - boasting taunt**, greater guarded life*, guarded life**, guarded stance, increased damage reduction, no escape, overbearing advance**, overbearing onslaught**, reflexive dodge*, rolling dodge, and unexpected strike.

Resilience of Steel (Ex) [Paizo Inc. - Ultimate Combat, p.28]

At 3rd level, an armored hulk is able to use her armor to help avoid deadly hits. While wearing heavy armor, she gains a +1 bonus to AC that applies only on critical hit confirmation rolls. This bonus increases by +1 every 3 levels beyond 3rd (maximum +6 at 18th level). This ability replaces trap sense. (currently at +4)

Stability (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Superstition (Ex) [Paizo Inc. - Core Rulebook, p.33]

You gain a +5 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. While raging, you cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Weapon and Armor Proficiency [Paizo Inc. - Ultimate Combat, p.28]

An armored hulk gains proficiency in heavy armor.

Weapon Familiarity (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Steel Soul [Paizo Inc. - Advanced Player's Guide, p.170]

You are especially resistant to magic.
You receive a +4 racial bonus on saving throws against spells and spell-like abilities. This replaces the normal bonus from the dwarf's hardy racial trait.

Weapon Focus (Falchion) [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.
You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Helmet (Dwarven Boulder), Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longaxe (Dwarven), Longbow, Longhammer (Dwarven), Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Urgrosh (Dwarven), Waraxe (Dwarven Double), Waraxe (Dwarven), Warhammer, Wushu Dart

Feats

Furious Focus [Paizo Inc. - Advanced Player's Guide, p.161]

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Improved Critical (Falchion) [Paizo Inc. - Core Rulebook, p.127]

Attacks made with your chosen weapon are quite deadly.
When using the weapon you selected, your threat range is doubled.

Improved Initiative [Paizo Inc. - Core Rulebook, p.127]

Your quick reflexes allow you to react quickly to danger.
You get a +4 bonus on initiative checks.

Lunge [Paizo Inc. - Core Rulebook, p.130]

You can strike foes that would normally be out of reach.
You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Power Attack [Paizo Inc. - Core Rulebook, p.131]

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

You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 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

Rosie

Dwarf

RACE

46

AGE

Female

GENDER

Darkvision (60 ft.)

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

3' 10"

HEIGHT

125 lbs.

WEIGHT

green

EYE COLOUR

light

SKIN COLOUR

red, luscious

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Gorum

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

