

## Zapateado Pearsley

Player: Scott David Gray

Male human (Varisian) unchained barbarian 5, Dark  
Archive faction - CR 4

True Neutral Humanoid (Human); Deity: **Shelyn**; Age: **75**;  
Height: **5' 7"**; Weight: **150 lb.**; Eyes: **Blue**; Hair: **Gray**;  
Skin: **Pale**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>19</b>	<b>+4</b>	
<b>DEX</b> DEXTERITY	<b>10</b>	<b>0</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>13</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+7</b>	=	<b>+4</b>	<b>+2</b>	<b>+1</b>		

<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	=	<b>+1</b>		<b>+1</b>		
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Danger Sense: +1 bonus vs. traps

<b>WILL</b> (WISDOM)	<b>+3</b>	=	<b>+1</b>	<b>+1</b>	<b>+1</b>		
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 15</b>	=	<b>+5</b>						

**Touch AC 10**      **Flat-Footed AC 15**

Danger Sense: +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc	
<b>+9</b>	=	<b>+5</b>	<b>+4</b>	-	-

+14 Grappling

CM Defense	BAB	Strength	Dexterity	Size		
<b>19</b>	=	<b>10</b>	<b>+5</b>	<b>+4</b>	<b>+0</b>	-

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

**Base Attack +5**      **HP 55**

**Initiative +0**      Damage / Current HP

**Speed 30 ft**

### Bite (Goblin Bite)

Main hand: **+4, 1d6+2 plus grab**

Crit: x2  
Light, B/P/S

### +1 chain shirt

**+5**

Max Dex: +4, Armor Check: -1  
Spell Fail: 20%, Light

Character Number: 14034 - 53



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+7</b>	DEX (0)	5	
<b>Appraise</b>	<b>+5</b>	INT (1)	-	
<b>Bluff</b>	<b>+4</b>	CHA (0)	-	
<b>Climb</b>	<b>+7</b>	STR (4)	-	
<b>Craft (Any)</b>	<b>+7</b>	INT (1)	-	
<b>Diplomacy</b>	<b>+5</b>	CHA (0)	5	
<b>Disable Device</b>	<b>+5</b>	DEX (0)	-	
<b>Disguise</b>	<b>+14</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (0)	-	
<b>Fly</b>	<b>+3</b>	DEX (0)	-	
<b>Handle Animal</b>	<b>+4</b>	CHA (0)	-	
<b>Heal</b>	<b>+5</b>	WIS (1)	-	
<b>Intimidate</b>	<b>+8</b>	CHA (0)	5	
<b>Knowledge (Any)</b>	<b>+5</b>	INT (1)	-	
<b>Knowledge (nature)</b>	<b>+9</b>	INT (1)	5	
<b>Linguistics</b>	<b>+5</b>	INT (1)	-	
<b>Perception</b>	<b>+9</b>	WIS (1)	5	
<b>Perform (Any)</b>	<b>+4</b>	CHA (0)	-	
<b>Perform (sing)</b>	<b>+10</b>	CHA (0)	5	
<b>Profession (Any)</b>	<b>+7</b>	WIS (1)	-	
<b>Ride</b>	<b>+3</b>	DEX (0)	-	
<b>Sense Motive</b>	<b>+5</b>	WIS (1)	-	
<b>Sleight of Hand</b>	<b>+3</b>	DEX (0)	-	
<b>Spellcraft</b>	<b>+5</b>	INT (1)	-	

Armbands of the brawler: +1 competence to break a grapple

Danger Sense: +1 bonus to avoid being surprised by a foe

Rude Songs: +2 trait bonus if opponent can understand you

Skills				
Skill Name	Total	Ability	Ranks	Temp
<b>Stealth</b>	<b>+3</b>	DEX (0)	-	
<b>Survival</b>	<b>+9</b>	WIS (1)	5	
Wayfinder: +2 to avoid becoming lost				
<b>Swim</b>	<b>+7</b>	STR (4)	-	
<b>Use Magic Device</b>	<b>+4</b>	CHA (0)	-	

### Activated Abilities & Adjustments

Weapon Damage Die Step: +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.

#### Fast Learner

Choose two benefits when you gain a class level.

#### Improved Improvisation

You are masterful in your improvisation.

**Prerequisites:** Int 13, Fast Learner, Improvisation, human.

#### Improvisation

You can figure out how to do almost anything.

**Prerequisites:** Int 13, Fast Learner, human.

#### Improved Weapon Mastery

Proficient with all improvised weapons, increase their damage category 1 step, and grant them a threat range of 19-20.

#### Racial Heritage (Goblin)

You count as another race for the purpose of prerequisites.

#### Shield Proficiency

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

#### Simple Weapon Proficiency - All

Proficient with all simple weapons.

#### Throw Anything

Proficient with improvised ranged weapons. +1 to hit with thrown splash 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.

#### Rude Songs

Providing an opponent can hear and understand you, the lyrics of your songs are so personally insulting that you gain a +2 trait bonus on all Perform (song) checks. Perform is always a class skill for you.

### Club

Main hand: **+9, 1d6+4**

Crit: x2

Both hands: **+9, 1d6+6**

Rng: 10'

Main w/ offhand: **+3, 1d6+4**

1-hand, B

Main w/ light off: **+5, 1d6+4**

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

Ranged: **+5, 1d6+4**

Ranged, both hands: **+5, 1d6+4**

Ranged w/ offhand: **-1, 1d6+4**

Ranged w/ light off: **+1, 1d6+4**

Ranged offhand: **-5, 1d6+2**

### Experience & Wealth

Experience Points: **12/15**

Current Cash: **171 pp, 14 gp**

Dark Archive: **Fame: 20, PP: 19**

### Heavy shield bash

Main hand: **+7, 1d4+4**

Crit: x2

Both hands: **+7, 1d4+6**

1-hand, B

Main w/ offhand: **+1, 1d4+4**

Main w/ light off: **+3, 1d4+4**

Offhand: **-3, 1d4+2**

### Sling

Ranged: **+5, 1d4+4**

Crit: x2

Ranged, both hands: **+5, 1d4+6**

Rng: 50'

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

1-hand, B

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

Ranged offhand: **-5, 1d4+2**

### Sling bullets

Crit: N/A

Ammo

### Sling bullets, sharpstone

Crit: N/A

Ammo, B/P

### Sling bullets, softstone

Crit: N/A

Ammo, B,

### Unarmed strike

Main hand: **+9, 1d3+4**

Crit: x2

**nonlethal**

Light, B, Nonlethal

Main w/ offhand: **+3, 1d3+4**

**nonlethal**

Main w/ light off: **+5, 1d3+4**

**nonlethal**

Offhand: **+1, 1d3+2 nonlethal**

### +1 heavy steel shield

**+3**

Max Dex: -, Armor Check: -1

Spell Fail: 15%, Shield

### Gear

**Total Weight Carried: 89/350 lbs,**

**Encumbrance Ignored**

**(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

+1 chain shirt 25 lbs

+1 heavy steel shield 15 lbs

Alchemist's fire x8 1 lb

Apprentice's cheating gloves -

Armbands of the brawler 1 lb

Backpack (11 @ 9.5 lbs) <In: Dropped to ground (1 2 lbs

Belt pouch (1 @ 0 lbs) 0.5 lbs

## Zapateado Pearsley – Abilities & Gear

### Fast Learner

### Feat

You progress gain extra versatility.

**Prerequisites:** Int 13, human.

**Benefit:** When you gain a level in a favored class, you gain both +1 hit point and +1 skill rank instead of choosing either one or the other benefit or you can choose an alternate class reward.

**Appears In :** Advanced Race Guide

### Improved Improvisation

### Feat

You are masterful in your improvisation.

**Prerequisites:** Int 13, Fast Learner, Improvisation, human.

**Benefit:** Your nonproficiency penalty with weapons, armor, and shields is halved. In addition, the bonus on all skill checks for skills you have no ranks in increases to +4 instead of +2.

**Appears In :** Advanced Race Guide

### Improvisation

### Feat

You can figure out how to do almost anything.

**Prerequisites:** Int 13, Fast Learner, human.

**Benefit:** You gain a +2 bonus on all skill checks for skills you have no ranks in. Furthermore, you can use all skills designated "trained only" untrained.

**Appears In :** Advanced Race Guide

### Improvised Weapon Mastery

### Feat

You can turn nearly any object into a deadly weapon, from a razor-sharp chair leg to a sack of flour.

**Prerequisites:** Catch Off-Guard or Throw Anything, base attack bonus +8.

**Benefit:** You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of  $\times 2$ .

### Racial Heritage (Goblin)

### Feat

The blood of a non-human ancestor flows in your veins.

**Prerequisite:** Human.

**Benefit:** Choose another humanoid race. You count as both human and that race for any effects related to race. For example, if you choose dwarf, you are considered both a human and a dwarf for the purpose of taking traits, feats, how spells and magic items affect you, and so on.

**Appears In :** Advanced Player's Guide

### Throw Anything

### Feat

You are used to throwing things you have on hand.

**Benefit:** You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

**Normal:** You take a  $-4$  penalty on attack rolls made with an improvised weapon.

### 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

### Rude Songs

### Trait

Providing an opponent can hear and understand you, the lyrics of your songs are so personally insulting that you gain a +2 trait bonus on all Perform (song) checks. Perform is always a class skill for you.

**Appears In :** Goblins of Golarion

### Grab: Bite (Large) (Ex)

### Racial Ability

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. Unless otherwise noted, grab works only against opponents the same size category as the creature or smaller. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a  $-20$  penalty on its combat maneuver check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrict damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks to start and maintain a grapple.

### 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.

### Danger Sense +1 (Ex)

### Class Ability (Barbarian (Unch

At 3rd level, this class gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (if the character has trap sense from another class).

### Impromptu Armament (Ex)

### Class Ability (Barbarian (Unch

At 2nd level, a feral gnasher gains Throw Anything as a bonus feat and can pick up an unattended object that can be wielded in one hand as a free action. Additionally, the feral gnasher can take Catch Off-Guard in place of a rage power. This replaces the rage power gained at second level

## Zapateado Pearsley – Abilities & Gear

### **Rage (Unchained, 14 rounds/day) (Ex) Class Ability (Barbarian (Unch**

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

While in a rage, a barbarian gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, she takes a –2 penalty to Armor Class. She also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the rage ends, and are not replenished if the barbarian enters a rage again within 1 minute of her previous rage. While in a rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting).

A barbarian can end her rage as a free action, and is fatigued for 1 minute after a rage ends. A barbarian can't enter a new rage while fatigued or exhausted, but can otherwise enter a rage multiple times per day. If a barbarian falls unconscious, her rage immediately ends.

### **Strength Stance +2 (Ex) Class Ability (Barbarian (Unch**

The barbarian can summon mighty strength. She gains a +1 competence bonus on combat maneuvers and to her CMD. These bonuses increase by 1 for every 4 levels the barbarian has. In addition, she gains a +8 competence bonus on Strength checks to lift, push, bend, or break objects (this does not apply to combat maneuvers). This is a stance rage power.

**Appears In :** Unchained Classes

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

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.

### **Earplugs Gear**

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a –5 penalty on hearing-based Perception checks.

**Appears In :** Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

### **Wand of cure light wounds (43 charges) Wand**

#### **Cure Light Wounds**

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

### **Wand of enlarge person (49 charges) Wand**

#### **Enlarge Person, Fortitude negates (DC 11)**

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

### **Apprentice's cheating gloves Wondrous Item (Hands)**

These nondescript white gloves are a boon to minor spellcasters and fakes who are limited or lacking in magical ability or versatility. The wearer of these gloves can employ *mage hand* and *prestidigitation* at will.

**Construction Requirements** Craft Wondrous Item, *mage hand*, *prestidigitation*;  
**Cost** 1,100 gp

**Appears In :** Ultimate Equipment

### **Armbands of the brawler Wondrous Item (Wrist)**

These scarred and worn armbands have clearly seen rough use, and are constructed out of coarse leather and fastened with thick leather straps. They grant their wearer a +1 competence bonus on grapple checks and checks to break a grapple.

**Construction Requirements** Craft Wondrous Item, *bull's strength*; **Cost** 250 gp

**Appears In :** Ultimate Equipment

### **Cloak of resistance +1 Wondrous Item (Shoulders)**

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

**Construction Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp

### **Hat of disguise Wondrous Item (Head)**

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, or other headwear.

**Construction Requirements:** Craft Wondrous Item, *disguise self*; **Cost** 900 gp

## Zapateado Pearsley – Abilities & Gear

### Traveler's any-tool

### Wondrous Item

This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

#### Construction

**Requirements** Craft Wondrous Item, *major creation*; **Cost** 125 gp

**Appears In** : Ultimate Equipment

### Wayfinder (empty)

### Wondrous Item

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power—see Wayfinders and Resonance on page 149.

**Note**: This item costs only 250 gp for members of the Pathfinder Society

#### Construction

**Requirements** Craft Wondrous Item, *light*; **Cost** 250 gp

**Appears In** : Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society, Adventurer's Guide, Ruins of Azlant

## Gear

**Total Weight Carried: 89/350 lbs, Encumbrance Ignored**  
**(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

Cards <In: Backpack (11 @ 9.5 lbs)>	1 lb
Cloak of resistance +1	1 lb
Club	3 lbs
Dice	-
Dominos <In: Backpack (11 @ 9.5 lbs)>	1 lb
Earplugs <In: Belt pouch (1 @ 0 lbs)>	-
Explorer's outfit (Free) <In: Backpack (11 @ 9.5 lbs)>	-
Flask <In: Backpack (11 @ 9.5 lbs)>	1.5 lbs
Hat of disguise	-
Heavy shield bash	-
Holy symbol, silver (Shelyn)	1 lb
Money	-
Pirate clothes	2 lbs
Sling	-
Sling bullets x25	0.5 lbs
Sling bullets, sharpstone x10	0.5 lbs
Sling bullets, softstone x25	0.4 lbs
Soap <In: Backpack (11 @ 9.5 lbs)>	0.5 lbs
Spider's silk rope	4 lbs
Thieves' tools, masterwork <In: Backpack (11 @ 9.5 lbs)>	2 lbs
Traveler's any-tool <In: Backpack (11 @ 9.5 lbs)>	2 lbs
Twine (50') <In: Backpack (11 @ 9.5 lbs)>	0.5 lbs
Wand of cure light wounds (43 charges) <In: Backpack >	-
Wand of enlarge person (49 charges)	-
Wandermeal x2 <In: Backpack (11 @ 9.5 lbs)>	0.5 lbs
Wayfinder (empty)	1 lb

## Special Abilities

### Danger Sense +1 (Ex)

At 3rd level, this class gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase

### Grab: Bite (Large) (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. Unless otherwise noted, grab

### Impromptu Armament (Ex)

At 2nd level, a feral gnasher gains Throw Anything as a bonus feat and can pick up an unattended object that can be wielded in one hand as a free action. Additionally, the feral gnasher can take Catch Off-Guard in place of a rage

### 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.

### Rage (Unchained, 14 rounds/day) (Ex)

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

### Strength Stance +2 (Ex)

The barbarian can summon mighty strength. She gains a +1 competence bonus on combat maneuvers and to her CMD. These bonuses increase by 1 for every 4 levels the barbarian has. In addition, she gains a +8 competence bonus on

### 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

Alchemist's fire	□□□□□ □□□
Club	□

## Tracked Resources

Rage (Unchained, 14 rounds/day) (Ex)	□□□□□ □□□□□ □□□□
Sling bullets	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Sling bullets, sharpstone	□□□□□ □□□□□
Sling bullets, softstone	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Wand of cure light wounds (43 charges)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□
Wand of enlarge person (49 charges)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Wandermeal	□□

## Languages

Common	Varisian
Goblin	

## Situational Modifiers

### Escape Artist

**Armbands of the brawler** : +1 competence to break a grapple

### Perception

**Danger Sense** : +1 bonus to avoid being surprised by a foe

### Perform (sing)

**Rude Songs** : +2 trait bonus if opponent can understand you

### Reflex Save

**Danger Sense** : +1 bonus vs. traps

### Survival

**Wayfinder** : +2 to avoid becoming lost

## Sourcebooks Used

- **Advanced Player's Guide** - Racial Heritage (feat)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - Twine (50') (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Earplugs (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Spider's silk rope (equipment)
- **Advanced Race Guide** - Fast Learner (feat); Feral Gnasher (archetype); Improved Improvisation (feat); Improvisation (feat)
- **Adventurer's Armory / Ultimate Equipment** - Wandermeal (equipment)
- **Goblins of Golarion** - Rude Songs (trait)
- **Halflings of Golarion** - Sling bullets, sharpstone (weapon); Sling bullets, softstone (weapon)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)
- **Inner Sea World Guide** - Varisian (race option)
- **Pirates of the Inner Sea** - Pirate clothes (equipment)
- **Ultimate Campaign** - Blood of Dragons (trait)
- **Ultimate Equipment** - Apprentice's cheating gloves (equipment); Armbands of the brawler (equipment); Cards (equipment); Dice (equipment); Dominos (equipment); Traveler's any-tool (equipment)
- **Unchained Classes** - Barbarian (Unchained) (class); Strength Stance (special ability)