

Estin "Tarq" Tarquil

Female Half-Orc Barbarian (Urban Barbarian) 3 - CR 2

True Neutral Humanoid (Human, Orc); Deity: **Fite Club**

ethos; Age: **17**; Height: **6'**; Weight: **236lb.**; Eyes: **blue**; Hair: **black**; Skin: **green**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
Crowbar: +2 circumstance bonus to force open a door or chest with a crowbar			
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+3	+3				
REFLEX (DEXTERITY)	+2 =	+1	+1				
Trap Sense: +1 bonus vs. traps							
WILL (WISDOM)	+2 =	+1	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11 = 10			+1					

Touch AC 11 **Flat-Footed AC** 10

Crowd Control: +1 dodge bonus when adjacent to two or more enemies, **Trap Sense:** +1 bonus vs. traps

CM Bonus	+5 =	BAB	Strength	Size	Misc
		+3	+2	-	-

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

CM Defense	16 = 10	BAB	Strength	Dexterity	Size
		+3	+2	+1	-

See the AC section (above) for situational modifiers that may also apply to CMD

Hero Points **HP** 35

Base Attack +3 **Damage / Current HP**

Crowd Control: +1 when adjacent to two or more enemies

Initiative +1

Speed 30 ft

Board

Both hands: +6, 1d10+3

Crit: x2
2-hand, B

Crowd Control: +1 when adjacent to two or more enemies



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (1)	1	
Appraise	+2	INT (2)	-	
Bluff	+0	CHA (0)	-	
Climb	+6	STR (2)	1	
Diplomacy	+4	CHA (0)	1	
Disable Device	+0	DEX (1)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Handle Animal	+1	CHA (0)	1	
Heal	+1	WIS (1)	-	
Intimidate	+6	CHA (0)	1	
Linguistics	+6	INT (2)	1	
Perception	+7	WIS (1)	3	
Profession (Dockworker)	+5	WIS (1)	1	
Ride	+1	DEX (1)	-	
Sense Motive	+2	WIS (1)	1	
Sleight of Hand	+7	DEX (1)	2	
Stealth	+3	DEX (1)	2	
Survival	+2	WIS (1)	1	
Swim	+6	STR (2)	1	
Use Magic Device	+1	CHA (0)	1	

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.

Enforcer

If you deal nonlethal damage with a melee weapon, make a free Intimidate check to demoralize.

Improved Unarmed Strike

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

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Child of the Streets

+1 to Sleight of Hand checks, Sleight of Hand is always a class skill for you.

Rough and Ready (Board)

Your intense familiarity with the tools of your trade allows you to use them in combat as if they were actual weapons and makes them more effective for that purpose than they would normally be. When you use a tool of your trade

Special Abilities

Auspicious Mark (1/rage) (Su)

The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. Once per rage, as a swift action that costs 2 rounds of rage, the barbarian can call upon the spirits' favor. Using

Cutlass

Main hand: **+5, 1d6+2**

Both hands: **+5, 1d6+3**

Main w/ offhand: **-1, 1d6+2**

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

Offhand: **-5, 1d6+1**

Crowd Control: +1 when adjacent to two or more enemies

Crit: 18-20/x2
1-hand, S

Light hammer

Main hand: **+5, 1d4+2**

Main w/ offhand: **-1, 1d4+2**

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

Offhand: **-3, 1d4+1**

Crit: x2
Rng: 20'
Light, B

Ranged: **+4, 1d4+2**

Ranged w/ offhand: **-2, 1d4+2**

Ranged w/ light off.: **+0, 1d4+2**

Ranged offhand: **-4, 1d4+1**

Crowd Control: +1 when adjacent to two or more enemies

Unarmed strike

Main hand: **+5, 1d3+2**

Main w/ offhand: **-1, 1d3+2**

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

Offhand: **-3, 1d3+1**

Crowd Control: +1 when adjacent to two or more enemies

Crit: x2
Light, B, Nonlethal

Gear

**Total Weight Carried: 75/175lbs, Medium Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Auroch's Breath	-
Board	8 lbs
Coffee pot	4 lbs
Copy of a key	
Crowbar	5 lbs
Cutlass	4 lbs
Dice	-
Fire-resistant boots	2 lbs
Hat	0.5 lbs
Hip flask	0.5 lbs
Light hammer	2 lbs
Marbles	2 lbs
Sentry mannequin	35 lbs
Signal whistle	-
Smelling salts	-
Soap	0.5 lbs
Stretcher	10 lbs
Tattoo	-
Traveller's outfit (Free)	-
Twine (50')	0.5 lbs
Vest	-
Waterproof bag (empty)	0.5 lbs
Wound paste (5 uses)	0.5 lbs

Buildings and Organizations

Buildings

Organizations

Experience & Wealth

Experience Points: **6/9**

Current Cash: **12 GP, 2 SP, 7 CP**

Special Abilities

Controlled Rage (Ex)

When an urban barbarian rages, instead of making a normal rage she may apply a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty

Crowd Control +1 (Ex)

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Hero Points (1)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

Orc Blood

Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (1/day)

1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

Rage (13 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

Trap Sense +1 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

Uncanny Dodge (Ex)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if

Tracked Resources

Auspicious Mark (1/rage) (Su)	<input type="checkbox"/>
Light hammer	<input type="checkbox"/>
Orc Ferocity (1/day)	<input type="checkbox"/>
Rage (13 rounds/day) (Ex)	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wound paste (5 uses)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Polyglot
Goblin	Varisian
Orc	

Situational Modifiers

Reflex Save

Trap Sense: +1 bonus vs. traps

Strength Check

Crowbar: +2 circumstance bonus to force open a door or chest with a crowbar

Estin "Tarq" Tarquil – Abilities & Gear

Enforcer

Feat

You are skilled at causing fear in those you brutalize.

Prerequisite: Intimidate 1 rank.

Benefit: Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

Appears In: Advanced Player's Guide

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.

Child of the Streets

Trait

You grew up on the streets of a large city, and as a result you have developed a knack for picking pockets and hiding small objects on your person. You gain a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for you.

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

Rough and Ready (Board)

Trait

Your intense familiarity with the tools of your trade allows you to use them in combat as if they were actual weapons and makes them more effective for that purpose than they would normally be. When you use a tool of your trade (requiring at least 1 rank in the appropriate Craft or Profession skill) as a weapon, you do not take the improvised weapon penalty and instead receive a +1 trait bonus on your attack. This trait is commonly used with shovels, picks, blacksmith hammers, and other sturdy tools—lutes and brooms make terribly fragile weapons.

Note: Add a custom weapon on the weapons tab, give it the improvised weapon power, and rename it to be an appropriate tool. You can then select it with this trait to gain proficiency and the trait bonus to attack.

Appears In: Adventurer's Armory

Darkvision (60 feet)

Racial Ability, Senses (Half-Orc)

You can see in the dark (black and white vision only).

Hero Points (1)

Unknown

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn: You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action: You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special: You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death: A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In: Advanced Player's Guide Hero Points

Orc Blood

Racial Ability (Half-Orc)

Half-orcs count as both humans and orcs for any effect related to race.

Estin "Tarq" Tarquil – Abilities & Gear

Orc Ferocity (1/day) **Racial Ability (Half-Orc)**

1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

Auspicious Mark (1/rage) (Su) **Class Ability (Barbarian)**

The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. Once per rage, as a swift action that costs 2 rounds of rage, the barbarian can call upon the spirits' favor. Using auspicious mark grants her a +1d6 bonus on one d20 roll she has just made. She can call on the auspicious mark after seeing the result of the d20 roll.

Appears In: Ultimate Combat

Controlled Rage (Ex) **Class Ability (Barbarian)**

When an urban barbarian rages, instead of making a normal rage she may apply a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty rage. She may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, an urban barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage.

Note: To implement this ability, use the activated abilities on the In-Play tab, dividing up the bonus as desired. As you increase the other statistics, the Strength bonus will decrease. If you want a controlled rage with only a strength bonus, and no Dexterity or Constitution modifiers (and no AC penalty or Will save bonus), activate this ability on the In-Play tab, then activate Rage.

Appears In: Ultimate Combat

Crowd Control +1 (Ex) **Class Ability (Barbarian)**

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level on Intimidate checks to influence crowds (*Core Rulebook* 436). This ability replaces fast movement.

Appears In: Ultimate Combat

Rage (13 rounds/day) (Ex) **Class Ability (Barbarian)**

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like Bear's Endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Trap Sense +1 (Ex) **Class Ability (Barbarian)**

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex) **Class Ability (Barbarian)**

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Auroch's Breath **Gear**

This bitter stout bears a flavor that hints of auroch meat, and helps hardworking dwarven craftsmen endure long hours at the forge by lessening the sting of ambient heat. Drinking a pint gives you the benefit of an *endure elements* spell for 1 hour, though only against warmth and heat, not cold.

Appears In: Dwarves of Golarion

Fire-resistant boots **Gear**

These heavy leather boots contain a layer of brick dust that protects your feet from heat. You gain fire resistance 2 against fire attacks directed at or under your feet, such as walking across hot coals. Repeat or prolonged exposure to fire damage eventually burns the outer leather of the boots, ruining them (typically after about 1d10+20 rounds of exposure).

Appears In: Ultimate Equipment

Wound paste (5 uses)

Wondrous Item

Prized by slavers as an affordable way to stop a captive from bleeding to death, a dose of *wound paste* acts as a *stabilize* spell when slathered on a dying creature. Applying *wound paste* is a standard action that provokes an attack of opportunity. A pot of *wound paste* contains 5 doses.

Construction

Requirements Craft Wondrous Item, *stabilize*; **Cost** 25 gp

Appears In: Advanced Race Guide