

Name: Shura Brasilov
PFS#: 14034-54
Initiative: -1
AC: 9 (Touch 9, FF 9)
CMB: +6
CMD: 15 (FF 15)
Fort: +3
Reflex: +1
Will: -1
HP: 13
BAB: +1
Performance: -1
Speed: 30'
Languages: Skald, Taldane, Varisian
Per-session Abilities:
 1 Reroll O
Per-day Abilities:
 4 Martial Flexibility OOOO
Limited Use Items and boons:

Skills:

Acrobatics: -1 (Untrained)	Escape Artist: -1 (untrained)	Perception: +3
Appraise: +0 (Untrained)	Fly: -1 (Untrained)	Ride: -1 (untrained)
Bluff: -2 (Untrained)	Heal: -1 (Untrained)	Sense Motive: -1 (untrained)
Climb: +9	Intimidate: -2 (Untrained)	Stealth: -1 (untrained)
Diplomacy: -1	Knowledge Nobles: +0 (untrained)	Survival: -1 (untrained)
Disguise: -2 (Untrained)	Linguistics: +1	Swim: +9

Always on:

Low Light Vision

Free actions:

Immediate Actions:

Swift actions:

Move actions:

Martial Flexibility

A brawler can take a move action and use **Martial Flexibility** 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.

Standard Actions:

Melee Attack actions:

Standard: Longspear Attack: +6 to hit (20/x3) | 1d8+7 P -- 2-handed Reach Weapon - 10'

-1 to hit if using Power Attack

+3 to damage if using Power Attack

Standard: Melee Unarmed Strike: +6 to hit (20/x2) | 1d6+5 B

-1 to hit if using Power Attack

+2 to damage if using Power Attack

Standard: Melee Dagger Attack: +6 to hit (19-20/x2) | 1d4+5 P/S

-1 to hit if using Power Attack

+2 to damage if using Power Attack

Standard: Ranged Dagger Attack: +0 to hit (19-20/x2) | 1d4+5 P/S – 10' range increment (-2 per)

Combat Maneuver: CMB: +6

When flanking, forgo the +2 bonus on your attack roll to have the combat maneuver not provoke an AoO. If you have a feat or ability that allows the combat maneuver without provoking an AoO, increase the bonus for flanking becomes +4 for the combat maneuver check.

Martial Flexibility:

- Belier's Bite: +1d4 bleed damage with unarmed strikes [Companion: Empire of Devils]
- Blind Fight: Reroll miss chances for concealment [Core Rulebook]
- Bludgeoner: No attack penalty for using a lethal weapon to do nonlethal damage [Ultimate Combat]
- Cleave: Make an additional attack if the first one hits [Core Rulebook]
- Combat Reflexes: Make additional attacks of opportunity [Core Rulebook]
- Dedicated Adversary: (Gain favored enemy 1 creature +2 att dmg etc [Dirty Tactics Toolbox]
- Distance Thrower: Reduce ranged penalties for thrown weapons by 2 [Ultimate Combat]
- Dodge: +1 dodge bonus to AC [Core Rulebook]
- Exotic Weapon Proficiency [Core Rulebook]
- Furious Focus: No Power Attack attack penalty on 1st attack, with two-handed weapon. [Core Rulebook]
- Combat Reflexes: Make additional attacks of opportunity [Core Rulebook]
- Improved Bull Rush: +2 bonus on bull rush attempts, no attack of opportunity [Core Rulebook]
- Improved Dirty trick: +2 bonus on dirty trick attempts, no attack of opportunity [Advanced Players guide]
- Improved Disarm: +2 bonus on disarm attempts, no attack of opportunity [Core Rulebook]
- Improved Drag: +2 bonus on drag attempts, no attack of opportunity [Advanced Players guide]
- Improved Initiative: +4 bonus on initiative checks [Core Rulebook]
- Improved Overrun: +2 bonus on overrun attempts, no attack of opportunity [Core Rulebook]
- Improved Reposition: +2 bonus on reposition attempts, no attack of opportunity [Advanced Players guide]
- Improved Shield Bash: Keep your shield bonus when shield bashing. [Core Rulebook]
- Improved Sunder: +2 bonus on sunder attempts, no attack of opportunity [Advanced Players guide]
- Improved Trip: +2 bonus on trip attempts, no attack of opportunity. [Core Rulebook]
- Scorpion Style: Reduce target's speed to 5ft. [Core Rulebook]
- Step Up: Take a 5-foot step as an immediate action [Core Rulebook]
- Weapon Focus: +1 bonus on attack rolls with one weapon [Core Rulebook]