

Hagor Brun

Character Name

Barbarian 1

CLASS

1 (1/2)

0 / 2000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	21	+5	21	+5		
DEX Dexterity	13	+1	13	+1		
CON Constitution	15	+2	15	+2		
INT Intelligence	8	-1	8	-1		
WIS Wisdom	7	-2	7	-2		
CHA Charisma	6	-2	6	-2		

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

Snakeynaut

Player Name

Orc / Humanoid

RACE

20

Male

AGE

GENDER

HP
hit points

14

WOUNDS/CURRENT HP

AC
armor class

13

12

11

10

2

0

1

0

0

0

0

0

0

0

0

0

0

0

INITIATIVE
modifier

+1

+1

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

10

Arcane Spell Failure

ARMOR CHECK PENALTY

0

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Torag

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

2' 11" / 30 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Darkvision (60 ft.)

VISION

Conditional Combat Modifiers:
+1 trait bonus on damage against foes who are threatened by only you.

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+6	=	+1	+	+5	+	+0	+	+0	+	0	+	
RANGED attack bonus	+2	=	+1	+	+1	+	+0	+	+0	+	0	+	
CMB attack bonus	+6	=	+1	+	+5	+	+0	+		+		+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	+6	+6	+6	+6	+6	+6
CMD	17	17	17	17	17	17

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+5	20/x2	5 ft.

Special Properties:

*Greataxe	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d12+7				

*: 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
*Leather	Light	+2	+6	+0	10

BARBARIAN RAGE

Rounds/day

TOTAL SKILLPOINTS: 3

SKILLS

MAX RANKS: 1/1

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Acrobatics	DEX	1	=	1	
✓ Acrobatics (Jump)	DEX	5	=	1	+ 4
✓ Appraise	INT	-1	=	-1	
✓ Bluff	CHA	-2	=	-2	
✓ Climb	STR	9	=	5	+ 1 + 3
✓ Craft (Untrained)	INT	-1	=	-1	
✓ Diplomacy	CHA	-2	=	-2	
✓ Disguise	CHA	-2	=	-2	
✓ Escape Artist	DEX	1	=	1	
✓ Fly	DEX	1	=	1	
✓ Heal	WIS	-1	=	-2	+ 1
✓ Intimidate	CHA	2	=	-2	+ 1 + 3
✓ Perception	WIS	-2	=	-2	
✓ Perform (Untrained)	CHA	-2	=	-2	
✓ Ride	DEX	1	=	1	
✓ Sense Motive	WIS	-2	=	-2	
✓ Stealth	DEX	1	=	1	
✓ Survival	WIS	-1	=	-2	+ 1
✓ Swim	STR	5	=	5	
			=		+ +
			=		+ +

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

Rage

Rounds per Day

Rage (Ex):You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 7 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 2 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]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Greataxe	Equipped	1	12 / 20	
Uniform (Soldier's)	Equipped	1	5 / 1	
Leather	Equipped	1	15 / 10	
TOTAL WEIGHT CARRIED/VALUE		32 lbs.	31gp	

WEIGHT ALLOWANCE					
Light	153	Medium	306	Heavy	460
Lift over head	460	Lift off ground	920	Push / Drag	2300

MONEY	
Total= 0 gp [Unspent Funds = 50 gp]	

MAGIC	
Languages	
Common, Orc	

Other Companions	
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Traits	
Axe to Grind	[Paizo Publishing - Ultimate Campaign, p.51]
There is a fire in your heart that can't be quenched. You gain a +1 trait bonus on damage against foes who are threatened by only you.	
Orphaned	[Paizo Publishing - Ultimate Campaign, p.61]
You grew up separated from your birth parents, and had to learn to watch out for yourself. You gain a +1 trait bonus on Survival checks, and Survival is always a class skill for you.	

Special Qualities	
Automatic Languages (Ex)	[Paizo Inc. - Advanced Race Guide, p.139]
Orcs can speak Orc and Common.	
Bonus Barbarian Rage Rounds	[Paizo Inc. - Advanced Race Guide, p.139]
Barbarian: Add +1 to the barbarian's total number of rage rounds per day.	
Darkvision (Ex)	[Paizo Inc. - Advanced Race Guide, p.139]
Orcs can see in the dark up to 60 feet.	
Fast Movement (Ex)	[Paizo Inc. - 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.	
Ferocity (Ex)	[Paizo Inc. - Advanced Race Guide, p.139]
When below 0 hp can still fight; staggered, loses 1 hp/round.	
Light Sensitivity (Ex)	[Paizo Inc. - Bestiary, p.301]
You are dazzled in areas of bright sunlight or within the radius of a daylight spell.	
Light Sensitivity (Ex)	[Paizo Inc. - Advanced Race Guide, p.139]
Orcs are dazzled in areas of bright sunlight or within the radius of a daylight spell.	
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 7 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 2 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.	
Weapon Familiarity (Ex)	[Paizo Inc. - Advanced Race Guide, p.139]
Orcs are proficient with greataxes and falchions, and treat any weapon with orc in it as a martial weapon.	

Feats	
Catch Off-Guard	[Paizo Inc. - Core Rulebook, p.119]
Foes are surprised by your skilled use of unorthodox and improvised weapons.	

You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Proficiencies
Amentum, Atlatl, Orc Double Axe, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Light Flail, Heavy Flail, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Improvised Weapon, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, 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, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, Dwarven Waraxe, Warhammer, Wushu Dart

Hagor Brun

Orc
RACE
20
AGE
Male
GENDER
Darkvision (60 ft.)
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
2' 11"
HEIGHT
30 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Torag
DEITY
Humanoid
Race Type
Race Sub Type

Description:
Biography: