

CHARACTER					
NAME Level 5: Brokk Osvifsson the Unworthy			PLAYER Scott David Gray		
CLASS/LEVEL	Barbarian 5	ANCESTRY	Dwarf	EXPERIENCE	12
BACKGROUND	Blacksmith	ALIGNMENT	Chaotic Good	DEITY	Reymenda
SIZE	Medium	AGE	49	HEIGHT	50
				WEIGHT	185
GENDER	Male	HAIR	Multi-colored, spiky, black beard	EYES	Black and bloodshot
				SKIN	Tattooed
LANGUAGE(S) Common, Dwarven					






SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
20 ft.	19	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
95	95	0

SENSES					
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC
Perception (Wis)	+9 =	+3	●●●● E	+6	+0

SAVING THROWS					
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC
Fort (Con)	+11 =	+4	●●●● E	+6	+1
Ref (Dex)	+8 =	+2	●●●● T	+5	+1
Will (Wis)	+10 =	+3	●●●● E	+6	+1

ARMOR CLASS					
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC
AC ARMOR CLASS	22 = 10	+2	●●●● T	+5	+5
TAC TOUCH ARMOR CLASS	20 = 10	+2	●●●● T	+5	+3

SKILLS						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC	
<input type="checkbox"/> ACROBATICS  (DEX)	+4 =	+2	● ● ● ● T	+5	-3	
<input type="checkbox"/> ARCANA (INT)	+1 =	+0	● ● ● ● U	+1	+0	
<input type="checkbox"/> ATHLETICS  (STR)	+7 =	+4	● ● ● ● E	+6	-3	
<input type="checkbox"/> CRAFTING (INT)	+6 =	+0	● ● ● ● E	+6	+0	
<input type="checkbox"/> DECEPTION (CHA)	+0 =	-1	● ● ● ● U	+1	+0	
<input type="checkbox"/> DIPLOMACY (CHA)	+0 =	-1	● ● ● ● U	+1	+0	
<input type="checkbox"/> INTIMIDATION (CHA)	+4 =	-1	● ● ● ● T	+5	+0	
<input type="checkbox"/> MEDICINE (WIS)	+8 =	+3	● ● ● ● T	+5	+0	
<input type="checkbox"/> NATURE (WIS)	+4 =	+3	● ● ● ● U	+1	+0	
<input type="checkbox"/> OCCULTISM (INT)	+1 =	+0	● ● ● ● U	+1	+0	
<input type="checkbox"/> PERFORMANCE (CHA)	+0 =	-1	● ● ● ● U	+1	+0	
<input type="checkbox"/> RELIGION (WIS)	+4 =	+3	● ● ● ● U	+1	+0	
<input type="checkbox"/> SMITHING LORE (INT)	+5 =	+0	● ● ● ● T	+5	+0	
<input type="checkbox"/> SOCIETY (INT)	+1 =	+0	● ● ● ● U	+1	+0	
<input type="checkbox"/> STEALTH  (DEX)	+0 =	+2	● ● ● ● U	+1	-3	
<input type="checkbox"/> SURVIVAL (WIS)	+8 =	+3	● ● ● ● T	+5	+0	
<input type="checkbox"/> THIEVERY  (DEX)	+0 =	+2	● ● ● ● U	+1	-3	
<input checked="" type="checkbox"/> Signature skill  Armor check penalty applies						

ACTIONS, REACTIONS AND ACTIVITIES	
◆	Attack of Opportunity (1 /day) When a foe in reach uses manipulate or move actions, makes ranged attack, or leaves a square while making a move action, make a Strike at -2 that disrupts manipulate actions. This does not count for multiple attack penalties.
◆	Furious Focus Strike with a non-agile weapon has a failure effect of not counting towards your multiple attack penalty.
◆	Rage (-1 AC, +3 damage, +9 temp HP, 3 /round) When raging gain -1 AC, +3 damage, +9 temp HP for 3 rounds.

ABILITY SCORES					<div><div></div>Sudden Charge</div> Stride up to double your Speed and make a melee Strike.	
	SCORE	ABILITY MOD				
STR Strength	19	+4				
DEX Dexterity	14	+2				
CON Constitution	18	+4				
INT Intelligence	10	+0				
WIS Wisdom	16	+3				
CHA Charisma	8	-1				
RESONANCE POINTS						
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL		
4	4	0	-1	+5		
EQUIPMENT						
NAME			BULK			
Weapons						
+1 falchion (Trained) (L)			2			
Cold Iron Warhammer (Trained)			1			
Composite shortbow (Trained)			1.4			
Fist (Trained)						
Armor						
+1 breastplate (Trained)						
AC Bonus (+10)			2			
Speed Penalty (-5)						
Check Penalty (-3)						
Gear						
Backpack (8 @ 2.6 blk)			L			
Bedroll			L			
Belt pouch (1 @ 0 blk)			—			
Climbing kit			1			
Clothing, ordinary (5 @ 3.9 blk)			—			
Flint and steel			—			
Rations (day)			L			
Religious symbol, wooden			L			
Repair kit, expert			1			
Waterskin			L			
Alchemical Items						
Antidote, standard			L			
Antiplague, standard			L			
Silversheen			L			
Sleep poison (DC 13)			L			
			9/14 bulk			
WEALTH						

WEAPONS	
NAME	WEAPON PROPERTIES
+1 falchion (Trained) (L)	Melee +10 / +5 / +0
	Damage 2d10+4 S
	Critical 4d10+8
	Traits Forceful, sweep
Cold Iron Warhammer (Trained)	Melee +10 / +5 / +0
	Damage 1d8+4 B
	Critical 2d8+8
	Traits Shove
Composite shortbow (Trained)	Ranged +7 / +2 / -3 P
	Damage 1d6+2 P
	Critical 2d6+4+1d10
	Traits Deadly d10, propulsive
Fist (Trained)	Melee +9 / +5 / +1
	Damage 1d4+4 B
	Critical 2d4+8
	Traits Agile, finesse, nonlethal, unarmed
ACTIONS, REACTIONS AND ACTIVITIES	
<div><div></div></div>	Attack of Opportunity (1 /day) When a foe in reach uses manipulate or move actions, makes ranged attack, or leaves a square while making a move action, make a Strike at -2 that disrupts manipulate actions. This does not count for multiple attack penalties.
	Furious Focus Strike with a non-agile weapon has a failure effect of not counting towards your multiple attack penalty.
<div><div></div></div>	Rage (-1 AC, +3 damage, +9 temp HP, 3 /round) When raging gain -1 AC, +3 damage, +9 temp HP for 3 rounds.
	Sudden Charge Stride up to double your Speed and make a melee Strike.

o cp | 6 sp | 3 gp | o pp

OTHER

WEAPON PROFICIENCIES	ARMOR PROFICIENCIES
TRAINED WEAPON PROFICIENCIES All Simple Weapons, All Martial Weapons	TRAINED ARMOR PROFICIENCIES All Light Armor, All Medium Armor, All Heavy Armor, Unarmored defense

ABILITIES AND FEATS
Anathema Failing to accept a personal challenge of your strength.
Attack of Opportunity (1 /day) When a foe in reach uses manipulate or move actions, makes ranged attack, or leaves a square while making a move action, make a Strike at -2 that disrupts manipulate actions. This does not count for multiple attack penalties.
Critical Brutality Gain critical specialization effects when raging.
Darkvision You can see in the dark (black and white only).
Deny Advantage Not flat-footed vs. sensed/unseen foes unless they are higher level. Deny flanking bonus unless foe is higher level.
Furious Focus Strike with a non-agile weapon has a failure effect of not counting towards your multiple attack penalty.
Mountain Roots If forced you to move 10ft or more, you move only half the distance.
Powerful Leap When you Leap, jump 5ft vertical and +5ft horizontally.
Quick Jump As a single action use High Jump or Long Jump.
Rage (-1 AC, +3 damage, +9 temp HP, 3 /round) When raging gain -1 AC, +3 damage, +9 temp HP for 3 rounds.
Rock Runner When you Step you ignore difficult terrain made of stone and earth.
Specialty Crafting (Blacksmithing) +1 circumstance bonus when crafting items of type Blacksmithing.
Sudden Charge Stride up to double your Speed and make a melee Strike.
Titan Mauler (Totem Ability) Use larger sized weapons and double your rage damage but you have the sluggish 1 condition.
Toughness +1 circumstance bonus to recovery saves (see page 295).

WEAPONS	AMMUNITION	ARMOR

GEAR	SNARES	ALCHEMICAL ITEMS	MAGIC ITEMS
		INFUSED ALCHEMICAL ITEMS	

EXPERIENCE POINTS		NOTES
EXPERIENCE	NEXT LEVEL	<p>Brokkr was born on Desna 25, 4669. His family made weapons for Mendev's crusaders, and were known as excellent smiths.</p> <p>=====</p> <p>Brokkr's Father Alfgeir managed the forge, engineering improvements, and overseeing manufacture. His mother Freydis handled supply, purchases, and sales. His brother Eitri was the master smith, working the metal.</p> <p>=====</p> <p>Brokkr didn't have the artistry of others in his family, but he had the strength. So he worked the bellows. Keeping the bellows to an even powerful rhythm is a vital job. Loving his mother, father, and brother, and working to supply the great and noble warriors in Mendev, Brokkr did it well and faithfully.</p> <p>=====</p> <p>Brokkr was proud of his capacity and position, and was honored when his family was chosen to outfit the newest batch of recruits to the Order of the Nail, on tehirst first crusade.</p> <p>=====</p> <p>When the terrible news came back, that the new unit had fallen to a unit of Bearded Devils, the family was shocked. When the Lictor Severs DiViri brought the weapons back, it was clear why the unit had fallen. Most of the weapons had been sundered. But the breaks did not show either a narrowing or over-working of the metal, which would have implicated Eitri. And they did not show the pcks of stains that would have indicated a problem with tehforge, or with the ingots supplied. Rather, the lack of other signs as to what had made the weapons brittle, demonstraded to Brokkr that the fault had been his, in inconstant temperature in the forge.</p> <p>=====</p> <p>Brokkr left that night, leaving his Torag medallion behind. He took the tattoos, and hair dyes, and wild shaven hair of a dwarf sworn to die in battle, to restore the honor he had cost his family. He swore his oath to Reymenda, the Empyrean Lady of childlessness, that he would father no children, that he would personally avenge the mothers whose children he had lost, and he took the mantle of the troll slayer.</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
12 XP	15 XP	
Gained:		

EQUIPMENT DESCRIPTIONS

Weapons

+1 falchion

Cold Iron Warhammer

This cold iron warhammer is of expert quality, giving you a +1 item bonus to attack rolls using the weapon. This warhammer is not magical, and it has Hardness 5.

This warhammer can be made into a magic weapon, but it cannot have any weapon property runes added to it (due to it being made from cold iron).

Craft Requirements The raw materials must include 30 gp of cold iron.

Composite shortbow

Fist

Armor

+1 breastplate

Gear

Backpack (8 @ 2.6 blk)

A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.

Bedroll

Belt pouch (1 @ 0 blk)

A belt pouch can hold up to 4 items of light Bulk.

Climbing kit

This satchel includes 50 feet of hemp rope, some pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while utilizing an expert climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.

Clothing, ordinary

Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes.

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.

Rations (day)

Religious symbol, wooden

This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol of their deity as a divine focus to use certain abilities and cast some spells. A religious symbol must be held in one hand to use it.

Repair kit, expert

A repair kit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair kit to Repair items using the Crafting skill. An expert repair kit gives you a +1 item bonus to the check.

Waterskin

Alchemical Items

Antidote, standard

Antidotes come in three different types: standard, greater, and true. Upon drinking a standard antidote, you gain a +2 item bonus to Fortitude saving throws against poisons and venoms for 6 hours. A greater antidote grants a +4 item bonus to Fortitude saves against poisons and venoms for 6 hours. A true antidote grants a +4 item bonus to Fortitude saving throws against poisons and venoms for 6 hours, and when you consume a true antidote, you can immediately attempt a saving throw against one poison or venom of 10th level or lower afflicting you; if you succeed, the poison or venom is neutralized.

Antiplague, standard

Antiplague comes in three different types: standard, greater, and true. Upon drinking a standard antiplague, you gain a +2 item bonus to Fortitude saving throws against diseases for 24 hours; this applies to your daily save against a disease's progression. A greater antiplague grants a +4 item bonus to Fortitude saves against diseases for 24 hours. A true antiplague grants a +4 item bonus to Fortitude saving throws against diseases for 24 hours, and when you consume a true antiplague, you can immediately attempt a saving throw against one disease of 10th level or lower afflicting you; if you succeed, you are cured of the disease.

Silversheen

You can slather this silvery paste onto a melee or thrown weapon or a bundle of ammunition. For the next hour, any physical damage the weapon or ammunition deals is silver. Applying silversheen to a weapon or ammunition temporarily replaces any damage type from its special materials (such as cold iron). One vial coats one melee weapon, one thrown weapon, or 10 pieces of ammunition.

Sleep poison (DC 13)

Saving Throw Fortitude DC 13; **Maximum Duration** 4 hours; **Stage 1** slowed 1 (1 round); **Stage 2** asleep with no Perception check to wake up (1 round) **Stage 3** asleep with no Perception check to wake up (1d4 hours)

ABILITY DESCRIPTIONS

Anathema

Each totem lists acts that are anathema to it. Whenever you perform such acts, you lose the totem's power and any totem feats until you spend 1 day of downtime recentering yourself, though you keep all other barbarian abilities.

Attack of Opportunity (1 /day)

You gain the Attack of Opportunity reaction.

(R) ATTACK OF OPPORTUNITY

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

Make a melee Strike against the triggering creature at a -2 penalty. If the attack hits and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to it.

Critical Brutality

While you are raging, you gain access to the critical specialization effect for any melee weapon or unarmed attack you have (see page 183).

Darkvision

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block darkvision. However, a creature with greater darkvision can see through even these forms of magical darkness

Deny Advantage

You are not treated as flat-footed by creatures of your level or lower that are flanking you, though such creatures can still provide a flank to their allies. Also, you are no longer flat-footed against attacks from sensed or unseen creatures of your level or lower.

Furious Focus

Make a Strike. The Strike gains the following failure effect.

Failure This attack does not count toward your multiple attack penalty.

Mountain Roots

You can plant your feet on the ground to become nearly immovable. You gain a +2 circumstance bonus to your Fortitude or Reflex DC whenever anyone attempts to Shove or Trip you. This bonus also applies to saves against spells or effects that attempt to knock you prone. In addition, if any ability or effect would force you to move 10 feet or more in any direction, you are moved only half the distance.

Powerful Leap

When you use the Leap action, you can jump 5 feet up with a vertical Leap, and you increase the distance you can jump horizontally by 5 feet.

Quick Jump

You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride, and you don't need to have moved 10 feet.

Rage (-1 AC, +3 damage, +9 temp HP, 3 /round)

You begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier and enter a state of pure rage that lasts for 3 rounds. While you are raging, you are affected in these ways:

- Gain a +2 conditional bonus to damage rolls with melee weapons and unarmed Strikes. The bonus is halved if your weapon or unarmed Strike is agile. This bonus increases by 1 at level 3 and every 4 levels thereafter.
- Take a -1 penalty to AC.
- You can't use actions that have the concentrate trait unless they also have the rage trait. The Seek basic action gains the rage trait while you're raging.

After you have stopped raging, you lose any remaining temporary Hit Points from using the Rage action, you can't use Rage again for 1 round, and you are fatigued for 1 round. You can't voluntarily stop raging. If you stop raging before its usual duration expires, you are fatigued and can't Rage again until after the end of your next turn.

Rock Runner

Your innate connection to stone makes you adept at moving across uneven surfaces. When you take the Step action, you can ignore difficult terrain caused by uneven ground made of stone and earth. In addition, when you use the Acrobatics skill to Balance (see page 144) on narrow surfaces or uneven ground made of stone or earth, you aren't flat-footed, and you treat a success on the Acrobatics check as if it were a critical success.

Specialty Crafting (Blacksmithing)

Your training focused on Crafting one particular kind of item. Select one of the specialties listed below; you gain a +1 circumstance bonus on Crafting checks to Craft items of that type. If you have master proficiency in Crafting, this bonus increases to +2. If it's unclear whether the specialty applies, the GM decides. Some specialties might only partially apply. For example, if you were making a morningstar and had specialty in woodworking, the GM might give you half your bonus because the item requires both blacksmithing and woodworking.

Alchemy* - Alchemical items such as elixirs

Artistry - Fine art, including jewelry

Blacksmithing - Durable metal goods, including metal armor

Bookmaking - Books and paper

Glassmaking - Glass, including glassware and windows

Leatherworking - Leather goods, including leather armor

Pottery - Ceramic goods

Shipbuilding - Ships and boats

Stonemasonry - Stone goods and structures

Tailoring - Clothing

Weaving - Textiles, baskets, and rugs

Woodworking - Wooden goods and structures

* You must have the Alchemical Crafter skill feat to Craft alchemical items.

Sudden Charge

With a quick sprint, you dash up to your foe and swing. Stride up to double your Speed. If you end the move within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Titan Mauler (Totem Ability)

You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You also gain access to your choice of weapon at character creation. When you are wielding such a weapon in combat, double your conditional bonus to damage rolls from raging, but you have the sluggish 1 condition (see page 324) because of the weapon's unwieldy size. You can't remove this sluggish condition or ignore its penalties by any means while you're wielding the weapon.

Toughness

You can withstand more punishment than most before going down. Increase your maximum Hit Points by your level or 4, whichever is higher. When you reach level 5 and every time you gain a level thereafter, adjust your maximum Hit Points gained from Toughness accordingly (for example, at level 7, this feat would increase your maximum Hit Points by 7). You also decrease the DC of your recovery rolls to 9 + your dying value (see page 295).