Gord Hammerson	Pat		None	Neutral
Character Name	Player Name	Deity	Region	Alignment
Barbarian 14	Human / Humanoid	Medium / 5 ft.	6' 1" / 195 lbs.	Normal
CLASS	RACE	SIZE / FACE	HEIGHT / WEIGHT	VISION
14 (13) 300000 / 425000	22 Male			
Character Level (CR) EXP/NEXT LEVEL	AGE GENDER	EYES	HAIR	Points
ABILITY NAME BASE BASE ABILITY ABILITY TEMP TEMP SCORE MOD SCORE MOD SCORE MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> 18 +4 24 +7	HP hit points 182		3/-	Walk 30 ft.
Strength         Image: Constraint of the strength           DEX         15         +2         17         +3	AC armor class 34 34 16 = 10 + 10 FLAT TOUCH BASE ARM	IOR SHIELD STAT SIZE NAT	5 URAL + 2 + 0 + 0 DODGE + 0 Morale	+ 1 + 0 + 0 + 1 Insight Sacred Profane MISC
CON 16 +3 16 +3	<b>INITIATIVE</b> +3 = +3 + +0	BONUS AR		
INT 10 +0 10 +0	TOTAL DEX MODIFIER	MISS Arcane ARMOR SPELL CHANCE Spell CHECK RESIST Failure PENALTY	ACID COLD ELECT. FIR RESIST RESIST RESIST RES	
WIS         13         +1         13         +1	Encumbrance Light	TOTAL SKILLPOINTS: 70	SKILL	MAX RANKS: 14/14
CHA 11 +0 13 +1		SKILL N		SKILL ABILITY RANKS MISC MODIFIER MODIFIER MODIFIER
Charisma	·	Acrobatics	DEX	4 = 3 + 2 + -1
SAVING THROWS TOTAL BASE ABILITY MAGIN		Appraise	INT	0 = 0
<b>FORTITUDE</b> +14 = +9 + +3 + +2	2 + +0 + +0 +	/ Bluff	CHA	1 = 1
<b>REFLEX</b> +10 = +4 + +3 + +2	! + + 1 + + 0 +	<ul> <li>Climb</li> <li>Craft (Traps)</li> </ul>	STR INT	13 = 7 + 7 + -1 5 = 0 + 2 + 3
(dexterity) +10 +4 +3 +2		Craft (Untrained)	INT	0 = 0
<b>WILL</b> +7 = +4 + +1 + +2	2 + +0 + +0 +	/ Diplomacy	CHA	3 = 1 + 2
(wisdom)		/ Disquise	CHA	1 = 1
Conditional Sav	e Modifiers:	Escape Artist	DEX	0 = 3 + 1 + -4
When raging gain +4 bonus to Will saves vs.	Enchantment spells.	/ Fly	DEX	-1 = 3 + -4
+2 trait bonus on all saving throws against ill		Handle Animal	CHA	8 = 1 + 2 + 5
+4 Reflex to avoid traps	v	/ Heal	WIS	1 = 1
•	v	/ Intimidate	CHA	20 = 1 + 12 + 7
	TACK BONUS STAT SIZE MISC EPIC TEMP	Knowledge (Nature)	INT	14 = 0 + 11 + 3
<b>MELEE</b> +21/+16/+11 = +14,	/+9/+4 + +7 + +0 + +0 + 0 +	Perception	WIS	16 = 1 + 12 + 3
	/+9/+4 + +3 + +0 + +0 + 0 +	<ul> <li>Perform (Untrained)</li> </ul>	CHA	1 = 1
attack bonus		Ride	DEX	6 = 3 + 2 + 1
<b>CMB</b> +21/+16/+11 = +14	/+9/+4 + +7 + +0 + + + + + + + + + + + + + + +	Sense Motive	WIS	2 = 1 + 1
attack bonus		Stealth	DEX	0 = 3 + 1 + -4
	DISARM SUNDER RUSH OVERRUN //+16/+11 +21/+16/+11 +21 +21	Survival     Survival	WIS	18 = 1 + 14 + 3
		Swim	STR	10 = 7 + 4 + -1
CMD 37 37	37 37 37 37			= + +
		✓: can be used	untrained. X: exclusive skills.	

UN	ARMED	ATTACK BON	DAMAGE			CRITICAL			REACH		
(n	onlethal only)	+21/+16/+11						20/x	2	:	5 ft.
*Shieldbash (Heavy)						AND	TYPE	SIZE	CRIT	ICAL	REACH
	omora		avy)		Equ	uipped B M				x2	5 ft.
	To Hit		Dam				Т	o Hit			Dam
1H-P	+21/+16/+	·11	1d4+7	2W-P-	(OH)		+15/	+10/+5	i		1d4+7
1H-O	+17/+12/-	+7	1d4+3	2W-P-	(OL)		+17/	+12/+7	,		1d4+7
2H	+21/+16/+	·11	1d4+10	2W-0	он		-	-11			1d4+3

*_	+4 Battleaxe (Rod of I		HA	AND	TYPE SIZE CRITIC			L REACH	
		Prir	mary	S	М	20/x3	5 ft.		
	To Hit	Dam				Тс	Hit		Dam
1H-P	+25/+20/+15	1d8+11	2W-P-(	(OH)	DH) +19/+14/+9				1d8+11
1H-O	+21/+16/+11	1d8+7	2W-P-	(OL)		+21/+	16/+1	1	1d8+11
2H	+25/+20/+15	1d8+14	2W-0	ЭН		+	15		1d8+7
Special Properties: (+4 Battleaxe)									

*+1 Shield (Heavy/Steel)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped		М	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE					
+21/+16/+11			1	d4+7		

\*: 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
*+4 Breastplate	Medium	+10	+3	-3	25
+1 Chainmail	Medium	+7	+2	-4	30
+2 Chain Shirt	Light	+6	+4	-1	20
*+1 Shield (Heavy/Steel)	Heavy	+3		-1	15
Shield (Heavy/Wooden/Shield Spikes) Spiked	Heavy	+2		-2	15
*Amulet of Natural Armor +5		+5		+0	0
*Ring of Protection +2		+2		+0	0
*Ioun Stone, Dusty rose Prism		+1		+0	0

## **BARBARIAN RAGE**

# Rage

# Rounds per Day

Rage (Ex):You can call upon inner reserves of strength and ferocity, granting you additional combat provess. You can rage for 33 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 46 morale bonus to your Strength and a 46 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 Charismar, 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 unconscious, your rage immediately ends, placing you in peril of death. [Paizo Inc. - Core Rulebook, p.32]

Animal Fury:While raging, you gain a bite attack, If uses 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+3 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. [Paizo Inc. - Core Rulebook, p.32]

Come and Get Me: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. [Paizo Inc. - Advanced Player's Guide, p.74]

Increased Damage Reduction: Your damage reduction increases by 1/--. This increase is always active while you are raging. [Paizo Inc. - Core Rulebook, p.33]

Internal Fortitude: While raging, you are immune to the sickened and nauseated conditions. [Paizo Inc. - Core Rulebook, p.33]

Intimidating Glare: 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. [Paizo Inc. - Core Rulebook, p.33]

Mighty Swing: 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 rage. [Paizo Inc. - Core Rulebook, p.33]

Renewed Vigor: As a standard action, you heal 3d8+3 points of damage. This power is can only be used once per day and only while raging. [Paizo Inc. - Core Rulebook, p.33]

	SI	ing		HAND	TYPE		CRITICAL		EQUIPMEI	NT		
<b>D</b> .			1:4 47/. 4	Equipped	d B	M	20/x2	5 ft.	ITEM	LOCATION	QTY	WT/COST
Ra	ange: 30 ft. 50 ft.	10 F 100 ft.	lit: +17/+1	12/+7 150 ft.	20	Dama 00 ft.	age: 1d4-	F / 250 ft.	Gloves (DEX +2)	Equipped	1	0 / 4,000
TH	+17/+12/+7	+15/+10/	/+5 +	13/+8/+3		/+6/+1		9/+4/-1	Enhancement bonus to ability DEX +2	E an sia a a d	-	20 / 40 250
Dam	1d4+7	1d4+7	·	1d4+7		4+7		d4+7	+4 Breastplate	Equipped	1	30 / 16,350
тн	300 ft. +7/+2/-3	350 ft. +5/+0/-	5	400 ft. +3/-2/-7		50 ft. /-4/-9		500 ft. /-6/-11	Outfit (Traveler's)	Equipped	1	5/0
Dam	1d4+7	1d4+7		1d4+7	1	4+7		d4+7	Cloak of Resistance +2	Equipped	1	1 / 4,000
	-						ļ	-	Belt of Giant Strength +6	Equipped	1	1 / 36,000
	+1 Ma	Ce (Light)		HAND Equipped	TYPE B	SIZE	CRITICAL 20/x2	. REACH 5 ft.	+1 Shield (Heavy/Steel)	Equipped	1	15 / 1,170
	To H	it	Dam			To Hit	20/82	Dam	Handy Haversack	Equipped	1	5 / 2,000
1H-P	+22/+17		1d6+8	2W-P-(OH)	+1	6/+11/-	+6	1d6+8	167 lbs., 20 Arrow, 1 Sling, 1 +1 Chainmail, 1 +1 Mace (Light), 4 Antit 1 Bottle of Air, 20 Bullet (Sling), 10 Candle, 10 Dart (Blowgun), 2 Flint	oxin (Vial), 1 Bedroll, and Steel, 1 Grapplin	1 Blanket	: (Winter), 1 Blowgun Common, 1 Bullseye
1H-0	110/113		1d6+4	2W-P-(OL)	+1	8/+13/-	+8	1d6+8	Lantern, 7 Oil (1 Pint Flask), 1 Peasant's Outfit, 3 Potion of Bull's Stre 1 Potion of Protection from Arrows, 9 Rations (Trail/Per Day), 1 Rope	ngth, 3 Potion of Cure	e Light Wo	ounds, 1 Potion of Fl
2H	+22/+17	ļ	1d6+8	2W-OH		+14		1d6+4	Tracelessness, 1 Potion of Haste, 1 +1 Composite Flaming Longbow Wooden/Shield Spikes), 2 Potion of Cure Moderate Wounds, 1 Potior	(Strength Rating+21),	, 1 Quarte	erstaff, 1 Shield (Hea
	Blov	wgun		HAND		SIZE	CRITICAL 20/x2	. REACH 5 ft.	Mace (Heavy), 1 Rod of Lordly Might, 3 Trade Gem (100), 33 Trade G Arrow	em (1000), 1 Trade G Handy		0.1 (3) / 0.1 (
Ra	ange: 20 ft.	To H	lit: +17/+1		1 1	Dan	nage: 1d2	2		Haversack		
тн	30 ft.	40 ft.		60 ft.		0 ft.		100 ft. 9/+4/-1	Sling	Handy	1	0 / 0
Dam	+15/+10/+5 1d2	+15/+10/ 1d2	+5 +	13/+8/+3 1d2	1	/+6/+1 d2	-	1d2		Haversack	-	40 / 4 200
	120 ft.	140 ft.		160 ft.		02 30 ft.		200 ft.	+1 Chainmail	Handy Haversack	1	40 / 1,300
TH	+7/+2/-3	+5/+0/-	5	+3/-2/-7	1	/-4/-9	-	/-6/-11	+1 Mace (Light)	Handy	1	4 / 2,305
Dam	1d2	1d2		1d2	1	d2		1d2		Haversack		,
بر	+1 Compos	site Flor	ning	HAND	TYPE	SIZE	CRITICAL	REACH	Antitoxin (Vial)	Handy	4	0 (0) / 50 (20
	•		-	Equipped	d P	М	20/x3	5 ft.		Haversack		
		-		14/-0		<b>D</b> - ··			+5 alchemical bonus to Fortitude saves against poison for 1 hour Bedroll	Handy	1	5/0.1
Ra	ange: 30 ft. 110 ft.	To H 220 ft.	lit: +16/+1	11/+6 330 ft.	A/	Dama 40 ft.	age: 1d8-	+8 550 ft.		Haversack	•	0/0.1
тн	+16/+11/+6	+14/+9/-	+4 +	12/+7/+2		/+5/+0		3/+3/-2	Blanket (Winter)	Handy	1	3 / 0.5
Dam	1d8+8	1d8+8	5	1d8+8		8+8		d8+8	Discussion	Haversack	_	4.10
тн	660 ft. +6/+1/-4	770 ft. +4/-1/-6	6	880 ft.		90 ft. -5/-10		100 ft. /-7/-12	Blowgun	Handy Haversack	1	1/2
Dam	+6/+1/-4 1d8+8	+4/-1/-0 1d8+8		+2/-3/-8 1d8+8	1	-5/-10 18+8		/-7/-12 d8+8	Bottle of Air	Handy	1	2 / 7,250
	al Properties: +1									Haversack		. ,
	ge, +1d6 fire dam				•	• …	, U		Retains air within it at all times, continually renewing its contents.	Handy	20	0.5 (10) / 0 (0
	<u> </u>	erstaff		HAND	TYPE	SIZE	CRITICAL	REACH	Bullet (Sling)	Handy Haversack	20	0.5 (10) / 0 (0.
				Equipped		M	20/x2	5 ft.	Candle	Handy	10	0 (0) / 0 (0.1
		ACK BONUS	6			DAMAG				Haversack	10	0 (0) / 0 (0.1
	+21/+	16/+11				1d6+1	10		Increases light level (5') for 1 hr.Duration: 1 hr., Increases light level b	y one step: 5 ft.		
SI	hield (Heavy/V	loodor (Chi-	ld Coilean)	HAND	TYPE	SIZE	CRITICAL	REACH	Dart (Blowgun)	Handy	10	0 (0) / 0.1 (0.
51				Equipped	d P	М	20/x2	5 ft.		Haversack	0	0 (0) / 1 (-)
		ACK BONUS	3			DAMAG			Flint and Steel	Handy Haversack	2	0 (0) / 1 (2)
	+21/+	16/+11				1d6+	1		Grappling Hook, Common	Handy	4	4/1
Specia	al Dranastiaas Cui	ادمط									1	
	al Properties: Spi	ked								Haversack	1	
			1	HAND	TYPE		CRITICAL		Bullseye Lantern	Handy	1	3 / 12
	+1 Lon	gsword		HAND		М	CRITICAL 19-20/x2	2 5 ft.		Handy Haversack	1	
1H-P	+1 Lon	gsword	Dam		S I	M To Hit	19-20/x2	2 5 ft. Dam	Normal illumination (60'), plus 1 step (120'), 6 hr./pintDuration: 6 hr./pi Normal Illumination: 60 ft. cone	Handy Haversack nt, Increases light leve	1 el by 1 ste	ep: 120 ft. cone,
	+1 Lon To H +22/+17	it /+12		Equipped	1 S +1	М	19-20/x2 +6	2 5 ft.	Normal illumination (60'), plus 1 step (120'), 6 hr./pintDuration: 6 hr./pi Normal Illumination: 60 ft. cone Oil (1 Pint Flask)	Handy Haversack nt, Increases light leve Handy	1 el by 1 ste	ep: 120 ft. cone,
1H-P	+1 Lon To H +22/+17	it 7/+12 3/+8	<b>Dam</b> 1d8+8	Equipped 2w-р-(он)	1 S +1	M <b>To Hit</b> 6/+11/-	19-20/x2 +6	2 5 ft. Dam 1d8+8	Normal illumination (60'), plus 1 step (120'), 6 hr./pintDuration: 6 hr./pi Normal Illumination: 60 ft. cone Oil (1 Pint Flask)	Handy Haversack nt, Increases light leve Handy Haversack	1 el by 1 ste 7	ep: 120 ft. cone, 1 (7) / 0.1 (0.
1H-P 1H-O	+1 Lon To H +22/+17 +18/+13 +22/+17	it 7/+12 3/+8 7/+12	Dam 1d8+8 1d8+4 1d8+11	Equipped 2W-P-(OH) 2W-P-(OL) 2W-OH	1 S +1 +1	M To Hit 6/+11/- 8/+13/- +12	19-20/x2 +6 +8	2 5 ft. Dam 1d8+8 1d8+8 1d8+4	Normal illumination (60'), plus 1 step (120'), 6 hr./pintDuration: 6 hr./pi Normal Illumination: 60 ft. cone Oil (1 Pint Flask)	Handy Haversack nt, Increases light leve Handy Haversack Handy	1 el by 1 ste	ep: 120 ft. cone,
1H-P 1H-O	+1 Lon To H +22/+17 +18/+13 +22/+17	it 7/+12 3/+8	Dam 1d8+8 1d8+4 1d8+11	Equipped 2W-P-(OH) 2W-P-(OL) 2W-OH HAND	1 S +1 +1	M To Hit 6/+11/- 8/+13/- +12	19-20/x2 +6 +8	2 5 ft. Dam 1d8+8 1d8+8 1d8+8 1d8+4 . REACH	Normal illumination (60'), plus 1 step (120'), 6 hr./pintDuration: 6 hr./pi Normal Illumination: 60 ft. cone Oil (1 Pint Flask)	Handy Haversack nt, Increases light leve Handy Haversack	1 el by 1 ste 7 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1
1H-P 1H-O 2H	+1 Lon To H +22/+17 +18/+13 +22/+17 +2 Ma To H	1998 Word 11 1/+12 3/+8 1/+12 CC (Heavy) 11 11	Dam 1d8+8 1d8+4 1d8+11 Dam	Equipped 2W-P-(OH) 2W-P-(OL) 2W-OH HAND Equipped	1 S +1 +1 TYPE 1 B	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit	19-20/x2 +6 +8 CRITICAL 20/x2	2 5 ft. Dam 1d8+8 1d8+8 1d8+4 . REACH 5 ft. Dam	Normal illumination (60'), plus 1 step (120'), 6 hr./pintDuration: 6 hr./pi Normal Illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack	1 el by 1 ste 7 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1
1H-P 1H-O 2H 1H-P	+1 Lon To H +22/+17 +18/+13 +22/+17 +2 Ma To H +23/+18	IS SUPERAL STREET, STR	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9	Equipped 2W-P-(OH) 2W-P-(OL) 2W-OH 2W-OH Equipped 2W-P-(OH)	1 S +1 +1 1 TYPE 1 B +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/-	19-20/x2 +6 +8 CRITICAL 20/x2 +7	<ul> <li>5 ft.</li> <li>Dam</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+4</li> <li>1d8+4</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d8+9</li> </ul>	Normal illumination: 60 %, plus 1 step (120%, 6 hr /pintDuration:	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90
1H-P 1H-O 2H 1H-P 1H-P	+1 Lon To H +22/+17 +18/+1: +22/+17 +2 Ma To H +23/+18 +19/+1	it 7/+12 3/+8 7/+12 CC (Heavy) it 4/+9	Dam 1d8+8 1d8+4 1d8+11 1d8+11 Dam 1d8+9 1d8+5	Equipped 2W-P-(OH) 2W-P-(OL) 2W-OH Equipped 2W-P-(OH) 2W-P-(OL)	1 S +1 +1 1 TYPE 1 B +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/- 9/+14/-	19-20/x2 +6 +8 CRITICAL 20/x2 +7	5 ft.           Dam           1d8+8           1d8+8           1d8+8           1d8+4           REACH           5 ft.           Dam           1d8+9           1d8+9	Normal illumination: 60°), plus 1 step (120°), 6 hr./pintDuration: 6 hr./pi Normal Illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength Potion of Cure Light Wounds	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy	1 el by 1 ste 7 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90
1H-P 1H-O 2H 1H-P 1H-O 2H	+1 Lon To H +22/+17 +18/+1: +22/+17 +2 Ma To H +23/+18 +19/+1/ +23/+18	it 7/+12 3/+8 7/+12 CC (Heavy) it 5/+13 4/+9 5/+13	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+12	Equipped 2W-P-(OH) 2W-P-(OL) 2W-OH 2W-OH Equipped 2W-P-(OH)	1 S +1 +1 1 TYPE 1 B +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/-	19-20/x2 +6 +8 CRITICAL 20/x2 +7	<ul> <li>5 ft.</li> <li>Dam</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+4</li> <li>1d8+4</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d8+9</li> </ul>	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90
1H-P 1H-O 2H 1H-P 1H-O 2H	+1 Lon To H +22/+17 +18/+13 +22/+17 +2 Ma To H +23/+18 +19/+1 +23/+18 al Properties: (+2	gsword           it           '/+12           3/+8           '/+12           CC (Heavy)           it           '/+13           4/+9           i/+13           Mace (Heavy)	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+12	Equipped 2W-P-(OL) 2W-OH 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-OH	i S +1 +1 +1 +1 i B +1 +1 +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/- 9/+14/- +13	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9	5 ft.           Dam           1d8+8           1d8+8           1d8+4           1d8+9           1d8+9           1d8+5	Normal illumination: 60°), plus 1 step (120°), 6 hr./pintDuration: 6 hr./pi Normal Illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength Potion of Cure Light Wounds	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90
1H-P 1H-O 2H 1H-P 1H-O 2H	+1 Lon To H +22/+17 +18/+13 +22/+17 +2 Ma To H +23/+18 +19/+1 +23/+18 al Properties: (+2	it //+12 3/+8 //+12 CC (Heavy) it 6/+13 4/+9 6/+13	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+12	Equipped 2W-P-(OH) 2W-OH 2W-OH Equipped 2W-P-(OH) 2W-P-(OL) 2W-OH	i S +1 +1 +1 +1 i B +1 +1 +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/- 9/+14/- +13 SIZE	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL	2 5 ft. Dam 1d8+8 1d8+8 1d8+4 1d8+4 5 ft. Dam 1d8+9 1d8+9 1d8+9 1d8+5 REACH	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength 4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 1d8+1 points of damage Potion of Fly	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15
1H-P 1H-O 2H 1H-P 1H-O 2H	+1 Lon To H +22/+17 +18/+1: +22/+17 +2 Mat +23/+18 +19/+1: +23/+18 al Properties: (+2 Gau	Intlet	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+12 y))	Equipped 2W-P-(OL) 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-OH	i S +1 +1 +1 +1 i B +1 +1 +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/- 9/+14/- +13 SIZE M	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9	2 5 ft. Dam 1d8+8 1d8+8 1d8+4 5 ft. Dam 1d8+9 1d8+9 1d8+9 1d8+9 1d8+9 1d8+5 REACH 5 ft.	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength 4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 108+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 7 1 3 3 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750
1H-P 1H-O 2H 1H-P 1H-O 2H	+1 Lon To H +22/+17 +18/+13 +22/+17 +2 Ma To H +23/+18 +19/+11 +23/+18 al Properties: (+2 Gau	Interview (Heavy)	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+12	Equipped 2W-P-(OH) 2W-OH 2W-OH Equipped 2W-P-(OH) 2W-P-(OL) 2W-OH	i S +1 +1 +1 i B +1 +1 +1 +1 +1 B	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/- 9/+14/- +13 SIZE	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2	2 5 ft. Dam 1d8+8 1d8+8 1d8+4 1d8+4 5 ft. Dam 1d8+9 1d8+9 1d8+9 1d8+5 REACH	Normal illumination: 60 %, plus 1 step (120%, 6 hr /pintDuration:	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3 1 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15) 0 / 750 0 / 300
1H-P 1H-O 2H 1H-O 2H 2H Specia 1H-P 1H-O	+1 Lon To H +22/+17 +18/+13 +22/+17 +2 Ma To H +23/+18 +19/+1 +23/+18 al Properties: (+2 Gau To H +21/+16	Interview (Heavy)	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+12 /)) Dam	Equipped 2W-P-(OL) 2W-OH 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-OH 2W-P-(OL) 2W-P-(OL)	i S +11 +11 i B +11 +11 +11 TYPE B +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/- 9/+14/- +13 SIZE M To Hit To Hit	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5	2 5 ft. Dam 1d8+8 1d8+8 1d8+8 1d8+8 1d8+4 5 ft. Dam 1d8+9 1d8+9 1d8+5 REACH 5 ft. Dam 1d8+9 1d8+5	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 1d8+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack s, or until 30 points of	1 el by 1 ste 7 1 3 3 1 1 4 damage h	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750 0 / 300 have been prevented
1H-P 1H-O 2H 1H-P 2H 2H 2H 2H 2H 2H 1H-P	+1 Lon To H +22/+17 +18/+13 +22/+17 +2 Ma To H +23/+18 +19/+1 +23/+18 al Properties: (+2 Gau To H +21/+16	gsword           it           '/+12           3/+8           '/+12           CC (Heavy)           it           i/+13           //+13           Mace (Heavy)           intlet           it           i/+13           Mace (Heavy)	Dam 148+8 148+4 148+11 Dam 148+9 148+5 148+5 148+12 ))) Dam 1d3+7	Equipped 2W-P-(OL) 2W-OH 2W-OH Equipped 2W-P-(OH) 2W-P-(OL) 2W-OH 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OH)	i S +11 +11 i B +11 +11 +11 TYPE B +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/- 9/+14/- +13 SIZE M To Hit 5/+10/-	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5	<ul> <li>5 ft.</li> <li>Dam</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+4</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+5</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d8+5</li> <li>REACH</li> <li>1 ft.</li> <li>Dam</li> <li>1 d3+7</li> </ul>	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 1d8+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours Rations (Trail/Per Day)	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3 1 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750 0 / 300 have been prevente
1H-P 1H-O 2H 1H-O 2H 1H-O 2H 1H-P 1H-O	+1 Lon To H +22/+17 +18/+13 +22/+17 +2 Ma To H +23/+18 +19/+1 +23/+18 al Properties: (+2 Gau To H +21/+16 +17/+12	gsword           it           '/+12           3/+8           '/+12           CC (Heavy)           it           i/+13           //+13           Mace (Heavy)           intlet           it           i/+13           Mace (Heavy)	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+5 1d8+12 y)) Dam 1d3+7 1d3+3 1d3+7	Equipped 2W-P-(OL) 2W-OH 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-OH Carried 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-OH	i S +11 +11 i B +11 +11 +11 TYPE B +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M To Hit 7/+12/- 9/+14/- +13 SIZE M To Hit 5/+10/- 7/+12/-	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5	<ul> <li>5 ft.</li> <li>Dam</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+4</li> <li>1d8+4</li> <li>1d8+4</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d8+9</li> <li>1d8+5</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d3+7</li> <li>1d3+7</li> <li>1d3+7</li> </ul>	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 108+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours Rations (Trail/Per Day)	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Gaundy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 7 1 3 3 1 1 4amage H 9	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750 0 / 750 0 / 300 have been prevente 1 (9) / 0.5 (4.
1H-P 1H-O 2H 1H-O 2H 2H Specia 5 1H-P 1H-O	+1 Lon To H +22/+17 +18/+13 +22/+17 +2 Ma To H +23/+18 +19/+1 +23/+18 al Properties: (+2 Gau To H +21/+16 +17/+12	gsword           it           '/+12           3/+8           '/+12           CC (Heavy)           it           '/+13           4/+9           */+13           Mace (Heavy)           Intlet           it           :/+11           :/+11           :/+11	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+5 1d8+12 y)) Dam 1d3+7 1d3+3 1d3+7	Equipped 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-OH Carried 2W-P-(OL) 2W-P-(OL) 2W-OH 2W-P-(OL) 2W-OH	i S +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	M           To Hit           6/+11/.           8/+13/.           size           M           To Hit           To Hit           Size           M           Size           M           Size           M           Size           M           Size           M           To Hit           5/+10/.           7/+12/.           +13	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5 +7 +7	2         5 ft.           Dam         1d8+8           1d8+8         1d8+8           1d8+8         1d8+8           1d8+8         1d8+8           1d8+9         1d8+9           1d8+9         1d8+9           1d8+9         1d8+5           -         REACH           5 ft.         Dam           1d3+7         1d3+7           1d3+3	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength 	Handy Haversack nt, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack So or 3 minutes Handy Haversack Galage Society Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3 1 1 4 damage h	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750 0 / 300 have been preventer
1H-P 1H-O 2H 1H-P 1H-O 2H Specia 1H-P 1H-O 2H	+1 Lon To H +22/+17 +18/+1: +22/+17 +2 Mai To H +23/+18 +19/+1: +23/+18 al Properties: (+2 Gau To H +21/+16 +21/+16	Interface (Heavy)	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+5 1d8+12 ))) Dam 1d3+7 1d3+7 1d3+3 1d3+7 EQUI	Equipped 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-OH PMENT LC	i S +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	M To Hit 6/+11/- 8/+13/- +12 SIZE M SIZE M To Hit 5/+10/- 7/+12/- +13 N Q	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5 +7 +5 +7 TY WT	2 5 ft. Dam 1d8+8 1d8+8 1d8+4 5 ft. Dam 1d8+9 1d8+9 1d8+9 1d8+9 1d8+9 1d8+9 1d8+5 REACH 5 ft. Dam 1d8+7 1d8+7 1d8+7 1d8+8 / 2 ft. Dam 1d8+9 1d8+8 / 2 ft. Dam 1d8+9 1d8+9 1d8+7 / 2 ft. Dam 1d8+9 1d8+7 / 2 ft. Dam 1d8+9 1d8+7 / 2 ft. Dam / 2 ft. / 2	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 1d8+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours Rations (Trail/Per Day) Cures (Silk/50 ft.) 4 hp, DC 24 Strength check to burst	Handy Haversack It, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack s, or until 30 points of Handy Haversack s, or until 30 points of Handy Haversack	1 el by 1 ste 7 1 3 3 1 1 damage 1 9	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750 0 / 300 have been prevente 1 (9) / 0.5 (4. 5 / 10
1H-P 1H-O 2H 1H-O 2H Specia 1H-P 1H-O 2H 2H 2H 2H 2H 2H 2H 2H 2H 2H	+1 Lon To H +22/+17 +18/+1: +22/+17 +2 Ma To H +23/+18 +19/+1: +23/+18 al Properties: (+2 Gau To H +21/+16 +17/+1: +21/+16 dband of Allu	Interface (Heavy)	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+5 1d8+12 y)) Dam 1d3+7 1d3+7 1d3+7 1d3+7 id3+7 id3+7 id3+7	Equipped 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-OH PMENT LC	i S +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	M           To Hit           6/+11/.           8/+13/.           #12           SIZE           M           7/+12/.           9/+14/.           *13           SIZE           M           To Hit           5/+10/.           7/+12/.           +13	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5 +7 TY WT 1 1/	2 5 ft. Dam 1d8+8 1d8+8 1d8+4 5 ft. Dam 1d8+9 1d8+9 1d8+9 1d8+9 1d8+9 1d8+9 1d8+5 REACH 5 ft. Dam 1d8+7 1d8+8 / d8+9 1d8+9 1d8+7 1d8+9 1d8+7 1d8+9 1d8+9 1d8+7 / d8+9 1d8+7 / d8+9 1d8+7 / d8+7 / d3+7 / d3+7 / d3+3 / / d3+7 / d3+3 / / d3+7 / d3+3 / / d3+7 / d3+3 / / d3+3 / / d3+3 / d3+7 / d3+3 / / d3+3 / d3+3	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 1d8+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours Rations (Trail/Per Day) Cures (Silk/50 ft.) 4 hp, DC 24 Strength check to burst Tindertwig	Handy Haversack It, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Go until 30 points of Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 7 1 3 3 1 1 4amage H 9	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750 0 / 300 have been prevente 1 (9) / 0.5 (4. 5 / 10
1H-P 1H-O 2H 1H-O 2H 1H-O 2H 1H-O 2H 1H-P 1H-O 2H Head Amu	+1 Lon To H +22/+17 +18/+1: +22/+17 +2 Ma To H +23/+18 +19/+1: +23/+18 al Properties: (+2 Gau To H +21/+16 +17/+1: +21/+16 dband of Allu let of Natural	Interface (Heavy)	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+5 1d8+12 y)) Dam 1d3+7 1d3+7 1d3+7 1d3+7 id3+7 id3+7 id3+7	Equipped 2W-P-(OL) 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-OH PMENT LC E	I S +1 +1 +1 I TYPE I B +1 +1 +1 +1 +1 OCATIOI quipped quipped	M           To Hit           6/+11/-           8/+13/-           SIZE           M           To Hit           7/+12/-           9/+14/-           SIZE           M           To Hit           5/+10/-           7/+12/-           +13	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5 +7 TY WT 1 1/ 1 0/	2 5 ft. Dam 1d8+8 1d8+8 1d8+4 5 ft. Dam 1d8+9 1d8+9 1d8+9 1d8+9 1d8+9 1d8+9 1d8+9 1d8+9 1d8+7 1d3+7 1d3+7 1d3+3 / COST / 4,000 50,000	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 1d8+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours Rations (Trail/Per Day) Cure (Silk/50 ft.) 4 hp, DC 24 Strength check to burst Tindertwig	Handy Haversack It, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack G, or until 30 points of Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3 1 1 damage 1 9 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (94 0 (0) / 50 (15 0 / 750 0 / 300 have been prevente 1 (9) / 0.5 (4. 5 / 10 0 (0) / 1 (5)
1H-P 1H-0 2H 1H-0 2H 1H-0 2H 1H-0 2H 1H-0 2H 1H-0 2H 1H-2 1H-2 Head Amu Shiel	+1 Lon To H +22/+17 +18/+1: +22/+17 +2 Mai To H +23/+18 +19/+1: +23/+18 al Properties: (+2 Gau To H +21/+16 +17/+1: +21/+16 dband of Allu let of Natural dbash (Heavy	Interface (Heavy)	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+5 1d8+12 y)) Dam 1d3+7 1d3+7 1d3+7 1d3+7 id3+7 id3+7 id3+7	Equipped 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-OH PMENT LC E	I S +1 +1 +1 +1 I TYPE I B +1 +1 +1 +1 +1 OCATIOI quipped quipped quipped	M           To Hit           6/+11/-           8/+13/-           size           M           To Hit           7/+12/-           9/+14/-           Size           M           To Hit           5/+10/-           7/+12/-           +13           N           Q           I           I	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5 +7 TY WT 1 1/ 1 0/ 1	<ul> <li>5 ft.</li> <li>Dam</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+4</li> <li>1d8+4</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+7</li> <li>1d3+7</li> <li>1d3+7</li> <li>1d3+3</li> <li>/ COST</li> <li>/ 4,000</li> <li>50,000</li> <li>0 / 0</li> </ul>	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 1d8+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours Rations (Trail/Per Day) Cures (Silk/50 ft.) 4 hp, DC 24 Strength check to burst Tindertwig	Handy Haversack It, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Go until 30 points of Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3 1 1 damage 1 9	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750 0 / 300 have been preventer 1 (9) / 0.5 (4. 5 / 10
1H-P 1H-0 2H 1H-0 2H 1H-0 2H 1H-0 2H 1H-0 2H 1H-0 2H 1H-P 2H 2H 2H 2H 2H 2H 2H 2H 2H 2H 2H 2H 2H	+1 Lon To H +22/+17 +18/+1: +22/+17 +2 Ma To H +23/+18 +19/+1: +23/+18 al Properties: (+2 Gau To H +21/+16 +17/+1: +21/+16 dband of Allu let of Natural dbash (Heavy of Protection	it         //+12           3/+8         //+12           3/+8         //+12           CC (Heavy)         it           it         //+13           i/+13         i//+13           i/+13         i//+13           i/+13         i//+13           i/+13         i//+13           i/+13         i//+13           i/+13         i//+11           intlet         i/           i/+11         i//           ITEM         ring Char           iring Char         i/           int+2         i/	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+5 1d8+12 y)) Dam 1d3+7 1d3+3 1d3+7 1d3+3 1d3+7 EQUI isma +2 5	Equipped 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-OH Equipped Equip	I S +1 +1 +1 +1 TYPE I B +1 +1 +1 +1 	M           To Hit           6/+11//           8/+13//           *12           SIZE           M           To Hit           7/+12/           9/+14//           *13           SIZE           M           To Hit           5/+10//           *13           N           I           I           I	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5 +7 1 1/ 1 0/ 1 0/ 1 0/	<ul> <li>5 ft.</li> <li>Dam</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+4</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+7</li> <li>1d3+7</li> <li>1d3+7</li> <li>1d3+3</li> <li>/ COST</li> <li>/ 4,000</li> <li>50,000</li> <li>0 / 0</li> <li>/ 8,000</li> </ul>	Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 1d8+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours Rations (Trail/Per Day) Cure (Silk/50 ft.) 4 hp, DC 24 Strength check to burst Tindertwig	Handy Haversack It, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Go until 30 points of Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3 1 1 damage 1 9 1 5 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750 0 / 750 0 / 300 have been preventer 1 (9) / 0.5 (4. 5 / 10 0 (0) / 1 (5) 25 / 4,250
1H-P 1H-O 2H 1H-O 2H 1H-O 2H 1H-O 2H 1H-O 2H Head Amu Shiel Ring Ring	+1 Lon To H +22/+17 +22/+17 +22/+17 +2 Ma To H +23/+18 +19/+1 +23/+18 al Properties: (+2 Gau To H +21/+16 +17/+12 +21/+16 dband of Allu let of Natural dbash (Heavy of Protection of Counters	it         //+12           3/+8         //+12           3/+8         //+12           CC (Heavy)         it           it         //+13           i/+13         i//+13           i/+11         i//+11           ITEM         ring Char           i/ring Char         i//+12           i/+11         i//+13	Dam 1d8+8 1d8+4 1d8+11 Dam 1d8+9 1d8+5 1d8+5 1d8+12 y)) Dam 1d3+7 1d3+3 1d3+7 1d3+3 1d3+7 EQUI isma +2 5	Equipped 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-OH Equipped Equip	I S +1 +1 +1 +1 I TYPE I B +1 +1 +1 +1 +1 OCATIOI quipped quipped quipped	M           To Hit           6/+11//           8/+13//           *12           SIZE           M           To Hit           7/+12/           9/+14//           *13           SIZE           M           To Hit           5/+10//           *13           N           I           I           I	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 CRITICAL 20/x2 +5 +7 1 1/ 1 0/ 1 0/ 1 0/	<ul> <li>5 ft.</li> <li>Dam</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+4</li> <li>1d8+4</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+7</li> <li>1d3+7</li> <li>1d3+7</li> <li>1d3+3</li> <li>/ COST</li> <li>/ 4,000</li> <li>50,000</li> <li>0 / 0</li> </ul>	Normal illumination: 60 %, plus 1 step (120), 6 hr /pintDuration: 6 hr /pi Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 108+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours Rations (Trail/Per Day) Cures (Silk/50 ft.) 4 hp, DC 24 Strength check to burst Tindertwig	Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Sor 3 minutes Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3 1 1 damage 1 9 1 5 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (156 0 / 750 0 / 750 0 / 300 have been prevented 1 (9) / 0.5 (4.3 5 / 10 0 (0) / 1 (5)
1H-P 1H-O 2H 1H-O 2H Specia 1H-P 1H-O 2H Head Amu Shiel Ring Ring Magic M	+1 Lon To H +22/+17 +22/+17 +22/+17 +2 Ma To H +23/+18 +19/+1 +23/+18 +19/+1 +23/+18 al Properties: (+2 Gau To H +21/+16 +17/+1: +21/+16 dband of Allu let of Natural dbash (Heavy of Protection of Counters Missile	ISSNORD it //+12 3/+8 //+12 CC (Heavy) it //+13 Mace (Heavy) Intlet it //+11 ITEM ring Char //+11 ITEM ring Char //+11 ITEM ring Char //+12 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+11 //+13 //+13 //+13 //+13 //+13 //+11 //+13 ///+13 ///+13 ///+13 ///+13 ///+13 ///// //////// ///////////////////	Dam 148+8 148+4 148+11 Dam 148+9 148+5 148+5 148+5 148+12 //// 143+7 143+7 143+7 143+7 EQUI isma +2 5 gic Missi	Equipped 2W-P-(OL) 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) Equipped	I S +1 +1 +1 I TYPE I B +1 +1 +1 +1 OCATIOI cquipped cquipped cquipped	M To Hit 6/+11/ 8/+13/ +12 SIZE M To Hit 7/+12/ 9/+14/ +13 SIZE M To Hit 5/+10/ 7/+12/ +13 N Q I I	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 	<ul> <li>5 ft.</li> <li>Dam</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+8</li> <li>1d8+4</li> <li>5 ft.</li> <li>Dam</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+9</li> <li>1d8+5</li> <li>REACH</li> <li>5 ft.</li> <li>Dam</li> <li>1d3+7</li> <li>1d3+7</li> <li>1d3+7</li> <li>1d3+7</li> <li>1d3+7</li> <li>1d3+3</li> </ul>	Normal illumination: 60 %, plus 1 step (120), 6 hr /pintDuration: 6 hr /pi Normal illumination: 60 ft. cone Oil (1 Pint Flask) Peasant's Outfit Potion of Bull's Strength +4 enhancement bonus to Strength for 3 minutes Potion of Cure Light Wounds Cures 1d8+1 points of damage Potion of Fly Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly c Potion of Protection from Arrows Gain damage reduction 10/Magic against ranged weapons for 3 hours Rations (Trail/Per Day) Cures (Silk/50 ft.) 4 hp, DC 24 Strength check to burst Tindertwig Cures 1d8+1 points of the constant to the constant tothe constant to the constant to the c	Handy Haversack It, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Andy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3 1 1 damage 1 9 1 5 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15) 0 / 750 0 / 750 0 / 300 have been prevented 1 (9) / 0.5 (4. 5 / 10 0 (0) / 1 (5) 25 / 4,250
1H-P 1H-O 2H 1H-O 2H 1H-O 2H 1H-O 2H 1H-O 2H 1H-O 2H Chiel C	+1 Lon To H +22/+17 +22/+17 +22/+17 +2 Ma To H +23/+18 +19/+1 +23/+18 al Properties: (+2 Gau To H +21/+16 +21/+16 +17/+1; +21/+16 al Protection of Protection of Counters Massile attleaxe (Roc	ISSNORD it //+12 3/+8 //+12 CC (Heavy) it //+13 Mace (Heavy) Intlet it //+11 ITEM ring Char //+11 ITEM ring Char //+11 ITEM ring Char //+12 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+13 //+11 //+13 //+13 //+13 //+13 //+13 //+11 //+13 ///+13 ///+13 ///+13 ///+13 ///+13 ///// //////// ///////////////////	Dam 148+8 148+4 148+11 Dam 148+9 148+5 148+5 148+5 148+12 //// 143+7 143+7 143+7 143+7 EQUI isma +2 5 gic Missi	Equipped 2W-P-(OL) 2W-P-(OL) 2W-OH Equipped 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) 2W-P-(OL) Equipped	I S +1 +1 +1 +1 TYPE I B +1 +1 +1 +1 	M To Hit 6/+11/ 8/+13/ +12 SIZE M To Hit 7/+12/ 9/+14/ +13 SIZE M To Hit 5/+10/ 7/+12/ +13 N Q I I	19-20/x2 +6 +8 CRITICAL 20/x2 +7 +9 	2         5 ft.           Dam         1d8+8           1d8+8         1d8+8           1d8+8         1d8+4           5 ft.         Dam           1d8+9         1d8+9           1d8+9         1d8+5           -         REACH           5 ft.         Dam           1d3+7         1d3+7           1d3+3         / COST           / 4,000         50,000           0 / 0         /	Normal illumination: 60 %, plus 1 step (120%, 6 hr /pintDuration:	Handy Haversack It, Increases light leve Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Andy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack Handy Haversack	1 el by 1 ste 7 1 3 3 1 1 damage 1 9 1 5 1 2 1	ep: 120 ft. cone, 1 (7) / 0.1 (0. 2 / 0.1 0 (0) / 300 (90 0 (0) / 50 (15 0 / 750 0 / 300 have been prevente 1 (9) / 0.5 (4. 5 / 10 0 (0) / 1 (5) 25 / 4,250 0 (0) / 250 (50 0 / 750

Character: Gord Hammerson Player: Pat

EQUIPMEN	11			Special Qualities	
ITEM	LOCATION		WT/COST	Bonus Feat	[Paizo Inc Core
+1 Composite Flaming Longbow	Handy Haversack	1	3 / 10,500	Humans select one extra feat at 1st level.	Rulebook, p.27]
(Strength Rating+21) +1 Longbow (Composite/Flaming/Strength Rating+21)), Strength bonu		fire damage	<b>_</b>	Damage Reduction (Ex)	[Paizo Inc Core
Quarterstaff	Handy	1	4 / 0		Rulebook, p.34]
Chield (Lloover/Manden/Chield Chikan)	Haversack	1	15 / 17	You gain damage reduction. Subtract 3 from the damage you take	
Shield (Heavy/Wooden/Shield Spikes)	Handy Haversack	1	15 / 17	dealt damage from a weapon or natural attack. Damage reduction c to 0 but not below 0.	an reduce damage
Spiked		0		Fast Movement (Ex)	[Paizo Inc Core
Potion of Cure Moderate Wounds	Handy Haversack	2	0 (0) / 300 (600)		Rulebook, p.31]
Cures 2d8+3 points of damage	TIAVEISAUK			Your land speed is faster than the norm for your race by +10 feet.	
Potion of Cure Serious Wounds	Handy	1	0 / 750	only when you are wearing no armor, light armor, or medium armor,	and not carrying a
Cures 3d8+5 points of damage	Haversack			heavy load. Humanoid Traits (Ex)	[Paizo Inc Core
+1 Longsword	Handy	1	4 / 2,315		Rulebook, p.308]
-	Haversack		,	Humanoids breathe, eat, and sleep.	,
+2 Mace (Heavy)	Handy	1	8 / 8,312	Improved Uncanny Dodge (Ex)	[Paizo Inc Core
(+2 Mace (Heavy))	Haversack				Rulebook]
Rod of Lordly Might	Handy	1	10 / 70,000	You can no longer be flanked. This defense denies a rogue the ab	
	Haversack	4	0 / 5 000	you by flanking you, unless the attacker is a rogue of at least level 4. Increased Damage Reduction (Ex)	[Paizo Inc Core
Ioun Stone, Dusty rose Prism	Equipped	1	0 / 5,000	increased Damage Reduction (Ex)	Rulebook, p.33]
Scabbard of Keen Edges	Equipped	1	1 / 16,000	Your damage reduction increases by 1/ This increase is always a	
	Carried	1	0/0	raging.	, i
				Indomitable Will (Ex)	[Paizo Inc Core
TOTAL WEIGHT CARRIED/VALUE	65 lbs.	294,0	18.7gp		Rulebook, p.34]
WEIGHT ALLOV	VANCE			While in rage, you gain a +4 bonus on Will saves to resist encha bonus stacks with all other modifiers, including the morale bonus on	
Light 233 Medium 4	166	Н	leavy 700	recieve during your rage.	vviii saves you also
Lift over head 700 Lift off ground 1	400	Push /	Drag 3500	Internal Fortitude (Ex)	[Paizo Inc Core
MONEY					Rulebook, p.33]
33 x Trade Gem (1000) (1000) [Handy Haversad	:k1			While raging, you are immune to the sickened and nauseated cond	
3 x Trade Gem (100) (100) [Handy Haversack]	,			Rage (Ex)	[Paizo Inc Core
1 x Trade Gem (50) (50) [Handy Haversack]				You can call upon inner reserves of strength and ferocity, granting yo	Rulebook, p.32]
		٦	Fotal= 33,350 gp	prowess. You can rage for 33 rounds per day. You can enter rage as	
MAGIC				total number of rounds of rage per day is renewed after resting for 8 ho	
				hours do not need to be consecutive. While in rage, you gain a +6 m	
Languages	5			Strength and a +6 morale bonus to Constitution, as well as a +3 more class the ingre-	
Common				saves. In addition, you take a -2 penalty to Armor Class. The incre grants you 42 hit points, but these disappear when the rage ends a	
Other Compar	nions			like temporary hit points. While in rage, you cannot use any Charis	
	·			Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride	
Traits				requires patience or concentration. You can end your rage as a f	
Deft Dodger			Inc Advanced	fatigued after rage for a number of rounds equal to 2 times the numb in the rage. You cannot enter a new rage while fatigued or exhausted	
Crowing up in a rough paighborhood or a dan			's Guide, p.328]	enter rage multiple times during a single encounter or combat. If yo	
Growing up in a rough neighborhood or a dan senses. You gain a +1 trait bonus on Reflex saves		onment i	has noned your	your rage immediately ends, placing you in peril of death.	
Skeptic	_	[Paizo I	Inc Advanced	Renewed Vigor (Su)	[Paizo Inc Core
		- Player'	's Guide, p.329]		Rulebook, p.33]
Growing up, you were always around magical e				As a standard action, you heal 3d8+3 points of damage. This power once per day and only while raging.	is can only be used
that much of it was smoke and mirrors. You gain	a +2 trait bor	nus on a	III saving throws	Skilled	[Paizo Inc Core
against illusions.				onnou -	Rulebook, p.27]
Special Attac	cks			Humans gain an additional skill rank at first level and one additional	rank whenever they
Animal Fury (Ex)		ſP	aizo Inc Core	gain a level.	
			Rulebook, p.32]	Trap Sense (Ex)	[Paizo Inc Core
While raging, you gain a bite attack, If uses as a				You gain a +4 bonus on Reflex saves made to avoid traps, and a	Rulebook]
made at your full base attack bonus-5. If the bite	,		0	AC against attacks made by traps.	+4 douge bonus to
You can make a bite attack as part of the action to This attack is resolved before the grapple check is n				Uncanny Dodge (Ex)	[Paizo Inc Core
checks you make against the target this round are			nits, any grappie		Rulebook]
Come and Get Me (Ex)			Inc Advanced	You can react to danger before your senses would normally allow	you to do so. You
		Playe	r's Guide, p.74]	cannot be caught flat-footed, nor do you lose your Dexterity bonus to	
While raging, as a free action the barbarian ma				invisible. You still lose your Dexterity bonus to AC if immobilized. You Dexterity bonus to AC if an opponent successfully uses the feint action	
preparing devastating counterattacks. Enemies ga				Desienty bonds to AC II an opponent successfully uses the feint action	ni against you.
rolls against the barbarian until the beginning of her barbarian provokes an attack of opportunity from h		-	•	Feats	
each enemy attack.	01, 111011010		shor to recorning	Animal Affinity	[Paizo Inc Core
Intimidating Glare (Ex)		[P	aizo Inc Core		Rulebook, p.118]
			Rulebook, p.33]	_	
You can make an Intimidate check against one	-		-	You get a +2 bonus on all Handle Animal and Ride skill checks. If you	ou have 10 or more
successfully demoralize your opponent, the foe is every 5 points by which your check exceeds the D		u4 round	us + 1 round for	ranks in one of these skills, the bonus increases to +4 for that skill. Catch Off-Guard	[Daiza Inc. Com
Mighty Swing (Ex)	<b>.</b>	IP	aizo Inc Core		[Paizo Inc Core Rulebook, p.119]
		-	Rulebook, p.33]	Foes are surprised by your skilled use of unorthodox and improvise	
You automatically confirm a critical hit. This powe		n immed	liate action once		
a critical threat has been determined. This power of	can only be us	sed once	e per rage.		

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.

#### 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. Endurance [Paizo Inc. - Core

#### [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 suffocation. You may sleep in light or medium armor without becoming fatigued.

#### 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.

#### Persuasive

## [Paizo Inc. - Core Rulebook, p.131]

You are skilled at swaying attitudes and intimidating others into your way of thinking. 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.

## 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 -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.

#### Vital Strike

[Paizo Inc. - Core Rulebook, p.136]

You make a single attack that deals significantly more damage than normal.

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.

### Proficiencies

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, 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, 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), Waraxe (Dwarven), Warhammer, Wushu Dart

# Gord Hammerson

Human
RACE
22
AGE
Male
GENDER
VISION
Neutral
ALIGNMENT
Right
DOMINANT HAND 6' 1"
HEIGHT
195 lbs.
WEIGHT
WEIGHT
EYE COLOUR
SKIN COLOUR
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
INTERESTS
, SPOKEN STYLE / CATCH PHRASE
SFOREN STILL / CATCHTFIRAGE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type

# Race Sub Type Description: Biography: