

Reader, Skylar Evans

Player: Scott Gray

Male human (Chelaxian) brawler 3 - CR 2

Neutral Good Humanoid (Human); Deity: Desna; Age: 21;
Height: 5' 8"; Weight: 170lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+3	+2				
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+3 =	+1	+2				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+4	+2	+2					+8

Touch AC	12	Flat-Footed AC	16	
	BAB	Strength	Size	Misc

CM Bonus +6 =	+3	+3	-	-
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+7 Grappling

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	18 = 10	BAB	Strength	Dexterity	Size
		+3	+3	+2	-

19 vs. Grapple

Base Attack	+3	HP	31
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Anatomist: +1 trait bonus to confirm threats

Initiative	+2	Damage / Current HP	
Speed	30 ft		

Dan bong

Main hand: +6, 1d3+3

Main w/ offhand: +0, 1d3+3

Main w/ light off.: +2, 1d3+3

Offhand: -2, 1d3+1

Flurry: +4/+4, 1d3+3

Ranged: +5, 1d3+3

Ranged w/ offhand: -1, 1d3+3

Ranged w/ light off.: +1, 1d3+3

Ranged offhand: -3, 1d3+1

Ranged Flurry: +3/+3, 1d3+3

Anatomist: +1 trait bonus to confirm threats

Crit: 19-20/x2
Rng: 10'
Light, B, Blocking,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (2)	3	
Appraise	+1	INT (1)	-	
Bluff	-2	CHA (-2)	-	
Climb	+7	STR (3)	1	
Craft (painting)	+9	INT (1)	3	
Diplomacy	-1	CHA (-2)	1	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	+2	CHA (-2)	1	
Knowledge (local)	+7	INT (1)	3	
Knowledge (religion)	+4	INT (1)	3	
Perception	+8	WIS (2)	3	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+2	DEX (2)	-	
Survival	+5	WIS (2)	3	
Swim	+3	STR (3)	-	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Believer's Boon

Your deity rewards you for your faithfulness.

Prerequisites: Wis 13, alignment must be within one step of your deity's.

Feats

Butterfly's Sting

You can forgo a critical hit in order to pass it on to an ally.

Prerequisites: Combat Expertise, worshiper of Desna.

Combat Expertise +/-1

Bonus to AC in exchange for an equal penalty to attack.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness

You gain +3 hit points.

Traits

Anatomist

+1 to confirm critical hits.

Called (1/day)

Reroll a natural 1 on an attack roll and take the second result instead.

Heavy shield bash

Main hand: **+6, 1d4+3**

Crit: x2

Both hands: **+6, 1d4+4**

1-hand, B

Main w/ offhand: **+0, 1d4+3**

Main w/ light off.: **+2, 1d4+3**

Offhand: **-4, 1d4+1**

Flurry: **+4/+4, 1d4+3**

Anatomist: +1 trait bonus to confirm threats

Masterwork emei piercer

Main hand: **+7, 1d3+3**

Crit: 19-20/x2

Main w/ offhand: **+1, 1d3+3**

Light, P, Monk

Main w/ light off.: **+3, 1d3+3**

Offhand: **-1, 1d3+1**

Flurry: **+5/+5, 1d3+3**

Anatomist: +1 trait bonus to confirm threats

Sling

Ranged: **+5, 1d4+3**

Crit: x2

Ranged, both hands: **+5, 1d4+4**

Rng: 50'

Ranged w/ offhand: **-1, 1d4+3**

1-hand, B

Ranged w/ light off.: **+1, 1d4+3**

Ranged offhand: **-5, 1d4+1**

Anatomist: +1 trait bonus to confirm threats

Sling bullets

Crit: N/A

Ammo

Anatomist: +1 trait bonus to confirm threats

Sling bullets

Crit: N/A

Ammo

Anatomist: +1 trait bonus to confirm threats

Experience & Wealth

Experience Points: **5000/9000**

Current Cash: **350 gp**

Unarmed strike

Main hand: **+6, 1d6+3**

Crit: x2

Main w/ offhand: **+0, 1d6+3**

Light, B

Main w/ light off.: **+2, 1d6+3**

Offhand: **-2, 1d6+1**

Flurry: **+4/+4, 1d6+3**

Anatomist: +1 trait bonus to confirm threats

Mithral chain shirt

+4

Max Dex: +6, Armor Check: -

Spell Fail: 10%, Light

Mithral heavy steel shield

+2

Max Dex: -, Armor Check: -

Spell Fail: 5%, Shield

Gear

Total Weight Carried: 46/260 lbs,

Encumbrance Ignored

(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Artisan's tools, masterwork (Craft [painting]) 5 lbs

Backpack (19 @ 15.5 lbs) 2 lbs

Belt pouch (5 @ 2.5 lbs) 0.5 lbs

Cleric's vestments <In: Backpack (19 @ 15.5 lbs)> 6 lbs

Dan bong x6 -

Everburning torch <In: Backpack (19 @ 15.5 lbs)> 1 lb

Explorer's outfit (Free) -

Hat 0.5 lbs

Heavy shield bash -

Holy symbol, wooden (Desna) x26 -

Holy text (Desna's Dreams) <In: Backpack (19 @ 15.5 lbs)> -

Masterwork emei piercer -

Mithral chain shirt 12.5 lbs

Mithral heavy steel shield 7.5 lbs

Sling -

Sling bullets x15 <In: Backpack (19 @ 15.5 lbs)> 0.5 lbs

Sling bullets x5 <In: Belt pouch (5 @ 2.5 lbs)> 0.5 lbs

Sunrod <In: Backpack (19 @ 15.5 lbs)> 1 lb

Special Abilities

Believer's Boon Domain (Liberation)

Granted Powers: You are a spirit of freedom and a staunch foe against all who would enslave and oppress.

Brawler's Flurry +1/+1 (Ex)

Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close

Liberation (1 rounds/day) (Su)

You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your cleric level, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom*

Special Abilities

Martial Flexibility (move action, 4/day) (Ex)

A brawler can take a move action 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. She may use this ability a number of times per day equal to

Unarmed Strike (1d6)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand

Tracked Resources

Called (1/day)	<input type="checkbox"/>
Dan bong	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Liberation (1 rounds/day) (Su)	<input type="checkbox"/>
Martial Flexibility (move action, 4/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sling bullets	<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"/>
Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/>

Languages

Common

Infernal

Sourcebooks Used

- **Advanced Class Guide** - Believer's Boon (feat); Brawler (class)
- **Advanced Player's Guide Traits / Character Traits** - Web Enhancement - Anatomist (trait)
- **Faiths of Purity / Inner Sea Gods** - Butterfly's Sting (feat)
- **Inner Sea Races / Inner Sea World Guide** - Chelaxian (race option)
- **Quests & Campaigns** - Called (trait)
- **Ultimate Combat / Ultimate Equipment** - Dan bong (weapon); Emei piercer (weapon)
- **Ultimate Equipment** - Hat (equipment); Holy text (equipment)

Believer's Boon Feat

Your deity rewards you for your faithfulness.

Prerequisites: Wis 13, alignment must be within one step of your deity's.

Benefit: When you take this feat, choose one domain granted by your deity. You can use the 1st-level domain ability that clerics of that domain can use a number of times or rounds per day, but you can use it only once per day or 1 round per day, whichever is appropriate. Your effective cleric level in regard to this ability is 1st level. If the domain has a 1st-level ability that does not meet this specification, you cannot use it.

Special: You can take this feat twice. When you take it a second time, you choose another domain granted by your deity.

If you grossly violate the code of conduct required by your deity, your alignment shifts so that it is more than one step away from your deity's, or you no longer worship your deity, you lose access to this feat. You can regain it once you atone for your misdeeds to your deity (see the *atonement* spell on page 245 of the *Pathfinder RPG Core Rulebook*).

Appears In : Advanced Class Guide

Butterfly's Sting Feat

You can forgo a critical hit in order to pass it on to an ally.

Prerequisites: Combat Expertise, worshiper of Desna.

Benefit: When you confirm a critical hit against a creature, you can choose to forgo the effect of the critical hit and grant a critical hit to the next ally who hits that creature with a melee attack before the start of your next turn. Your attack only deals normal damage, and the next ally to hit the target automatically confirms the attack as a critical hit.

Appears In : Faiths of Purity, Inner Sea Gods

Combat Expertise +/-1 Feat

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Improved Unarmed Strike Feat

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Toughness Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Anatomist Trait

You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Called (1/day) Trait

Your deity or a powerful spirit spoke to you when you were young, dropping cryptic hints about the important destiny that lay before you and how you must win your fights if you are to achieve your predetermined greatness. Once per day upon rolling a natural 1 on an attack roll, you may reroll the die and take the second result instead.

Suggested Characters : Oracles, paladins, Ulfen.

Appears In : Quests & Campaigns

Unarmed Strike (1d6) Unknown

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

Brawler's Flurry +1/+1 (Ex) Class Ability (Brawler)

Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the "monk" special feature. She does not need to use two different weapons to use this ability.

A brawler applies her full Strength modifier to her damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A brawler can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brawler's flurry. A brawler with natural weapons can't use such weapons as part of brawler's flurry, nor can she make natural weapon attacks in addition to her brawler's flurry attacks.

At 8th level, the brawler gains use of the Improved Two-Weapon Fighting feat when using brawler's flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using brawler's flurry.

Liberation (1 rounds/day) (Su) **Class Ability (Believer's Boon,**

You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your cleric level, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

Martial Flexibility (move action, 4/day) (Ex) **Class Ability (Brawler)**

A brawler can take a move action 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. She may use this ability a number of times per day equal to $3 + 1/2$ her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a brawler can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a brawler can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a brawler can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a brawler can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.