

Shura Brasilov

Player: Scott David Gray

Male human (Ulfen) brawler 1, Sovereign Court faction - CR 1/2

Lawful Good Humanoid (Human); Deity: **Lythertida**; Age: **34**; Height: **6' 6"**; Weight: **220 lb.**; Eyes: **Blue**; Hair: **Red**; Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	9	-1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	7	-2	

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 9	=			-1				
Touch AC 9								
			Flat-Footed AC 9					
			BAB	Strength	Size	Misc		

CM Bonus +6	=	+1	+5	-	-
---------------------------	---	-----------	-----------	----------	----------

CM Defense 15	=	10	+1	+5	-1	-
-----------------------------	---	-----------	-----------	-----------	-----------	----------

Base Attack	+1	HP	13
--------------------	-----------	-----------	-----------

Initiative	+1	Damage / Current HP
-------------------	-----------	---------------------

Speed	30 ft
--------------	--------------

Dagger

Main hand: **+6, 1d4+5**

Main w/ offhand: **+0, 1d4+5**

Main w/ light off.: **+2, 1d4+5**

Offhand: **-2, 1d4+2**

Ranged: **+0, 1d4+5**

Ranged w/ offhand: **-6, 1d4+5**

Ranged w/ light off.: **-4, 1d4+5**

Ranged offhand: **-8, 1d4+2**

Longspear

Both hands: **+6, 1d8+7**

Crit: **x3**
2-hand, P, Brace,

Character Number: 14034 - 54



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (-1)	-	
Appraise	+0	INT (0)	-	
Bluff	-2	CHA (-2)	-	
Climb	+9	STR (5)	1	
Diplomacy	-1	CHA (-2)	1	
Disguise	-2	CHA (-2)	-	
Escape Artist	-1	DEX (-1)	-	
Fly	-1	DEX (-1)	-	
Heal	-1	WIS (-1)	-	
Intimidate	-2	CHA (-2)	-	
Linguistics	+1	INT (0)	1	
Perception	+3	WIS (-1)	1	
Ride	-1	DEX (-1)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	-1	DEX (-1)	-	
Survival	-1	WIS (-1)	-	
Swim	+9	STR (5)	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.

Dirty Fighting

Forgo flanking bonus to make combat maneuver not provoke attack of op.

Improved Unarmed Strike

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

Power Attack -1/+2

You can subtract from your attack roll to add to your damage.

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Blood of Dragons (Low-Light Vision)

Long ago, your ancestors' blood mixed with that of dragons. Choose one of the following: gain a +1 trait bonus on Perception checks, gain low-light vision, or gain a +2 trait bonus on saving throws against effects that cause sleep or paralysis.

Reactionary

+2 Initiative

Unarmed strike

Main hand: **+6, 1d6+5**

Crit: x2

Main w/ offhand: **+0, 1d6+5**

Light, B

Main w/ light off.: **+2, 1d6+5**

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

Gear

Total Weight Carried: 45/400 lbs, Encumbrance Ignored

(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

Backpack (19 @ 26 lbs)	2 lbs
Belt pouch (empty)	0.5 lbs
Dagger x7	1 lb
Explorer's outfit (Free)	-
Holy symbol, wooden (Lythertida)	-
Longspear	9 lbs
Silk rope <In: Backpack (19 @ 26 lbs)>	5 lbs
Sunrod x5 <In: Backpack (19 @ 26 lbs)>	1 lb
Trail rations x12 <In: Backpack (19 @ 26 lbs)>	1 lb
Waterskin <In: Backpack (19 @ 26 lbs)>	4 lbs

Special Abilities

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

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 3 + 1/2

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

Dagger

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

Sunrod

Trail rations

Languages

Common
Skald

Varisian

Experience & Wealth

Experience Points: **0/3**

Current Cash: **100 gp**

Sovereign Court: **Fame: 0, PP: 0**

Sourcebooks Used

- **Advanced Class Guide** - Brawler (class)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Reactionary (trait)
- **Dirty Tactics Toolbox** - Dirty Fighting (feat)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language); Varisian (language)
- **Inner Sea Races / Inner Sea World Guide / People of the North** - Ulfen (race option)
- **Ultimate Campaign** - Blood of Dragons (trait)

Shura Brasilov – Abilities & Gear

Dirty Fighting

Feat

You can take advantage of a distracted foe.

Benefit: When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll for flanking to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Appears In : Dirty Tactics Toolbox

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.

Power Attack -1/+2

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Blood of Dragons (Low-Light Vision)

Trait

Long ago, your ancestors' blood mixed with that of dragons. Choose one of the following: gain a +1 trait bonus on Perception checks, gain low-light vision, or gain a +2 trait bonus on saving throws against effects that cause sleep or paralysis.

Appears In : Ultimate Campaign

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

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

Low-Light Vision

Racial Ability,Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

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.

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.