

PFS: #14034-1508

Age: 49

Alignment: Chaotic Good

Home Region: Mendev

Special Initiative Bonus: +0

AC: 16 [-1 AC while raging] [-1 while fatigued, -1 / action] [-1 Sluggish 1 while wielding large flachion]

TAC: 14 [-1 AC while raging] [-1 while fatigued, -1 / action] [-1 Sluggish 1 while wielding large flachion]

Fort: +5 [-1 while fatigued, -1 / action]

Reflex: +2 [-1 while fatigued, -1 / action] [-1 Sluggish 1 while wielding large flachion]

Will: +4 [-1 while fatigued, -1 / action]

Hit Points: 25 [+4 temp HP while raging]

Hero Points: 1/3

Resonance: 0**Perception:** +4 [Trained] [Darkvision]

Speed: 20'

Languages: Common, Dwarven

Skills:

Str: +4 [18]	Acrobatics: -4 [-1 Sluggish 1 while wielding large flachion]	Nature: +1	Smithing Lore: +1 [Trained]
Dex: +1 [12]	Arcana: -1	Occultism: -1	Lore:
Con: +3 [16]	Athletics: +1 [Trained]	Performance: -2	Lore:
Int: +0 [10]	Crafting: +1 [+2 blacksmithing] [Trained]	Religion: +1	Lore:
Wis: +2 [14]	Deception: -2	Society: -1	Lore:
Cha: -1 [8]	Diplomacy: -2	Stealth: -4 [-1 Sluggish 1 while wielding large flachion]	Lore:
	Intimidation: +0 [Trained]	Survival: +1	Lore:
	Medicine: +1	Thievery: -4 [-1 Sluggish 1 while wielding large flachion]	Lore:

Weapons:

2-h Large sized Falchion:

+4/-1/-6 to hit [Including -1 Sluggish for wielding large flachion]

[-1 while fatigued, -1 / action] 1d10+4 [2d10+8] S

[Raging: +4 [+8] conditional bonus]

[Forceful: +0 [+0] / +1 [+2] / +2 [+4] damage]

[Sweep: +1 to hit if a different opponent was already hit this round]

Fist:

+5/+1/-3 to hit

[-1 while fatigued, -1 / action]

[-1 Sluggish 1 while wielding large flachion]

Agile, Finesse, Nonlethal, Unarmed

1d4+4 [2d4+8] S Nonlethal

[Raging: +1 [+2] conditional bonus]

Free actions:

- Maintain Balance [Acrobatics, free] -4 [-1 Sluggish 1 while wielding large flachion]
- Delay

Reactions:

- Grab Edge [Acrobatics, reaction] -4 [-1 Sluggish 1 while wielding large flachion]
- Aid [after having prepared to help]

1 Actions:

- Rage [cannot be fatigued, raging] Lasts 3 rounds, -1 penalty to AC, +2 conditional bonus to damage, can't use actions with the concentrate trait, after raging can't use rage again for 1 round and fatigued for 1 round, cannot voluntarily stop raging. Using large weapons, conditional bonuses to damage are doubled.
- Recall Knowledge [Arcana, action] -1 [Can't in Rage]
- Recall Knowledge [Lore, action] +1 [Can't in Rage]
- Recall Knowledge [Nature, action] +1 [Can't in Rage]
- Recall Knowledge [Occultism, action] -1 [Can't in Rage]
- Recall Knowledge [Religion, action] +1 [Can't in Rage]
- Recall Knowledge [Society, action] -1 [Can't in Rage]
- Balance [Acrobatics, action] -4 [-1 Sluggish 1 while wielding large flachion]
- Escape [Acrobatics, action] -4 [-1 Sluggish 1 while wielding large flachion]
- Tumble through [Acrobatics, action] -4 [-1 Sluggish 1 while wielding large flachion]
- Assist
- Crawl
- Drop Prone
- Interact
- Leap
- Seek
- Stand

2 Actions:

- High Jump [Athletics, action] +1
- Long Jump [Athletics, action] +1

3 Actions:

Activities:

- Squeeze [Acrobatics, activity] -4 [-1 Sluggish 1 while wielding large flachion]
- Repair [Crafting, activity] +1 [+2 Blacksmith]
- Impersonate [Deception, activity] -2 [Can't in Rage]
- Gather Information [Diplomacy, activity] -2
- Make an Impression [Diplomacy, activity] -2 [Can't in Rage]

- Drop Item
- Speak

- Arrest a Fall
- Ancient's Blood: +2 circumstance bonus to save against magical effect

- Break Grapple [Athletics, action] +1
- Break Open [Athletics, action] +1
- Climb [Athletics, action] +1
- Grapple [Athletics, action] +1
- Shove [Athletics, action] +1
- Swim [Athletics, action] +1
- Trip [Athletics, action] +1
- Create a Diversion [Deception, action] -2
- Lie [Deception, action] -2 [Can't in Rage]
- Request [Diplomacy, action] -2 [Can't in Rage]
- Demoralize [Intimidation, action] +0 [Can't in Rage]
- Administer First Aid [Medicine, action] +1
- Command an Animal [Nature, action] +1 [Can't in Rage]
- Handle an Animal [Nature, action] +1 [Can't in Rage]
- Perform [Performance, action] -2 [Can't in Rage]
- Conceal an Object [Stealth, action] -4
- Hide [Stealth, action] -4
- Sneak [Stealth, action] -4
- Palm an Object [Thievery, action] -4
- Steal an Object [Thievery, action] -4
- Disarm [Athletics, trained, action] +1
- Step
- Stride
- Strike
- Take Cover
- Breathe Deep
- Mount
- Point Out

- Ready
- Sudden Charge: Stride double speed and make a melee attack

- Coerce [Intimidation, activity] +0 [Can't in Rage]
- Subsist on the Streets [Society, activity] -1
- Sense Direction [Survival, activity] +1
- Survive in the Wild [Survival, activity] +1
- Craft [Crafting, trained, activity] +1 [+2 Blacksmith]
- Practice a Trade [Lore, trained, activity] +1

