

Name: Uqbah al-Uthman PFS #: 14034-55

Initiative: +1

AC: 23 (Touch 11, FF 22) -2 (-2, -2) if in Rage; +1 vs Charge attacks

-2 (-2, -1) under Enlarge Person

CMB: +8 -1 if Fatigued; +2 to damage if in Rage

+2 under Enlarge Person

CMD: 18 (FF 17) -1 if Fatigued; +2 if in Rage; +2 vs Overrun

+1 (+2) under Enlarge Person

Fort: +7 -1 if Fatigued; +2 if in Rage [Endurance: +4]; +2 vs Spells cast by self or ally

Reflex: +4 -1 under Enlarge Person; +1 vs Trample; +2 vs Spells cast by self or ally

Will: +3 +2 if in Rage; +2 vs Spells cast by self or ally

HP: 34 +6 if in Rage

Performance: +2

BAB: +3 Speed: 25' Languages: Orc, Taldane

Per-scenario Abilities:

1 Reroll O

Per-day Abilities:

10 Bloodrage OOOOO OOOOO

3 Destined Strike OOO

Limited use items:

50/50 Wand CLW OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

50/50 Wand Endure Elements OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

48/50 Wand Enlarge Person OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOO

Boons:

005: O Righteous Redemption. Between adventures or while in Lastwall, you can check the box that precedes this boon to requisition one of the following: a satchel containing six flasks of holy water and an oil of bless weapon; two scrolls of lesser restoration; a combat-trained warhorse (heavy or light with a military saddle, bit, bridle and week of feed; a masterwork longsword; or a masterwork lance. This gear is yours to do with as you please, but it has an effective resale value of 0 gp.

005: O O O Worthy Foe: As a swift action, you can check a box that precedes this boon to gain one of two benefits against enemies that correspond to the threat you defeated. First you can choose to gain a +2 bonus on attack and weapon damage rolls against such creatures, as well as a +2 dodge bonus to AC against such creatures' attacks. Alternatively, you can gain a +2 bonus on caster level checks to overcome those creatures' spell resistance, increase the save DC of your spells and abilities against those creatures by 1, and gain a +2 bonus on saving throws against those creatures' spells and abilities. Either benefit lasts until the beginning of your next turn.

Melee Touch: +7 -1 if Fatigued

Range Touch: +4 -1 if Fatigued

Skills:

Str: +4 *	Acrobatics: [untrained] -5 **	Escape Artist: [untrained] -5 ***	Ride: [untrained] -5 **
Dex: +1 **	Appraise: [untrained] -1 ****	Fly: [untrained] -5 **	Sense Motive: [untrained] +1
Con: +2	Bluff: [untrained] +1 ****	Heal: [untrained] +1 ****	Stealth: [untrained] -5 **
Int: -1	Climb: [untrained] +2 *	Intimidate: +7 [001 +1 vis commoners in Taldor, 002 +2 vs Goblinoid subtype] [002: +2 vis Nobility while on Kortos]	Survival: +5 **** [+2 to avoid becoming lost]
Wis: +1	Diplomacy: [untrained] +1 **** [001 +1 vis nobles in Taldor][002: +2 vis Nobility while on Kortos]	Knowledge Local: [untrained] -1 [003: +2 vis Aspis, can roll untrained] ****	Swim: +2 * [Endurance: +4]
Cha: +1[002: +2 vis Nobility while on Kortos]	Disguise: [untrained] +1 **** [002: +2 vis Nobility while on Kortos]	Perception: +7 ****	

* -1 if Fatigued +2 if in Rage ** -1 if Fatigued *** -1 if Fatigued Cannot if in Rage **** Cannot if in Rage

Always on:

Darkvision 60'
+4 Endurance
+1 to each luck bonus

Immediate Action:**Free actions:**

Use **Destined Strike** for one attack. +1 to hit.

If not fatigued, enter **Bloodrage** by spending one use of **Bloodrage**. +4 to Strength and Constitution, +2 Morale bonus to Will saves, -2 AC, may not do actions requiring concentration; after Rage fatigued -2 Str and Con for twice as many rounds as the rage lasted.

Swift actions:**Move actions:****Standard:**

Cast **Light** from Wayfinder

Masterwork Scimitar Attack: +8 to hit (18-20/x2) | 1d6+4 S

+5' reach, damage becomes 1d8, +1 damage under **Enlarge Person**

Warhammer Attack: +7 to hit (20/x2) | 1d8+4 B

+5' reach, damage becomes 2d6, +1 damage under **Enlarge Person**

+1 to hit and damage vs charging creatures; +1 to hit **Destined Strike**; -1 to hit with **Power Attack** | +2 damage; -1 to hit if **Fatigued** | -1 damage; +2 to hit if in **Rage** | +2 damage

Ranged Chakram attack: +4 (20/x2) 1d8+4 S

Ranged Dagger attack: +4 (19-20/x2) 1d4+4 P/S

+1 to hit and damage vs charging creatures; +1 to hit **Destined Strike**; -1 to damage if **Fatigued**; +2 to damage if in

Rage

-1 to hit under **Enlarge Person**

Slave (herald): Lauplathsa (Female Wizard from Tome of Righteous Repose)