

Brand Highoak

Character Name

Ranger 8

CLASS

8 (7)

Character Level (CR)

34000 / 50000

EXP/NEXT LEVEL

AI

Player Name

Human (Versatile Human) / Humanoid

RACE

21

AGE

Male

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 2" / 200 lbs.

HEIGHT / WEIGHT

Neutral Good

Alignment

Normal

VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED											
STR Strength	20	+5	20	+5			HP hit points	83							Walk 20 ft.											
DEX Dexterity	16	+3	16	+3			AC armor class	21	18	14	10	6	1	3	0	0	1	0	0	0	0	0	0	0	0	0
CON Constitution	18	+4	18	+4			INITIATIVE modifier		3	3	0															
INT Intelligence	10	+0	10	+0			Encumbrance		Light																	
WIS Wisdom	10	+0	10	+0																						
CHA Charisma	11	+0	11	+0																						
SAVING THROWS							TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP													
FORTITUDE (constitution)							+12	+6	+4	+1	+1	+0														
REFLEX (dexterity)							+10	+6	+3	+1	+0	+0														
WILL (wisdom)							+3	+2	+0	+1	+0	+0														

Conditional Combat Modifiers:									
You gain a +4 bonus on Attack rolls and Damage rolls against humans.									
You gain a +2 bonus on Attack rolls and Damage rolls against undead.									
MELEE attack bonus									
TOTAL +13/+8 = BASE ATTACK BONUS +8/+3 STAT +5 SIZE +0 MISC +0 EPIC +0 TEMP									
RANGED attack bonus									
TOTAL +11/+6 = BASE ATTACK BONUS +8/+3 STAT +3 SIZE +0 MISC +0 EPIC +0 TEMP									
CMB attack bonus									
TOTAL +13/+8 = BASE ATTACK BONUS +8/+3 STAT +5 SIZE +0 MISC +0 EPIC +0 TEMP									
CMB									
GRAPPLE +13/+8 TRIP +13/+8 DISARM +13/+8 SUNDER +13/+8 BULL RUSH +13 OVERRRUN +13									
CMD									
27 27 27 27 27 27									

UNARMED					TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)					+13/+8	1d3+5	20/x2	5 ft.
Special Properties:								
*Cold Iron Longsword								
		HAND	TYPE	SIZE	CRITICAL	REACH		
		Primary	S	M	19-20/x2	5 ft.		
		To Hit	Dam	To Hit	Dam			
1H-P	+14/+9	1d8+5	2W-P-(OH)	+10/+5	1d8+5			
1H-O	+14/+9	1d8+2	2W-P-(OL)	+12/+7	1d8+5			
2H	+14/+9	1d8+7	2W-OH	+10/+5	1d8+2			
Special Properties: 30 hp/inch, hardness 10								
*Shield, Light Wooden								
		HAND	TYPE	SIZE	CRITICAL	REACH		
		Off-hand	M	M	20/x2	5 ft.		
		TOTAL ATTACK BONUS	DAMAGE					
		+11/+6	1d3+2					
Rapier +1								
		HAND	TYPE	SIZE	CRITICAL	REACH		
		Equipped	P	M	18-20/x2	5 ft.		
		To Hit	Dam	To Hit	Dam			
1H-P	+14/+9	1d6+6	2W-P-(OH)	+10/+5	1d6+6			
1H-O	+14/+9	1d6+3	2W-P-(OL)	+12/+7	1d6+6			
2H	+14/+9	1d6+6	2W-OH	+10/+5	1d6+3			

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

ARMOR					TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Breastplate					Medium	+6	+3	-4	25
*Shield, Light Wooden					Light	+1		-1	5
*Ring of Protection +1						+1		+0	0

TOTAL SKILLPOINTS: 48		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 8/8
<input checked="" type="checkbox"/>	Acrobatics	DEX	-2	=	3	=	-5		
<input checked="" type="checkbox"/>	Acrobatics (Jump)	DEX	-6	=	3	=	-9		
<input checked="" type="checkbox"/>	Appraise	INT	0	=	0	=			
<input checked="" type="checkbox"/>	Bluff	CHA	0	=	0	=			
<input checked="" type="checkbox"/>	Climb	STR	11	=	5 + 8	=	-2		
<input checked="" type="checkbox"/>	Craft (Untrained)	INT	0	=	0	=			
<input checked="" type="checkbox"/>	Diplomacy	CHA	0	=	0	=			
<input checked="" type="checkbox"/>	Disguise	CHA	0	=	0	=			
<input checked="" type="checkbox"/>	Escape Artist	DEX	-2	=	3	=	-5		
<input checked="" type="checkbox"/>	Fly	DEX	-2	=	3	=	-5		
<input checked="" type="checkbox"/>	Handle Animal	CHA	11	=	0 + 8	=	3		
<input checked="" type="checkbox"/>	Heal	WIS	0	=	0	=			
<input checked="" type="checkbox"/>	Intimidate	CHA	0	=	0	=			
<input checked="" type="checkbox"/>	Knowledge (Nature)	INT	10	=	0 + 7	=	3		
<input checked="" type="checkbox"/>	Perception	WIS	11	=	0 + 8	=	3		
<input checked="" type="checkbox"/>	Perform (Untrained)	CHA	0	=	0	=			
<input checked="" type="checkbox"/>	Ride	DEX	6	=	3 + 5	=	-2		
<input checked="" type="checkbox"/>	Sense Motive	WIS	0	=	0	=			
<input checked="" type="checkbox"/>	Stealth	DEX	2	=	3 + 1	=	-2		
<input checked="" type="checkbox"/>	Survival	WIS	11	=	0 + 8	=	3		
<input checked="" type="checkbox"/>	Survival (Follow or identify tracks)	WIS	15	=	0 + 8	=	7		
<input checked="" type="checkbox"/>	Swim	STR	6	=	5 + 3	=	-2		
				=	+	=	+		
				=	+	=	+		

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Conditional Skill Modifiers:
 You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks, Initiative checks and cannot be tracked in cold terrain
 You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks, Initiative checks and cannot be tracked in mountain terrain
 You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against humans.
 You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against undead.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+13/+8	1d4+5	2W-P-(OH)	+9/+4	1d4+5	
1H-O	+13/+8	1d4+2	2W-P-(OL)	+11/+6	1d4+5	
2H	+13/+8	1d4+5	2W-OH	+11/+6	1d4+2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d4+5	1d4+5	1d4+5	1d4+5	1d4+5	

Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+13/+8	1d6+5	2W-P-(OH)	+9/+4	1d6+5	
1H-O	+13/+8	1d6+2	2W-P-(OL)	+11/+6	1d6+5	
2H	+13/+8	1d6+7	2W-OH	+9/+4	1d6+2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d6+5	1d6+5	1d6+5	1d6+5	1d6+5	

Masterwork Handaxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x3	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+14/+9	1d6+5	2W-P-(OH)	+10/+5	1d6+5	
1H-O	+14/+9	1d6+2	2W-P-(OL)	+12/+7	1d6+5	
2H	+14/+9	1d6+5	2W-OH	+12/+7	1d6+2	

Warhammer (Adamantine)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x3	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+14/+9	1d8+5	2W-P-(OH)	+10/+5	1d8+5	
1H-O	+14/+9	1d8+2	2W-P-(OL)	+12/+7	1d8+5	
2H	+14/+9	1d8+7	2W-OH	+10/+5	1d8+2	

Special Properties: ignore hardness less than 20

Greatsword +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+15/+10		2d6+8				

Composite Longbow STR (+5)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +11/+6		Damage: 1d8+5		
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5	
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.	
TH	+1/-4	-1/-6	-3/-8	-5/-10	-7/-12	
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5	

Special Properties: Strength bonus to damage

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
		Cold Iron Longsword	Equipped	1	4 / 330
		Shield, Light Wooden	Equipped	1	5 / 3
		Ring of Protection +1	Equipped	1	0 / 2,000
		Breastplate	Equipped	1	30 / 200
		Outfit (Cold-Weather)	Equipped	1	0 / 0
		+5 circumstance bonus on Fortitude saves vs cold weather			
		Cloak of Resistance +1	Equipped	1	1 / 1,000
		Bladed Belt	Equipped	1	3 / 2,000
		On command, the belt's wearer can transform the belt into a single masterwork slashing and/or piercing melee weapon of her choice.			
		Backpack, Common	Equipped	1	2 / 2
		34.5 lbs., 1 Flint and Steel, 1 Mess Kit, 5 Rations (Trail/Per Day), 1 Rope (Hemp/50 ft.), 10 Torch, 1 Lantern (Hooded), 1 Oil of Magic Weapon, 1 Potion of Endure Elements, 4 Potion of Cure Light Wounds, 1 Rapier +1, 1 Potion of Resist Energy 10 (Cold), 1 Smokestick, 1 Elixir of Love, 1 Grappling Hook, Common			
		Flint and Steel	Backpack, Common	1	0 / 1
		Mess Kit	Backpack, Common	1	1 / 0.2
		Rations (Trail/Per Day)	Backpack, Common	5	1 (5) / 0.5 (2.5)
		Rope (Hemp/50 ft.)	Backpack, Common	1	10 / 1
		Torch	Backpack, Common	10	1 (10) / 0 (0.1)
		Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
		Lantern (Hooded)	Backpack, Common	1	2 / 7
		Bright illumination (30'), shadowy illumination (60'), 6 hr./pint Bright Illumination: 30 ft., Duration: 6 hr./pint, Shadowy Illumination: 60 ft.			
TOTAL WEIGHT CARRIED/VALUE		118.85 lbs.			17,089.8gp

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
		Oil of Magic Weapon	Backpack, Common	1	0 / 50
		Gives a weapon a +1 enhancement bonus on attack and damage rolls for 1 minute.			
		Potion of Endure Elements	Backpack, Common	1	0 / 50
		Grants protection from harm from being in a hot or cold environment for 24 hours			
		Potion of Cure Light Wounds	Backpack, Common	4	0 (0) / 50 (200)
		Cures 1d8+1 points of damage			
		Potion of Cure Light Wounds	Belt Pouch	1	0 / 50
		Cures 1d8+1 points of damage			
		Rapier +1	Backpack, Common	1	2 / 2,320
		Potion of Resist Energy 10 (Cold)	Backpack, Common	1	0 / 300
		Grants cold resistance 10 for 30 minutes.			
		Smokestick	Backpack, Common	1	0.5 / 20
		creates 10ft cube of smoke as per fog cloud			
		Elixir of Love	Backpack, Common	1	0 / 150
		Lasts 1d3 hours			
		Grappling Hook, Common	Backpack, Common	1	4 / 1
		Belt Pouch	Equipped	1	0.5 / 1
		1 lbs., 2 Chalk (1 Piece), 1 Dagger, 1 Potion (Feather Step/Bard/1st), 1 Potion of Cure Light Wounds, 1 Potion of Barkskin +2, 1 Potion of Shield of Faith +2, 1 Bead of Newt Prevention			
		Chalk (1 Piece)	Belt Pouch	2	0 (0) / 0 (0)
		Dagger	Belt Pouch	1	1 / 2
		Potion (Feather Step/Bard/1st)	Belt Pouch	1	0 / 50
		Potion of Barkskin +2	Belt Pouch	1	0 / 300
		+2 enhancement bonus to natural armor for 30 minutes			
		Potion of Shield of Faith +2	Belt Pouch	1	0 / 50
		+2 deflection bonus to AC for 1 minutes			
		Bead of Newt Prevention	Belt Pouch	1	0 / 1,000
		Waterskin (Filled)	Equipped	1	4 / 1
		Arrow +2 (Bane (Animals))	Equipped	1	0.1 / 366.1
		+2 enhancement bonus and does +2d6 bonus damage against Animals			
		Arrow	Equipped	18	0.1 (2.7) / 0.1 (0.9)
		Masterwork Arrows (20)	Equipped	3	3 (9) / 121 (363)
		Club	Carried	1	3 / 0
		Masterwork Handaxe	Carried	1	3 / 306
		Warhammer (Adamantine)	Carried	1	5 / 3,012
		ignore hardness less than 20			
		Greatsword +1	Carried	1	8 / 2,350
		Composite Longbow STR (+5)	Carried	1	3 / 600
		Strength bonus to damage			
TOTAL WEIGHT CARRIED/VALUE		118.85 lbs.			17,089.8gp

WEIGHT ALLOWANCE	
Light Lift over head	133 400
Medium Lift off ground	266 800
Heavy Push / Drag	400 2000

MONEY	
Total= 0 gp [Unspent Funds = 482.8 gp]	

MAGIC	
Languages Common	

Other Companions	

Traits	
Resilient	[Paizo Inc. - Advanced Player's Guide, p.328]
Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You gain a +1 trait bonus on Fortitude saves.	

Undead Slayer (Pharasma) [Paizo Inc. - Advanced Player's Guide, p.333]
Instructed at a young age in the tenets of the faith of Pharasma, you view the undead as abominations that must be destroyed, so their souls can journey beyond to be judged. You gain a +1 trait bonus on weapon damage against undead.

Special Attacks

Humanoid (Human) (Ex) [Paizo Inc. - Core Rulebook, p.64]
You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against humans. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Undead (Ex) [Paizo Inc. - Core Rulebook, p.64]
You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Special Qualities

Combat Style Feat (Ex) [Paizo Inc. - Core Rulebook, p.65]
At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point-Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Dual Talent [Paizo Inc. - Advanced Race Guide, p.72]
Some humans are uniquely skilled at maximizing their natural gifts. These humans pick two ability scores and gain a +2 racial bonus in each of those scores. This racial trait replaces the +2 bonus to any one ability score, the bonus feat, and the skilled traits.

Favored Terrain (Cold) (Ex) [Paizo Inc. - Core Rulebook, p.65]
You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in cold terrain (ice, glaciers, snow, and tundra). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Mountain) (Ex) [Paizo Inc. - Core Rulebook, p.65]
You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Humanoid Traits (Ex) [Paizo Inc. - Core Rulebook, p.308]
Humanoids breathe, eat, and sleep.

Hunting Companions (Ex) [Paizo Inc. - Core Rulebook, p.66]
You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 1 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Swift Tracker (Ex) [Paizo Inc. - Core Rulebook, p.67]
You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) [Paizo Inc. - Core Rulebook, p.64]
You gain +4 to Survival checks made to follow tracks.

Versatile Human [Paizo Inc. - Advanced Race Guide, p.]
While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual talent.

Wild Empathy (Ex) [Paizo Inc. - Core Rulebook, p.50/64]

You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+8 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) [Paizo Inc. - Core Rulebook]
You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Cleave [Paizo Inc. - Core Rulebook, p.119]
You can strike two adjacent foes with a single swing.

As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Cleave [Paizo Inc. - Core Rulebook, p.124]
You can strike many adjacent foes with a single blow.

As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Power Attack [Paizo Inc. - Core Rulebook, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 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. 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.

Weapon Focus (Greatsword) [Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon.
You gain a +1 bonus on all attack rolls you make using the selected weapon.

Endurance [Paizo Inc. - Core Rulebook, p.112]
Harsh conditions or long exertions do not easily tire you.

You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Improved Two-Weapon Fighting (Granted) [Paizo Inc. - Core Rulebook, p.128]
You are skilled at fighting with two weapons.

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Two-Weapon Fighting (Granted) [Paizo Inc. - Core Rulebook, p.136]
You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsecopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Pitchfork, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Brand Higoak

Human (Versatile Human)

RACE

21

AGE

Male

GENDER

VISION

Neutral Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

6' 2"

HEIGHT

200 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: