

Name: Venture Captain Sheriff Kaikura, Fangwood Keep Lodge: 14034-58, Level 13

Initiative: +10 -1 Giant Form

AC: 24 (Touch 24, FF 19) Barkskin +4 (0, +4), +4 (0,+4) Mage Armor, +4 (0,+4) Shield, Shield of Faith or Protection from Evil +1 (+1,+1), Cat's Grace +1(+1, 0), Giant Form +2 (-2,+3), Rage -2 (-2,-2), Rage Spell -2 (-2,-2), Lunge -2 (-2,-2)

CMB: +13 +2 Reposition (no AoO with Reposition) | +4 Giant Form

CMD: 36 (FF 31) +3 (+4) Giant Form | +2 vs Reposition

Fort: +15

Reflex: +13

Will: +23

Face Nature's Night: +4 vs spells and spell-like abilities of giants

BAB: +7/+2 **Speed:** 20' | **Longstrider** +10' | **Greater Longstrider** +20'

Languages: Druidic, Polyglot, Taldane

Performance Combat: +2

Str: +5	Acrobatics: +21	Fly: +5 [untrained]	Profession Herdsman: +11
Dex: +5	Appraise: +0 [untrained] [Slot Flawed Scarlet Blue Sphere Ioun Stone, +1]	Handle Animal: +4	Profession Kaer Maga Troll Augur: +11
Con: +3 [Slot Flawed Scarlet Blue Sphere Ioun Stone, -1]	Bluff: +0 [untrained]	Heal: +7 [untrained]	Ride: +5 [untrained]
Int: +0 [Slot Flawed Scarlet Blue Sphere Ioun Stone, +1]	Climb: +5 [untrained]	Intimidate: +4	Sense Motive: +11
Wis: +7	Diplomacy: +4 [006 +2 in Qadira and vs Worshippers of Seranrae]	Knowledge Dungeoneering: +1 [Slot Flawed Scarlet Blue Sphere Ioun Stone, +1]	Spellcraft: +4 [Slot Flawed Scarlet Blue Sphere Ioun Stone, +1]
Cha: +0	Disable Device: - [untrained] [May disarm magical traps] [Slot Flawed Scarlet Blue Sphere Ioun Stone for +20 as trained, but -2 Con]	Knowledge Nature: +13 [Slot Flawed Scarlet Blue Sphere Ioun Stone, +1]	Stealth: +21
	Disguise: +0 [untrained]	Knowledge Religion: +4 [Slot Flawed Scarlet Blue Sphere Ioun Stone, +1]	Survival: +11 [Wayfinder: +2 to avoid becoming lost]
	Escape Artist: +5 [untrained]	Perception: +23 [+1 Locate Traps]	Swim: +5 [untrained]

HP: 120 | Energy Resistance Fire 10 | Giant Form +26 | Rage +26 | Rage Spell +13 | Slot Flawed Scarlet Blue Sphere Ioun Stone -12 | for 1 minute after changing shape with a polymorph effect DR 5/silver

Limited Use Abilities per scenario:

1 Reroll O

1 Explorer O +4 Acrobatics, Climb, Survival, Swim and half armor check penalties.

1 Prepared Agent O +1 bonus on knowledge or diplomacy check to gather information.

Limited Use Abilities per day:

1 Redirection O

1 Pearl of Power level 1 O

6 Goz Mask OOOOO O | Water Breathing 1 min

5 Wild Shape OOOOO | 13 hours, Beast Shape III (Dinosaurs and Megafauna Only), Giant Form I | for 1 minute after changing shape with a polymorph effect DR 5/silver

4 Martial Flexibility OOOO

10 Destructive Smite OOOOO OOOOO | +5 damage

1 Shifter's Belt O

10 Rage OOOOO OOOOO | +4 Str, +4 Con, +2 Will, -2 AC, Immune to fatigue

Limited Use Items:

2 Sunrods OO
12 Trail rations OOOOO OOOOO OO 10 Sling Bullets OOOOO OOOOO
18 Sharpstone Bullets OOOOO OOOOO OOOOO OOO
6/7 Wand of Protection from Evil OOOOO O
8/50 Wand of Heroism OOOOO OOO
16/50 Wand of level 5 Magic missile OOOOO OOOOO OOOOO O
18/50 Wand of Cure Light Wounds OOOOO OOOOO OOOOO OOO
42/50 Wand of Shield OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOO
38/50 Wand of Mage Armor OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOO
38/50 Wand of False Life OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOO
48/50 Wand of Mirror Image OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
OOOOO OOO

Limited Use Boons:

3 Expedition Coordinator (Season 8) OOO: Forgo downtime to complete un-completed goal for prestige point.
1 Explore Report Cooperate Boon (003) O: Free or Immediate action, determine whether an action would help or hinder PFS success conditions.
1 Prized Find (003) O: Earn a 2nd prestige point after all.
1 Pharasma's Blessing (004) O: Reroll a single attack roll or save vs Undead.
1 (005) O: In Erogan capital of Chelias, may get a free Divination spell from a Cleric of Asmodeus.
1 Roidiran Phantom (006) O: +1d6-2 on one skill check
1 Righteous Redemption (007) O: Redeem for valuable prizes in Lastwall or between adventures.
3 Worthy Foe (007) OOO: Swift Action +2 Attack, Damage, Dodge Bonus to AC vs Dragons and Humanoids of the Reptilian Subtype, or +2 Bonus on Saving Throws Caster Level Checks and +1 on DC of own spells vs Dragons and Humanoids of the Reptilian Subtype.
1 Eliza's Insight (008) O: Roll twice take higher on a skill check to notice or decipher a clue.
1 The Real Lofton's Aid (008) O: Negate normal cost to secure release from imprisonment
1 Belkzen Veteran (009) O: Gain Orc Ferocity for one round
1 Martyr's Shard (009) O: enhancement bonus +1 to a weapon (does not stack) and overcome damage reduction and regeneration
1 Scarred Champion (009) O: When would fail a save vs an undead creature, roll 1d6 and increase save by that amount
1 Peacemaker of Brevoiy (010) O: Purchase Country Estate vanity in Brevoiy, and all characters now have access to Kingmaker Noble Born trait!
1 Hurricane Tempered (011) O: Cross boon off to treat all wind effects as lower by 1 category per Air Affinity boon [+1]
2 Wary of Space (013) OO: +2 Bonus on any saving throw vs an aberation or a creature from the dark Tapestry.
1 Duskwarden's Favor (015) O: Ranger Favored Terrain Underground ability for rest of session.
1 Automoton-Aided Convalescence (020) O: While in the River Kingdoms (or at the end of an adventure before receiving a Chronicle sheet or reporting the character as dead) to reduce the Prestige Point cost of any one spellcasting service of the conjuration (healing) subschool by 5 (minimum 0).
1 Healing Waters (021) O: Like a potion of Heal

Sotcerer [Eldritch Scrapper]: 10 DC: 10+spell level Concentration: +1

4 Sorcerer level 0 spells (DC 10):

Dancing Lights, Message, Open/Close, Prestidigitation

3 Sorcerer level 1 spells (DC 11):

Mage Armor, Shield

Oracle [Seeker]: 10 DC: 10+spell level Concentration: +1

4 Oracle level 0 spells (DC 10):

Bleed, Guidance, Mending, Scrivener's Chant

3 Oracle level 1 spells (DC 11):

Cure Light Wounds, Divine Favor, Shield of Faith

Druid CL: 12 (13 vis-a-vis Polymorph subschool) DC: 17+spell level Concentration: +19 (+20 vis-a-vis Polymorph subschool)

4 Druid level 0 spells (DC 17):

_____ . _____ .

_____ . _____ .

6+1 Druid level 1 spells (DC 18):

_____ O . _____ O .

_____ O . _____ O .

_____ O . _____ O .

Domain Spell: True Strike _____ O .

6+1 Druid level 2 spells (DC 19):

_____ O . _____ O .

_____ O . _____ O .

_____ O . _____ O .

Domain Spell: Bull's Strength _____ O .

5+1 Druid level 3 spells (DC 20):

_____ O . _____ O .

_____ O . _____ O .

_____ O . **Domain Spell: Rage** _____ O .

4+1 Druid level 4 spells (DC 21):

_____ O . _____ O .

_____ O . _____ O .

Domain Spell: Inflict Crit Wounds O .

3+1 Druid level 5 spells (DC 22):

_____ O . _____ O .

_____ O . **Domain Spell: Shout** _____ O .

Spomntaneous Casting: Can convert any level 1 spell into **Summon Nature's Ally I** adding the **Compsagnathus** to the list, or into **Enlarge Person**. Can convert any level 2 spell into **Summon Nature's Ally II** adding the Dimorphodon to the list. Can convert any level 3 spell into **Summon Nature's Ally III** adding the Velociraptor to the list. Can convert any level 4 spell into **Summon Nature's Ally IV** adding the Ogre and Parasaurolophus to the list. Can convert any level 5 spell into **Summon Nature's Ally V** adding the Glyptodon and Iguanodon to the list.

Always on:

Ring of Minimal Energy Resistance Fire: Energy Resistance Fire 10

Bloodline Arcana [Div]: Whenever dealing damage to more than one creature with a spell that affects an area, the save DCs of all own spells increases by 1 for 1d4 rounds.

Combat Reflexes: Can make AoOs while flat footed, 4/round -1 Enlarge Person

Deliquescent gloves: Can use natural attacks or unarmed strikes, without suffering damage from oozes.

Goz Mask: See through fog, smoke, obscuring vapor, etc.

Guiding Compass If fail save vs an effect that allows additional saves to mitigate, gain +2 bonus on subsequent saves.

Lame: Base land speed reduced 10' (5' if starting less than 30) Immune to Fatigue

Life link: At start of turn, a bonded person with active link missing 5 hp or more heals 5 hp.

Trackless Step: Leaves no trail in surroundings and cannot be tracked.

Spectacles of Understanding: Read all languages, as though under a comprehend languages spell.

Woodland Stride: Move through any undergrowth at normal speed, without taking damage or suffering impairment.

Fangwood Keep Lodge: While in Nirmathas, may requisition 10 pp worth of follower vanities (ie Chronicler [10], Foreign Contact [2], Guide [2], Herald [1], Hunter [3], Lookout [4], Porter [5], Scholar [4], Seneschal [2], Squire [4]).

Immediate Actions:

Divine Interference:

When an enemy hits an ally within 30', sacrifice one spell level 1 or higher to force the enemy to reroll, with a penalty equal to the level of the spell sacrificed. This may not be used against the same creature again for one day.

Life link: End as many life links as wanted.

Redirection:

Use one use of **Redirection**. As an immediate action, attempt a reposition or trip combat maneuver against a threatened creature which attacks him. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 17). +2 bonus on the reposition or trip combat maneuver check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking him; the benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply.

Free actions:

Declare the next attack a **Destructive Smite**, spending one use.

Air Affinity (011)

Swift actions:

Move actions:

Use **Martial Flexibility**: A brawler can take a move action and use Martial Flexibility to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites.

Arcane Strike - +1 damage with swift action, and weapons are considered magic [Core]

Belier's Bite - Your unarmed strikes cause your opponent to bleed [Cheliox]

Blind Fight - Reroll miss chances for concealment [Core]

Combat Casting - You are adept at spellcasting when threatened or distracted [Core]

Dedictaed Adversary - Choose one creature type, gained favored enemy +2 att dmg etc [Dirty Tactics Toolbox]

Defensive Combat Training (+6) - Use your total Hit Dice as your BAB for CMD [Core]

Dazing Fist [DC20 up to 2 times, once per round] – Daze em, 1 round [Advanced Class Guide]

Dirty Fighting - If flanking, use a combat maneuver without provoking [Dirty Tactics Toolbox]

Dodge - +1 dodge bonus to AC [Core]

Dragon Style - You call upon the spirit of dragonkind, gaining greater resilience, mobility, and fierceness from the blessing of these great beings [Ultimate Combat]

Eldritch Claws – Natural Weapons magic and silver [Advanced Player's Guide]

Exotic Weapon Proficiency - No penalty on attacks made with one exotic weapon [Core]

Horn of the Criosphynx – double strength bonus w 2h weapons [People of the Sands]

Improved Bull Rush [Core]

Improved Grapple – You are Skilled at Grappling Opponents [Core]

Improved Sunder [Core]

Intimidating Prowess - Your physical might is intimidating to others [Core]

Jabbing Style - A cluster of quick strikes deals more damage than a single roundhouse swing [Advanced Class guide]

Panther Style - You can strike back at enemies who attack you when you move [Ultimate Combat]

Pummeling Style - Your unarmed strikes weave together in an effortless combo, focusing on the spots you've weakened with the last hit [Advanced Class Guide]

Rat Catcher – Damage half damage to swarms with blunt melee attacks, take half damage from swarms! [Heroes of the Streets]

Rending Fury: Rend succeeds when hitting with half the usual number of claws [Ultimate Combat]

Scorpion Style - You can perform an unarmed strike that greatly hampers your target's movement [Core]

Step Up - Take a 5-foot step as an immediate action [Core]

Throw Anything - No penalties for improvised ranged weapons [Core]

Vital Strike – Single Deadly Attack [Core]

Weapon Focus - +1 bonus on attack rolls with one weapon [Core]

Standard:

Life Link: Create a life link bond with up to one target at a time. Bond goes away if distance between two becomes more than 110 feet.

Light: Use Wayfinder to cast light

Shifter's Belt: Use Shifter's Belt to change shape while under polymorph effect

Pearl of Power: Use Pearl of Power to restore level 1 spell

Wild Shape: Use one use of Wild Shape

Melee Touch: +12

Ranged Touch: +12

1h +1 Temple Sword: +13/+8 to hit 1d8+6 (19-20/x2) S [Deliquescent Gloves 1d6 acid]

2h +1 Temple Sword: +13/+8 to hit 1d8+8 (19-20/x2) S [Deliquescent Gloves 1d6 acid]

2h Longspear: +12/+7 to hit 1d8+7 (20/x3) P Reach [Deliquescent Gloves 1d6 acid]

Unarmed Strike: +14/+9 to hit 1d6+7 Magic (20/x2) B [Deliquescent Gloves 1d6 acid] [Deliquescent Gloves 1d6 acid]

1h Club: +12/+7 to hit 1d6+5 (20/x2) B [Deliquescent Gloves 1d6 acid]

Ranged Club: +12 to hit 1d6+5 (20/x2) B 10' range

Ranged Sling: +12 to hit 1d4+5 (20/x2) B 50' range

Ranged Sling, Sharpstone: +12 to hit 1d6+5 (20/x2) B/P or B/S 50' range

CMB: +13 | +2 Reposition (no AoO with Reposition) | +4 Giant Form

Full round:

Flurry 1h +1 Temple Sword: +12/+12/+7 to hit 1d8+6 (19-20/x2) S [Deliquescent Gloves 1d6 acid]

Flurry 2h +1 Temple Sword: +12/+12/+7 to hit 1d8+8 (19-20/x2) S [Deliquescent Gloves 1d6 acid]

Flurry Unarmed Strike: +12/+12/+7 to hit 1d6+7 Magic (20/x2) B [Deliquescent Gloves 1d6 acid]

Troll form: Bite +16 to hit 1d8+10 Magic (20/x2) B/P/S

Claws +16/+16 to hit 1d6+10 Magic (20/x2) B/P/S [Deliquescent Gloves 1d6 acid]

Rend [if 2 claws hit]: 2d6+14 Magic B [Deliquescent Gloves 1d6 acid]

General Combat Bonuses:

Giant Form: +3 to hit +3 to damage (+4.5 for 2h weapons), damage die increases by 1 (1d8 becomes 2d6), +5' to reach

Lunge: Reach +5', -2 AC

Power Attack: -2 to hit, +4(6) to damage

Rage: +2 to hit, +2(3) to damage

Deliquescent Gloves: +1d6 Acid damage

Destructive Smite: +5 to damage, 1 melee attack

Divine Favor Spell: +1 to hit +1 to damage

Rage Spell: +1 to hit, +1(1.5) to damage

One Round:**Long Checks:**

Primal Empathy: +9 Improve the attitude of an animal that is size Large or larger. -4 vs a Large or larger magical beast.

Don Sleeves of Many Garments: The wearer of these sleeves can, when she slips them on, choose to transform the appearance of her current garments into any other non-magical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

Borderland Keep Property Vanity (001): Forgo Dayjob check to recover 1 prestige point.