

Name: Zapateado Pearsley PFS #: 14034-53

Initiative: +0 -1 (-1, 0) Enlarge Person

Speed: 30' 20' if Fatigued

AC: 18 (Touch 10, FF 18) -2 (-2, -2) if in Rage -1 (-1, -1) if Fatigued -1 (-1, 0) Enlarge Person

CMB: +9 (+14 Grappling) +2 if in Rage (+1[2] more Strength stance) -1 if Fatigued +2 Enlarge Person

CMD: 19 (FF 19) -2 (-2) if in Rage (+2 more Strength stance) -2 (-2) if Fatigued +1 (+1) Enlarge Person

Fort: +7 +2 if in Rage

Reflex: +2 -1 if Fatigued -1 (-1, 0) Enlarge Person

Will: +3 +2 if in Rage

Performance Combat: +1

HP: 55 +10 if in Rage

BAB: +4 Speed: 30' Languages: Goblin, Taldane, Varisian

Per-day Abilities:

14 Rage OOOOO OOOOO OO

Limited Use Items and boons:

49 Wand Enlarge Person OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

43 Wand CLW OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOO

25 Sling Bullets OOOOO OOOOO OOOOO OOOOO OOOOO

25 Softstone Sling Bullets OOOOO OOOOO OOOOO OOOOO OOOOO

10 Sharpstone Sling Bullets OOOOO OOOOO

8 Alchemist Fire OOOOO OOO

2 Wandermeal OO

O Prized Find Boon (The Wounded Wisp 003 06-10): Remove boon to earn 1 lost prestige point, at the end of an adventure in which one failed to earn a prestige point.

Skills: *Italics and Underline* denotes a skill that cannot be used during rage.

Str: +4 Dex: +0 Con: +2 Int: +1 Wis: +1 Cha: +0

Acrobatics: +6 -2 if Fatigued -1 Enlarge Person

Bluff: +4

Crafts: +9

Disable Device: +4 -2 if Fatigued -1 Enlarge Person

Escape Artist: +2 -2 if Fatigued -1 Enlarge Person

Handle Animal: +4

Intimidate: +8

Knowledge Nature: +9 [+1 in Grand Lodge, 001]

Perception: +9

Performance Sing: +10(+2 if understood)

Ride: +2 -2 if Fatigued -1 Enlarge Person

Sleight of Hand: +2 -2 if Fatigued -1 Enlarge Person

Stealth: +2 -2 if Fatigued -1 Enlarge Person

Swim: +6 -2 if Fatigued +1 Enlarge Person

Appraise: +5

Climb: +6 -2 if Fatigued +1 Enlarge Person

Diplomacy: +6

Disguise: +14

Fly: +2 -2 if Fatigued -1 Enlarge Person

Heal: +5

Knowledges: +5 [+1 in Grand Lodge, 001]

Linguistics: +5

Performance: +4

Professions: +7

Sense Motive: +5

Spellcraft: +5

Survival: +9

Use Magic Device: +4

Before Adventure:

OOOOO Ulfen Ally (Bones of Biting Ants 008 10-02): Custom-made scroll – check one box per level of spell, and gain +5 circumstance bonus on UMD checks to activate.

Always on:

Low-Light Vision

Counts as both Human and Goblin

Throw Anything: No penalty for throwing improvised weapons, +1 circumstance bonus with splash weapons

+1 on Knowledge Checks in Grand Lodge [001]

Wayang Body Modification (To Seal the Shadow 004 08-14): +2 all Charisma tests to influence Wayangs.

Immediate Action:

O Explore, Report, Cooperate Boon (The Confirmation 001 05-08): As a free or immediate action, remove boon to determine the impact of a proposed action on secondary success condition.

O Explore, Report, Cooperate Boon (The Wounded Wisp 003 06-10): As a free or immediate action, remove boon to determine the impact of a proposed action on secondary success condition.

OO Inahiyi's Gratitude Boon (To Seal the Shadow 004 08-14): For one minute treat positive and negative energy effects as though undead.

OOOO Gremlin's Token Boon (Bones of Biting Ants 008 10-02): +2 bonus on saves against curse effects, for one hour.

Free actions:

If not fatigued, enter **Rage** by spending one use of **Rage**. 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.

Impromptu Armament: Pick up an unattended object as a free action

Swift actions:

Move actions:

Standard and Full-Round actions:

Cast light spell from Wayfinder

O Grace of Minatan Heroes Boon (To Seal the Shadow 004 08-14): Greater Magic Fang or Greater magic Weapon 1 minute per level, caster level = hit dice.

OO Whispers of Amberhollow Boon (Bones of Biting Ants 008 10-02): Sanctuary Spell (DC 15), for one hour.

Use Hat of Disguise

Use Apprentice's Cheating Gloves to cast Mage Hand or Prestidigitation

Melee:

CMB: +9 (+14 Grappling) +2 if in Rage (+1[2] more Strength stance) -1 if Fatigued +2 Enlarge Person

CMD: 19 (FF 19) -2 (-2) if in Rage (+2 more Strength stance) -2 (-2) if Fatigued +1 (+1) Enlarge Person

Improvised weapon: +9 to hit (19-20/x2) | [diestep+1]+4 [diestep+1], +1 to damage, +5' reach, Enlarge Person +2 if in Rage -1 if Fatigued

Standard: Club: +9 to hit (20/x2) | 1d6+4 B d8, +1 to damage, +5' reach, Enlarge Person +2 if in Rage -1 if Fatigued

Standard: Bite: +9 to hit (20/x2) | 1d4+2 B/P/S d6, +1 to damage, +5' reach, Enlarge Person +2 if in Rage -1 if Fatigued | Grab attack against opponent up to 1 size larger!

Standard: Shield Bash: +9 to hit (19-20/x2) | 1d6+4 B d8, +1 to damage, +5' reach, Enlarge Person +2 if in Rage -1 if Fatigued

Full round: Bite: +9 to hit (20/x2) | 1d4+4 B, Club: +3 to hit (20/x2) | 1d6+2 B/P/S

d8/d6, +1 to damage, +5' reach, Enlarge Person Grab attack against opponent up to 1 size larger!

Full round: Shield Bash: +5 to hit (20/x2) | 1d4+4 B, Bite: +3 to hit (20/x2) | 1d4+2 B/P/S

+2 to hit and damage if in Rage -1 to hit and damage if Fatigued d6/d6, +1 to damage, +5' reach, Enlarge Person

Ranged:

Standard: Sling Attack: +5 to hit (20/x2) | 1d4+4 damage B 50' range +2 to damage if in Rage -1 to hit and damage if Fatigued

Sharpstone: P/S damage, Softstone: Nonlethal damage

Standard: Alchemist's Fire: +5 to hit (20/x2) | 1d6 fire 10' range 1d6 next round on direct hit, 1 point splash

-1 to hit and damage if Fatigued -1 to hit Enlarge Person