

2045 Cinnamon Skullcrusher

Player: Scott David Gray

Fighter 3

Rare, Tiny, Dromaar, Fey, Orc, Sprite

Ancestry: Sprite Dromaar (Dromaar)

Background: Barber

Deity: Brigh

Speed: 20 ft.

Languages: Common, Fey, Jotun, Orcish, Shoanti

Hit Points	Hero Points
39	3 1

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

☐ PERCEPTION **+7_E** = +7 Base +0 Wis +0 Misc

☐ FORTITUDE **+8_E** = +7 Base +1 Con +0 Misc

☐ REFLEX **+11_E** = +7 Base +4 Dex +0 Misc

☐ WILL **+7_E*** = +7 Base +0 Wis +0 Misc

☐ AC **20_T** = +15 Base +4 Dex +1 Misc

Defenses

Will Save (Bravery): Successes vs. fear effects are critical successes instead

Leather armor (Trained)

AC: +1, Max Dex: +4, Armor Check: –, Speed: –

+1 barricade buster (Expert)

Ranged (40 ft.) : **+12/+7/+2** (1d10+1 B, Crit ×2)

Upgrades: *reinforced stock*

Traits: razing, volley 20, kickback, orc, repeating

Reinforced stock (Expert)

Melee: **+11/+6/+1** (1d8+2 B, Crit ×2)

Traits: two-hand (1d8), finesse, attached crossbow or firearm

Special Abilities

Bravery

Successes on Will vs. fear are crit successes instead; reduce any frightened gained by 1.

Crafter's Workshop

When you Craft during Downtime, you do not need to spend 4 days at work before attempting a Crafting check but keep this boon slotted until you finish crafting that item.

Harmonic Wayfinder (1/adventure)

If you roll a success on the check to Aid, you instead get a critical success.

Hiring (+5, Diplomacy, First World Lore)

Hiring performs a skill check but you must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb).

Hiring Translator (Goblin, Sakvroth)

Your ally speaks, reads, and understands two languages of common rarity.

Low-Light Vision

See in dim light as if it were normal light.

Magical Strikes

All your Strikes are magical.

Character Number: 14034 - 2045



Skills

☐	+9_T Acrobatics _{Dex}
☐	+7_T Arcana _{Int}
☐	+7_T Athletics _{Str}
☐	+7_T Crafting _{Int}
☐	+0_U Deception _{Cha}
☐	+0_U Diplomacy _{Cha}
☐	+0_U Intimidation _{Cha}
☐	+5_T* Medicine _{Wis}
☐	+0_U Nature _{Wis}
☐	+2_U Occultism _{Int}
☐	+7_T Pathfinder Society Lore _{Int}
☐	+0_U Performance _{Cha}
☐	+0_U Religion _{Wis}
☐	+7_T Society _{Int}
☐	+4_U Stealth _{Dex}
☐	+7_T Surgery Lore _{Int}
☐	+0_U Survival _{Wis}
☐	+11_E Thievery _{Dex}

Weapon Proficiencies

Trained: All Advanced Weapons

Expert: All Simple Weapons, All Martial Weapons, All Unarmed Attacks, Advanced Orc Weapons

Armor Proficiencies

Trained: All Light Armor, All Medium Armor, All Heavy Armor, Unarmored Defense

Skill Modifiers

Medicine (Risky Surgery): +2 circumstance bonus to Treat Wounds if dealing 1d8 S before check, and successes are crit successes instead.

Special Abilities

Reactive Strike

When creature in reach uses manipulate or move act, makes ranged atk, or leaves a square: Make a Melee Strike, disrupting manipulate on crit.

Skillful Mentor

For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to skill checks to 2.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Wayfinder - Light

The *wayfinder* is targeted by a 1st-rank *light* spell.

Feats

Evanescent Wings (1/round) [Ancestral Paragon Feat]

Fly, then fall unless ending movement on solid ground.

Orc Weapon Familiarity [Ancestry Feats Selection]

Treat martial ancestry weapons as simple and advanced as martial.

Lunge [Class Feats Selection]

Melee weapon Strike increases reach by 5'. May use disarm, shove or trip instead if weapon has trait.

Point Blank Stance [Class Feats Selection]

Stance: Ranged volley weapons don't take penalty from volley, gain +2 circ to dmg with non-volley ranged weapons.

Ancestral Paragon [General Feats Selection]

Gain a 1st-level ancestry feat.

Battle Medicine [Skill Feats Selection]

Medicine DC 15: heal 2d8 HP; target is immune to Battle Medicine for 1d.

Risky Surgery

Deal 1d8 S before Treat Wounds to gain +2 circ on check, and successes are crit successes.

Shield Block

While shield is raised and you would take physical dmg: Reduce dmg by shield's hardness, you and shield both take remainder.

Tracked Resources

Evanescent Wings (1/round)	☐
Harmonic Wayfinder (1/adventure)	☐
Rounds, barricade buster	50

Gear (Encum: 4 bulk, Over: 6 bulk)

Total Bulk Carried: 2.5, Unencumbered

+1 barricade buster	1.6
Aeon stone, pearly white spindle	-
Climbing kit	L
Clothing, ordinary	-
Healer's toolkit	L
Leather armor	L
Money	-
Religious symbol (silver)	L
Repair toolkit	L
Thieves' toolkit	L
Wayfinder, harmonic	-

Factions

Envoys' Alliance

Reputation **Liked (32)**

Experience & Wealth

Career Experience Points: **32** (8/12 to 4th)

Current Cash: **8 pp, 1 gp, 2 sp, 8 cp**

Boons

Crafter's Workshop

When you Craft during Downtime, you do not need to spend 4 days at work before attempting a Crafting check but keep this boon slotted until you finish crafting that item.

Harmonic Wayfinder (1/adventure)

If you roll a success on the check to Aid, you instead get a critical success.

Hireling (+5, Diplomacy, First World Lore)

Hireling performs a skill check but you must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb).

Hireling Translator (Goblin, Sakvroth)

Your ally speaks, reads, and understands two languages of common rarity.

Skillful Mentor

For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to skill checks to 2.

Wayfinder

You gain a wayfinder.

Personal Details

Gender: Male; **Age:** 54; **Height:** 1' 4"; **Weight:** 2 lb.;

Eyes: Red; **Hair:** None; **Skin:** Green, cinnamon-colored wings

2045 Cinnamon Skullcrusher – Abilities & Gear

Battle Medicine (Feat, Skill Feats Selection)

Traits: General, Healing, Manipulate, Skill

[1 action]

Prerequisites trained in Medicine

Requirements You are holding or wearing healer's toolkit.

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

Evanescent Wings (1/round) (Ancestral Paragon Feat, Feat)

Traits: Sprite

[1 action]

Frequency once per round

You've manifested wings that can flutter for brief spurts. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 15 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.

Appears In: Lost Omens Ancestry Guide

Lunge (Class, Feat, Fighter)

Traits: Fighter

[1 action]

Requirements You are wielding a melee weapon.

You attack an enemy at the edge of your reach. Make a Strike with a melee weapon, increasing your reach by 5 feet for that Strike. If the weapon has the disarm, shove, or trip trait, you can use the corresponding action instead of a Strike.

Appears In: Core Rulebook

Point Blank Stance (Class, Feat, Fighter)

Traits: Fighter, Stance

[1 action]

Requirements You are wielding a ranged weapon.

You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

Appears In: Player Core

Risky Surgery (Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Medicine

Your surgery can bring a patient back from the brink of death, but might push them over the edge. When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Appears In: Advanced Player's Guide, Player Core 2

Shield Block (Class, Feat, Fighter)

Traits: General

[reaction]

Trigger While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Bravery (Class, Fighter)

Having faced countless foes and the chaos of battle, you have learned how to stand strong in the face of fear. Your proficiency rank for Will saves increases to expert. When you roll a success at a Will save against a fear effect, you get a critical success instead. In addition, anytime you gain the frightened condition, reduce its value by 1.

Appears In: Core Rulebook

Crafter's Workshop (Boon)

Prerequisites Liked by Envoy's Alliance

Your friends in the Envoy's Alliance share crafting materials and collaborate to create new items more efficiently. You only need to spend 1 day of downtime before attempting your skill check and subsequently beginning to reduce the item's effective cost.

Normal: You must spend 4 days of downtime before attempting your skill check and subsequently beginning to reduce the item's effective cost.

Appears In: Pathfinder Society

Harmonic Wayfinder (1/adventure) (Boon)

Prerequisites Liked by Envoy's Alliance

You have modified your wayfinder to resonate with your allies' actions, allowing you to better help them in times of need. When you purchase this boon, you apply its benefits to one wayfinder in your possession, granting you a special free action ability when the wayfinder is invested and in your possession.

You can activate this ability as a free action before you Aid an ally. If you roll a success on the check to Aid, you instead get a critical success.

You can safely use this benefit once per adventure. You can attempt to use it a second time, overcharging the wayfinder at the risk of destroying it. When you do so, roll a DC 10 flat check. On a success, the wayfinder is broken. On a failure, the wayfinder is destroyed. If anyone tries to overcharge a wayfinder that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Special: You can apply multiple upgrades to a single wayfinder. Each upgrade only affects one wayfinder in your possession, chosen when the boon is purchased. If a wayfinder has multiple upgrades on it, you can only safely use each ability once per scenario.

If the wayfinder with this upgrade is destroyed, you can apply the upgrade to another wayfinder during Downtime for no additional cost beyond that of the wayfinder itself.

Appears In: Pathfinder Society

2045 Cinnamon Skullcrusher – Abilities & Gear

Hireling (+5, Diplomacy, First World Lore) (Boon)

Prerequisites none

You have recruited a non-combat hireling who can assist you with a certain set of skill checks. This ally performs the selected skills with a total modifier equal to 2 + your level, and they are considered trained in the skills. You must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb).

The hireling doesn't have or use its own ability modifiers and can never benefit from item bonuses, status bonuses, or fortune effects. Abilities that grant you a circumstance bonus do not grant that circumstance bonus to your hireling even though you are using your action to attempt the check. You cannot aid your own hireling.

You cannot use the hirelings skills except recall knowledge in combat, and the hireling cannot be affected by, or affect combat, and cannot be harmed unless willfully endangered, and has no effect other than performing the selected skill checks.

When you purchase this boon, you select one skill as well as one Lore skill. The hireling can perform only these skills checks.

Special You can purchase this boon multiple times, but may only benefit from one hireling boon on any given adventure.

Appears In: Pathfinder Society

Hireling Translator (Goblin, Sakvroth) (Boon)

Prerequisites None

You have recruited a capable linguist who accompanies you on your adventures. This ally speaks, reads, and understands Common as well as two additional languages of common rarity. The ally can quickly translate any of these languages for your benefit, effectively allowing you to communicate in the additional two languages without difficulty. However, you are not treated as knowing those languages for the purpose of using spells with the linguistic trait.

Appears In: Pathfinder Society

Low-Light Vision (Race, Sprite)

The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Magical Strikes (Race, Sprite)

Your inherent magic pervades your entire being. All your Strikes are magical, whether with unarmed attacks or weapons.

Appears In: Lost Omens Ancestry Guide

Reactive Strike (Class, Fighter)

[reaction]

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Appears In: Player Core

Skillful Mentor (Boon)

Prerequisites Liked by Envoy's Alliance

While working with less experienced Pathfinder allies, you provide vital advice to sharpen your newer colleagues' skills. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to skill checks to 2.

Normal A Level Bump increases a PC's skill check modifiers by 1.

Special A PC can only benefit from two mentor boons.

Appears In: Pathfinder Society

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

Requirements You're wearing or holding a healer's toolkit (page 288).

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat it for a total of 1 hour, double the Hit Points it regains from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Supplemental Notes

Risky Surgery: When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

Critical Success The target regains 4d8 Hit Points and loses the wounded condition.

Success The target regains 2d8 Hit Points, and loses the wounded condition.

Critical Failure The target takes 1d8 damage.

Wayfinder - Light

Traits: Concentrate

[1 action]

The *wayfinder* is targeted by a 1st-rank *light* spell.

Appears In: Core Rulebook

Wayfinder**(Boon)****Prerequisites** Character must have played 1 session to obtain.

To guide your path, your faction has secured a wayfinder (Pathfinder Core Rulebook 617) for you to carry on your journeys and serve as a badge of office in the Pathfinder Society. This wayfinder has an effective sale price of 0 gp.

Appears In: Pathfinder Society**Envoys' Alliance****(Faction)**

Being a Pathfinder's dangerous work. Travel comes with its own dangers, traps seem to be everywhere, and just about everything seems ready to eat aspiring agents. What's more, the Pathfinder Society has spent the last decade increasingly engaged in major conflicts, each of which saw extraordinary rewards yet also loss of life. After virtually nonstop campaigns, the Society's ranks are sorely depleted. The Envoys' Alliance aims to change that, making the Society every stronger, better trained, and better supported.

Faction Leader: Fola Barun (N female half-elf negotiator) first encounter the Pathfinder Society in her role as the envoy of an Ekujae elven community in the Mwangi Expanse, and later joined the Society through a field commission. She quickly established herself as an attentive leader whose even-keeled, professional approach not only expanded the Society's understanding of the mighty Vanji River, but also helped devastate the Aspis Consortium's predatory operations along that route. Having never trained at the Grand Lodge or absorbed the conventional Society wisdom imparted to initiates, she was appalled upon first reaching Absalom and learning of the many counts of negligence of the past century. She's brought a fresh approach to recruitment and supporting agents in the field, which often sees her collaborating (and occasionally clashing) with the deans of the Pathfinder Society's three schools.

Motto: Strength in Community

Objectives: The Envoys' Alliance is dedicated to recruiting new agents, rescuing Pathfinders in distress, and rebuilding the Society in a way that supports and values operatives' lives and wellbeing—at least as much as one can in the adventuring world. Through collaboration, the Society can accomplish ever-greater feats—particularly with a powerful faction to advocate for the Pathfinders themselves when they're tasked with the Grand Lodge's latest projects.

Year 1 Goal: In addition to devastating several nations, the Whispering Tyrant's rise resulted in hundreds of Pathfinder casualties. The aftermath is a serious wake-up call for the Society, and the Envoys' Alliance in particular seeks not only to rescue those agents stranded by the recent chaos, but also to provide assistance to other distant operations that have suffered from insufficient support.

Appears In: Pathfinder Society**Weapons****Rounds, barricade buster****Traits:** Alchemical**Rarity:** Uncommon

Firearms require ammunition consisting of a projectile and black powder. A round of ammo can vary in its composition but is typically either a prepackaged paper cartridge, including wadding, bullet, and black powder, or loose shot packed in manually. Some weapons, like hand cannons and blunderbusses, can fire other materials, but their ammunition has the same Price due to the cost of the black powder. Because making rounds of firearm ammunition requires creating black powder, you need the Alchemical Crafting skill feat to make them. Firearm rounds are a valid option for magical ammunition, just like arrows or bolts. Crafting magical firearm ammunition requires you to be able to craft both alchemical and magical items.

Appears In: Treasure Vault**Weapon Traits****Agile**

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Appears In: Core Rulebook**Attached crossbow or firearm**

An attached weapon must be combined with another piece of gear to be used. The trait lists what type of item the weapon must be attached to. You must be wielding or wearing the item the weapon is attached to in order to attack with it. For example, shield spikes are attached to a shield, allowing you to attack with the spikes instead of a shield bash. An attached weapon is usually bolted onto or built into the item it's attached to, and typically an item can have only one weapon attached to it. An attached weapon can be affixed to an item with 10 minutes of work and a successful DC 10 Crafting check; this includes the time needed to remove the weapon from a previous item, if necessary. If an item is destroyed, its attached weapon can usually be salvaged.

Appears In: Core Rulebook**Finesse**

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Appears In: Core Rulebook**Kickback**

A kickback weapon is extra powerful and difficult to use. A kickback weapon deals 1 additional damage with all attacks. Firing a kickback weapon gives a –2 circumstance penalty to the attack roll, but characters with a +2 or greater Strength modifier ignore the penalty. Attaching a kickback weapon to stabilizers can lower or negate this penalty.

Appears In: Core Rulebook**Nonlethal**

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Appears In: Core Rulebook

Weapon Traits

Orc

Orcs craft and use these weapons.

Appears In: Core Rulebook

Razing

This weapon is particularly good at damaging objects, structures, and vehicles. Whenever you deal damage to an object (including shields and animated objects), structure, or vehicle with a razing weapon, the object takes an amount of additional damage equal to double the number of weapon damage dice.

Appears In: Core Rulebook

Repeating

Repeating weapons can't be loaded with individual bolts or bullets like other crossbows and firearms can; instead, they require a magazine of specialized ammunition to be loaded into a special slot. Once the magazine is in place, the ammunition is automatically loaded each time the weapon is cocked to fire, reducing its reload to the value in its reload entry (typically 0).

When the ammunition runs out, a new magazine must be loaded, which requires a free hand and three Interact actions (to remove the old magazine, retrieve the new one, and slot it in place). As with other types of reloading that take multiple actions, these actions don't need to be consecutive and are the same as Interacting to reload.

Appears In: Core Rulebook

Two-Hand (1d8)

This weapon can be wielded with two hands to change its weapon damage die to the indicated value. This change applies to all the weapon's damage dice.

Appears In: Core Rulebook

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though has a weapon group and might have weapon traits. An unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Appears In: Core Rulebook

Volley 20

This ranged weapon is less effective at close distances. Your attacks against targets that are at a distance within the range listed take a –2 penalty.

Appears In: Core Rulebook

Gear

Aeon stone, pearly white spindle

Traits: Invested, Magical

Rarity: Uncommon

Aeon stones are magic stones that orbit your head when invested and grant a resonant power when slotted in a *wayfinder*. See page 604 of the *Core Rulebook* for basic information on *aeon stones*.

Pearly White Spindle

When you invest this *aeon stone*, it slowly starts healing your wounds, restoring 1 HP every minute.

The resonant power grants you resistance 1 to negative damage.

Appears In: Lost Omens Pathfinder Society Guide

Climbing kit

This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. A single kit has only enough materials for one climber; each climber needs their own kit. If you wear your climbing kit, you can access it as part of a Climb action.

Appears In: Core Rulebook

Wayfinder, harmonic

Traits: Invested, Magical

Rarity: Uncommon

Access member of the Pathfinder Society

This compact compass repurposes ancient technology to draw fantastic powers from the mysterious magical items called *aeon stones*. It serves as a badge of office for agents of the Pathfinder Society and as a status symbol among adventurers of any stripe. A *wayfinder* functions as a compass.

An indentation in the middle of the *wayfinder* can hold a single *aeon stone* (page 284). Placing an *aeon stone* in this indentation provides you all the benefits of having the *aeon stone* orbiting your head, but it protects the stone from being noticed or stolen as easily. You invest a *wayfinder* and the *aeon stone* within it simultaneously, and they count as only one item toward your investiture limit. An invested *aeon stone* slotted in a *wayfinder* also grants its resonant power.

If you have more than one *wayfinder* with an invested *aeon stone* on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them. You can still benefit from additional *aeon stones* orbiting your head, just not in *wayfinders*.

Activate—Light [1 action] (concentrate) **Effect** The *wayfinder* is targeted by a 1st-rank *light* spell.

Appears In: Core Rulebook