

Gord Hammerson

Pat

Character Name

Player Name

Deity

None

Neutral

Barbarian 14

Human / Humanoid

Medium / 5 ft.

Region

Alignment

CLASS

RACE

SIZE / FACE

6' 1" / 195 lbs.

Normal

14 (13)

300000 / 425000

22

Male

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED							
STR Strength	24	+7	30	+10			HP hit points	224					4/-			Walk 30 ft.							
DEX Dexterity	15	+2	17	+3			AC armor class	32	32	14	-10	+10	+3	+3	+0	+5	+2	+0	+0	+1	+0	+0	+1
CON Constitution	22	+6	22	+6			INITIATIVE modifier		+3	+3	+0	MISS CHANCE		40	-4	0	ACID RESIST		ELECT. RESIST		FIRE RESIST		
INT Intelligence	10	+0	10	+0			Encumbrance		Light		ARMOR BONUS		SPELL RESIST		COLD RESIST		DODGE		Morale		Insight		
WIS Wisdom	13	+1	13	+1			TOTAL		DEX MODIFIER		MISC MODIFIER		ARCANE SPELL FAILURE PENALTY		SPELL CHECK		ACID RESIST		COLD RESIST		ELECT. RESIST		
CHA Charisma	11	+0	11	+0			TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		
SAVING THROWS		TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP		TOTAL SKILLPOINTS: 70		SKILLS		MAX RANKS: 14/14			
FORTITUDE (constitution)	+17	+9	+6	+2	+0	+0	SKILL NAME		KEY ABILITY		SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER						
REFLEX (dexterity)	+10	+4	+3	+2	+1	+0	✓ Acrobatics	DEX	4	=	3	+	2	+	-1								
WILL (wisdom)	+10	+4	+1	+2	+3	+0	✓ Appraise	INT	0	=	0												

MELEE attack bonus	+24/+19/+14	=	+14/+9/+4	+10	+0	+0	+0	
RANGED attack bonus	+17/+12/+7	=	+14/+9/+4	+3	+0	+0	+0	
CMB attack bonus	+24/+19/+14	=	+14/+9/+4	+10	+0			
CMB	+24/+19/+14		+24/+19/+14					
CMD	38		38					

Conditional Save Modifiers:
 When raging gain +4 bonus to Will saves vs. Enchantment spells.
 +2 trait bonus on all saving throws against illusions.
 +4 Reflex to avoid traps

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	=	3	+ 2 + -1
✓ Appraise	INT	0	=	0	
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	16	=	10	+ 7 + -1
✓ Craft (Traps)	INT	5	=	0	+ 2 + 3
✓ Craft (Untrained)	INT	0	=	0	
✓ Diplomacy	CHA	3	=	1	+ 2
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	0	=	3	+ 1 + -4
✓ Fly	DEX	-1	=	3	+ -4
✓ Handle Animal	CHA	8	=	1	+ 2 + 5
✓ Heal	WIS	1	=	1	
✓ Intimidate	CHA	20	=	1	+ 12 + 7
✓ Knowledge (Nature)	INT	14	=	0	+ 11 + 3
✓ Perception	WIS	16	=	1	+ 12 + 3
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	6	=	3	+ 2 + 1
✓ Sense Motive	WIS	2	=	1	+ 1
✓ Stealth	DEX	0	=	3	+ 1 + -4
✓ Survival	WIS	18	=	1	+ 14 + 3
✓ Swim	STR	13	=	10	+ 4 + -1
			=		+ +
			=		+ +

*+1 Shield (Heavy/Steel)	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+24/+19/+14		1d4+10			

Sling					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
Range: 30 ft.		To Hit: +17/+12/+7		Damage: 1d4+10	
	50 ft.	100 ft.	150 ft.	200 ft.	250 ft.
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1
Dam	1d4+10	1d4+10	1d4+10	1d4+10	1d4+10
	300 ft.	350 ft.	400 ft.	450 ft.	500 ft.
TH	+7/+2/-3	+5/+0/-5	+3/-2/-7	+1/-4/-9	-1/-6/-11
Dam	1d4+10	1d4+10	1d4+10	1d4+10	1d4+10

+1 Mace (Light)					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
To Hit		Dam		To Hit	
	2W-P-(OH)			Dam	
1H-P	+25/+20/+15	1d6+11	2W-P-(OH)	+19/+14/+9	1d6+11
1H-O	+21/+16/+11	1d6+6	2W-P-(OL)	+21/+16/+11	1d6+11
2H	+25/+20/+15	1d6+11	2W-OH	+17	1d6+6

Blowgun					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	20/x2	5 ft.
Range: 20 ft.		To Hit: +17/+12/+7		Damage: 1d2	
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.
TH	+15/+10/+5	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1
Dam	1d2	1d2	1d2	1d2	1d2
	120 ft.	140 ft.	160 ft.	180 ft.	200 ft.
TH	+7/+2/-3	+5/+0/-5	+3/-2/-7	+1/-4/-9	-1/-6/-11
Dam	1d2	1d2	1d2	1d2	1d2

+1 Composite Flaming Longbow (Strength Rating+21)					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +16/+11/+6		Damage: 1d8+11	
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2
Dam	1d8+11	1d8+11	1d8+11	1d8+11	1d8+11
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	+6/+1/-4	+4/-1/-6	+2/-3/-8	+0/-5/-10	-2/-7/-12
Dam	1d8+11	1d8+11	1d8+11	1d8+11	1d8+11

Special Properties: +1 Longbow (Composite/Flaming/Strength Rating+21), Strength bonus to damage, +1d6 fire damage

Quarterstaff					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+24/+19/+14		1d6+15			

Shield (Heavy/Wooden/Shield Spikes)					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+24/+19/+14		1d6+10			

Special Properties: Spiked

+1 Longsword					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	S	M	19-20/x2	5 ft.
To Hit		Dam		To Hit	
	2W-P-(OH)			Dam	
1H-P	+25/+20/+15	1d8+11	2W-P-(OH)	+19/+14/+9	1d8+11
1H-O	+21/+16/+11	1d8+6	2W-P-(OL)	+21/+16/+11	1d8+11
2H	+25/+20/+15	1d8+16	2W-OH	+15	1d8+6

+2 Mace (Heavy)					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
To Hit		Dam		To Hit	
	2W-P-(OH)			Dam	
1H-P	+26/+21/+16	1d8+12	2W-P-(OH)	+20/+15/+10	1d8+12
1H-O	+22/+17/+12	1d8+7	2W-P-(OL)	+22/+17/+12	1d8+12
2H	+26/+21/+16	1d8+17	2W-OH	+16	1d8+7

Special Properties: (+2 Mace (Heavy))

Gauntlet					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.
To Hit		Dam		To Hit	
	2W-P-(OH)			Dam	
1H-P	+24/+19/+14	1d3+10	2W-P-(OH)	+18/+13/+8	1d3+10
1H-O	+20/+15/+10	1d3+5	2W-P-(OL)	+20/+15/+10	1d3+10
2H	+24/+19/+14	1d3+10	2W-OH	+16	1d3+5

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Headband of Alluring Charisma +2	Equipped	1	1 / 4,000	
Amulet of Natural Armor +5	Equipped	1	0 / 50,000	
Shieldbash (Heavy)	Equipped	1	0 / 0	
Ring of Protection +2	Equipped	1	0 / 8,000	
TOTAL WEIGHT CARRIED/VALUE		65 lbs.	294,018.7gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Ring of Counterspells (Magic Missile)	Equipped	1	0 / 4,000	
Magic Missile				
+4 Battleaxe (Rod of Lordly Might)	Equipped	1	6 / 32,310	
(+4 Battleaxe)				
Bite	Equipped	1	0 / 0	
Gloves (DEX +2)	Equipped	1	0 / 4,000	
Enhancement bonus to ability DEX(+2)				
+4 Breastplate	Equipped	1	30 / 16,350	
Outfit (Traveler's)	Equipped	1	5 / 0	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Belt of Giant Strength +6	Equipped	1	1 / 36,000	
+1 Shield (Heavy/Steel)	Equipped	1	15 / 1,170	
Handy Haversack	Equipped	1	5 / 2,000	
167 lbs., 20 Arrow, 1 Sling, 1 +1 Chainmail, 1 +1 Mace (Light), 4 Antitoxin (Vial), 1 Bedroll, 1 Blanket (Winter), 1 Blowgun, 1 Bottle of Air, 20 Bullet (Sling), 10 Candle, 10 Dart (Blowgun), 2 Flint and Steel, 1 Grappling Hook, Common, 1 Bullseye Lantern, 7 Oil (1 Pint Flask), 1 Peasant's Outfit, 3 Potion of Bull's Strength, 3 Potion of Cure Light Wounds, 1 Potion of Fly, 1 Potion of Protection from Arrows, 9 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 5 Tindertwig, 1 +2 Chain Shirt, 2 Dust of Tracelessness, 1 Potion of Haste, 1 +1 Composite Flaming Longbow (Strength Rating+21), 1 Quarterstaff, 1 Shield (Heavy/Wooden/Shield Spikes), 2 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds, 1 +1 Longsword, 1 +2 Mace (Heavy), 1 Rod of Lordly Might, 3 Trade Gem (100), 33 Trade Gem (1000), 1 Trade Gem (50)				
Arrow	Handy	20	0.1 (3) / 0.1 (1)	
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Haversack	Handy	1	0 / 0	
Sling	Handy	1	40 / 1,300	
+1 Chainmail	Handy	1	4 / 2,305	
+1 Mace (Light)	Handy	4	0 (0) / 50 (200)	
Antitoxin (Vial)	Handy	4	0 (0) / 50 (200)	
□□□□				
+5 alchemical bonus to Fortitude saves against poison for 1 hour				
Bedroll	Handy	1	5 / 0.1	
Blanket (Winter)	Handy	1	3 / 0.5	
Blowgun	Handy	1	1 / 2	
Bottle of Air	Handy	1	2 / 7,250	
Retains air within it at all times, continually renewing its contents.				
Bullet (Sling)	Handy	20	0.5 (10) / 0 (0.2)	
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Haversack	Handy	10	0 (0) / 0 (0.1)	
Candle	Handy	10	0 (0) / 0.1 (0.5)	
□□□□□ □□□□□				
Dart (Blowgun)	Handy	10	0 (0) / 0.1 (0.5)	
□□□□□ □□□□□				
Flint and Steel	Handy	2	0 (0) / 1 (2)	
Grappling Hook, Common	Handy	1	4 / 1	
Bullseye Lantern	Handy	1	3 / 12	
Normal illumination (60'), plus 1 step (120'), 6 hr./pintDuration: 6 hr./pint, Increases light level by 1 step: 120 ft. cone. Normal illumination: 60 ft. cone				
Oil (1 Pint Flask)	Handy	7	1 (7) / 0.1 (0.7)	
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Peasant's Outfit	Handy	1	2 / 0.1	
Potion of Bull's Strength	Handy	3	0 (0) / 300 (900)	
□□□				
+4 enhancement bonus to Strength for 3 minutes				
Potion of Cure Light Wounds	Handy	3	0 (0) / 50 (150)	
□□□				
Cures 1d8+1 points of damage				
Potion of Fly	Handy	1	0 / 750	
Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes				
Potion of Protection from Arrows	Handy	1	0 / 300	
Gain damage reduction 10/Magic against ranged weapons for 3 hours, or until 30 points of damage have been prevented				
Rations (Trail/Per Day)	Handy	9	1 (9) / 0.5 (4.5)	
□□□□□ □□□□				
Rope (Silk/50 ft.)	Handy	1	5 / 10	
4 hp, DC 24 Strength check to burst				
Tindertwig	Handy	5	0 (0) / 1 (5)	
□□□□□				
+2 Chain Shirt	Handy	1	25 / 4,250	
TOTAL WEIGHT CARRIED/VALUE 65 lbs. 294,018.7gp				

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Dust of Tracelessness	Handy	2	0 (0)	250 (500)
<input type="checkbox"/>	Haversack			
Potion of Haste	Handy	1		0 / 750
	Haversack			
Gain additional attack, move faster, +1 on attack rolls, +1 dodge bonus to AC and Reflex saves for 5 rounds				
+1 Composite Flaming Longbow (Strength Rating+21)	Handy	1		3 / 10,500
	Haversack			
+1 Longbow (Composite/Flaming/Strength Rating+21), Strength bonus to damage, +1d6 fire damage				
Quarterstaff	Handy	1		4 / 0
	Haversack			
Shield (Heavy/Wooden/Shield Spikes)	Handy	1		15 / 17
	Haversack			
Spiked				
Potion of Cure Moderate Wounds	Handy	2	0 (0)	300 (600)
<input type="checkbox"/>	Haversack			
Cures 2d8+3 points of damage				
Potion of Cure Serious Wounds	Handy	1		0 / 750
	Haversack			
Cures 3d8+5 points of damage				
+1 Longsword	Handy	1		4 / 2,315
	Haversack			
+2 Mace (Heavy)	Handy	1		8 / 8,312
	Haversack			
(+2 Mace (Heavy))				
Rod of Lordly Might	Handy	1		10 / 70,000
	Haversack			
Ioun Stone, Dusty rose Prism	Equipped	1		0 / 5,000
Scabbard of Keen Edges	Equipped	1		1 / 16,000
<input type="checkbox"/>				
Gauntlet	Carried	1		0 / 0
TOTAL WEIGHT CARRIED/VALUE		65 lbs.		294,018.7gp

WEIGHT ALLOWANCE					
Light	533	Medium	1066	Heavy	1600
Lift over head	1600	Lift off ground	3200	Push / Drag	8000

MONEY	
33 x Trade Gem (1000) (1000) [Handy Haversack]	
3 x Trade Gem (100) (100) [Handy Haversack]	
1 x Trade Gem (50) (50) [Handy Haversack]	
Total= 33,350 gp	

MAGIC	
Languages	
Common	
Other Companions	

Traits	
Deft Dodger	[Paizo Inc. - Advanced Player's Guide, p.328]
Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.	
Skeptic	[Paizo Inc. - Advanced Player's Guide, p.329]
Growing up, you were always around magical effects to the extent that you realized that much of it was smoke and mirrors. You gain a +2 trait bonus on all saving throws against illusions.	

Special Attacks	
Animal Fury (Ex)	[Paizo Inc. - Core Rulebook, p.32]
While raging, you gain a bite attack. If used as a part of a full-attack action, the bite is made at your full base attack bonus-5. If the bite hits, it deals 1d4+5 points of damage. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks you make against the target this round are at a +2 bonus.	
Come and Get Me (Ex)	[Paizo Inc. - Advanced Player's Guide, p.74]
While raging, as a free action the barbarian may leave herself open to attack while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the barbarian until the beginning of her next turn, but every attack against the barbarian provokes an attack of opportunity from her, which is resolved prior to resolving each enemy attack.	
Intimidating Glare (Ex)	[Paizo Inc. - Core Rulebook, p.33]
You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.	

Mighty Swing (Ex)	
[Paizo Inc. - Core Rulebook, p.33]	
You automatically confirm a critical hit. This power is used as an immediate action once a critical threat has been determined. This power can only be used once per page.	

Special Qualities	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Damage Reduction (Ex)	[Paizo Inc. - Core Rulebook, p.34]
You gain damage reduction. Subtract 4 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.	
Fast Movement (Ex)	[Paizo Inc. - Core Rulebook, p.31]
Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.	
Humanoid Traits (Ex)	[Paizo Inc. - Core Rulebook, p.308]
Humanoids breathe, eat, and sleep.	
Improved Uncanny Dodge (Ex)	[Paizo Inc. - Core Rulebook]
You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.	
Increased Damage Reduction (Ex)	[Paizo Inc. - Core Rulebook, p.33]
Your damage reduction increases by 1/-. This increase is always active while you are raging.	
Indomitable Will (Ex)	[Paizo Inc. - Core Rulebook, p.34]
While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.	
Internal Fortitude (Ex)	[Paizo Inc. - Core Rulebook, p.33]
While raging, you are immune to the sickened and nauseated conditions.	
Rage (Ex)	[Paizo Inc. - Core Rulebook, p.32]
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 36 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.	
Renewed Vigor (Su)	[Paizo Inc. - Core Rulebook, p.33]
As a standard action, you heal 3d8+6 points of damage. This power is can only be used once per day and only while raging.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Trap Sense (Ex)	[Paizo Inc. - Core Rulebook]
You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.	
Uncanny Dodge (Ex)	[Paizo Inc. - Core Rulebook]
You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity 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.	

Feats	
Animal Affinity	[Paizo Inc. - Core Rulebook, p.118]
You are skilled at working with animals and mounts.	
You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	

Catch Off-Guard	[Paizo Inc. - Core Rulebook, p.119]
<p>Foes are surprised by your skilled use of unorthodox and improvised weapons.</p> <p>You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.</p>	
Cleave	[Paizo Inc. - Core Rulebook, p.119]
<p>You can strike two adjacent foes with a single swing.</p> <p>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.</p>	
Endurance	[Paizo Inc. - Core Rulebook, p.112]
<p>Harsh conditions or long exertions do not easily tire you.</p> <p>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.</p>	
Great Cleave	[Paizo Inc. - Core Rulebook, p.124]
<p>You can strike many adjacent foes with a single blow.</p> <p>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.</p>	
Persuasive	[Paizo Inc. - Core Rulebook, p.131]
<p>You are skilled at swaying attitudes and intimidating others into your way of thinking.</p> <p>You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.</p>	
Power Attack	[Paizo Inc. - Core Rulebook, p.131]
<p>You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.</p> <p>You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 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.</p>	
Vital Strike	[Paizo Inc. - Core Rulebook, p.136]
<p>You make a single attack that deals significantly more damage than normal.</p> <p>When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.</p>	

Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Waraxe (Dwarven), Warhammer, Wushu Dart

Temporary Bonus

Standard Rage

Proficiencies

Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Bite, 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, Horsechopper, Hunga Munga, Improvised Weapon, 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, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Short spear, 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

Gord Hammerson

Human

RACE

22

AGE

Male

GENDER

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

195 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: