

Name: Brokkr Osvifsson the Unworthy
Ancestry: Dwarf
Class: Barbarian (Giant totem)
Background: Blacksmith
Special Initiative Bonus: +0

Played By: Scott David Gray
Gender: Male
Size: Medium 4'2" 185 lbs
Home Region: Mendev

PFS: #14034-1508
Age: 49
Alignment: Chaotic Good

AC: 22 [-1 AC while raging] [-1 while fatigued, -1 / action] [-1 Sluggish 1 while wielding large flachion]
TAC: 20 [-1 AC while raging] [-1 while fatigued, -1 / action] [-1 Sluggish 1 while wielding large flachion]
[Deny advantage: Not made flat-footed by creatures of level or lower or by unseen creatures]
Fort: [Expert] +11 [-1 while fatigued, -1 / action] [Mountain roots: +2 shove, trip] [Toughness: +1 recovery saves]
Reflex: [Trained] +8 [-1 while fatigued, -1 / action] [-1 Sluggish 1 while wielding large flachion] [Mountain roots: +2 shove, trip; move only half distance] [Toughness: +1 recovery saves]
Will: [Expert] +10 [-1 while fatigued, -1 / action] [Toughness: +1 recovery saves]
Hit Points: 95 [+9 temp HP while raging]
Hero Points: 1/3
Resonance: 2/2
Perception: +9 [Expert] [Darkvision]
Speed: 20' [Mountain roots: If forced to move 10' or more, only move half distance]
Languages: Common, Dwarven
Skills:

Str: +4 [19]	Acrobatics: +4 [-1 Sluggish 1 while wielding large flachion] [Trained]	Nature: +4	Smithing Lore: +5 [Trained]
Dex: +2 [14]	Arcana: +1	Occultism: +1	Lore:
Con: +4 [18]	Athletics: +7 [Expert]	Performance: +0	Lore:
Int: +0 [10]	Crafting: +6 [+2 blacksmithing] [Expert]	Religion: +4	Lore:
Wis: +3 [16]	Deception: +0	Society: +1	Lore:
Cha: -1 [8]	Diplomacy: +0	Stealth: +0 [-1 Sluggish 1 while wielding large flachion]	Lore:
	Intimidation: +4 [Trained]	Survival: +8 [Trained]	Lore:
	Medicine: +8 [Trained]	Thievery: +0 [-1 Sluggish 1 while wielding large flachion]	Lore:

Weapons:**+1 2-h Large sized Falchion:**

+9/+4/-1 to hit [Including -1 Sluggish for wielding large flachion]

[-1 while fatigued, -1 / action]

[Furious focus: Don't take

multi-attack penalty for

misses]

2d10+4 [4d10+8] S

[Raging: +6 [+12] conditional bonus, critical brutality target flat footed 1 round]

[Forceful: +0 [+0] / +2[+4] / +4[+6] damage]

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

Cold Iron Warhammer:

+10/+5/+0 to hit

[-1 while fatigued, -1 / action]

[-1 Sluggish 1 while wielding large flachion]

[Furious focus: Don't take multi-attack penalty for misses]

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

[Raging: +3 [+6] conditional bonus, critical brutality target knocked prone]

Shove

Fist:

+9/+5/+1 to hit

[-1 while fatigued, -1 / action]

[-1 Sluggish 1 while wielding large flachion]

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

[Raging: +3 [+6] conditional bonus, critical brutality fort save or slowed 1 til end of next turn]

Agile, Finesse, Nonlethal, Unarmed

Composite Shortbow:

+7/+2/-3 to hit

[-1 while fatigued, -1 / action]

1d6+2 [2d6+10+d10] P

[Raging: +3 [+6] conditional bonus]

Deadly d10, Propulsive

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]
- Arrest a Fall

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] +5 [Can't in Rage]
- Recall Knowledge [Nature, action] +4 [Can't in Rage]
- Recall Knowledge [Occultism, action] +1 [Can't in Rage]
- Recall Knowledge [Religion, action] +4 [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]
- Break Grapple [Athletics, action] +7
- Assist
- Crawl
- Drop Prone
- Interact
- Leap (+5 vertical and +5 horizontal)
- Seek
- Stand

2 Actions:

- Ready

3 Actions:**Activities:**

- Squeeze [Acrobatics, activity] +4 [-1 Sluggish 1 while wielding large flachion]
- Repair [Crafting, activity] +6 [+2 Blacksmith]
- Impersonate [Deception, activity] +0 [Can't in Rage]
- Gather Information [Diplomacy, activity] +0
- Make an Impression [Diplomacy, activity] +0 [Can't in Rage]
- Coerce [Intimidation, activity] +4 [Can't in Rage]
- Treat Disease [Medicine, trained, activity] +8

- Drop Item
- Speak

- Ancient's Blood: +2 circumstance bonus to save against magical effect
- Attack of Opportunity [1x/day] O

- Break Open [Athletics, action] +7
- Climb [Athletics, action] +7
- Grapple [Athletics, action] +7
- Shove [Athletics, action] +7
- Swim [Athletics, action] +7
- Trip [Athletics, action] +7
- Create a Diversion [Deception, action] +0
- Lie [Deception, action] +0 [Can't in Rage]
- Request [Diplomacy, action] +0 [Can't in Rage]
- Demoralize [Intimidation, action] +4 [Can't in Rage]
- Administer First Aid [Medicine, action] +8
- Command an Animal [Nature, action] +4 [Can't in Rage]
- Handle an Animal [Nature, action] +4 [Can't in Rage]
- Perform [Performance, action] +0 [Can't in Rage]
- Conceal an Object [Stealth, action] +0
- Hide [Stealth, action] +0
- Sneak [Stealth, action] +0
- Palm an Object [Thievery, action] +0
- Steal an Object [Thievery, action] +0
- Maneuver in Flight [Acrobatics, trained] +4
- Disarm [Athletics, trained, action] +7
- High Jump [Athletics, action] +7 (no initial stride)
- Long Jump [Athletics, action] +7 (no initial stride)
- Step [Rock Runner: Ignore difficult terrain rock]
- Stride
- Strike
- Take Cover
- Breathe Deep
- Mount
- Point Out

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

- Treat Poison [Medicine, trained, activity] +8
- Subsist on the Streets [Society, activity] +1
- Sense Direction [Survival, activity] +8
- Survive in the Wild [Survival, activity] +8
- Track [Survival, trained, activity] +8
- Cover Tracks [Survival, trained, activity] +8
- Craft [Crafting, trained, activity] +6 [+2 Blacksmith]
- Practice a Trade [Lore, trained, activity] +5