

Hugin Character Name **Randal Cox** Player Name **Shelyn** Deity **None** Region **Neutral Good** Alignment
Fighter 14 CLASS **Human / Humanoid** RACE **Medium / 5 ft.** SIZE / FACE **5' 4" / 150 lbs.** HEIGHT / WEIGHT **Normal** VISION
14 (13) CHARACTER LEVEL (CR) **300000 / 425000** EXP/NEXT LEVEL **21** AGE **Male** GENDER **Blue** EYES **Brown, Wild** 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	20	+5	20	+5			HP hit points	180									Walk 30 ft.									
DEX Dexterity	14	+2	14	+2			AC armor class	30	28	14	10	12	0	2	0	4	2	0	0	0	0	0	0	0	0	0
CON Constitution	16	+3	20	+5			INITIATIVE modifier	+6	+2	+4																
INT Intelligence	11	+0	11	+0			Encumbrance																			
WIS Wisdom	11	+0	11	+0			Light																			
CHA Charisma	10	+0	10	+0																						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	TOTAL SKILLPOINTS: 42				SKILLS				MAX RANKS: 14/14	
FORTITUDE (constitution)	+17	+9	+5	+3	+0	+0		SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER				
REFLEX (dexterity)	+9	+4	+2	+3	+0	+0		✓ Acrobatics	DEX	3	= 2	+ 1					
WILL (wisdom)	+7	+4	+0	+3	+0	+0		✓ Appraise	INT	1	= 0	+ 1					

✓ Bluff	CHA	1	= 0	+ 1					
✓ Climb	STR	15	= 5	+ 7	+ 3				
✓ Craft (Untrained)	INT	1	= 0	+ 1					
✓ Diplomacy	CHA	1	= 0	+ 1					
✓ Disguise	CHA	1	= 0	+ 1					
✓ Escape Artist	DEX	2	= 2						
✓ Fly	DEX	2	= 2						
✓ Handle Animal	CHA	5	= 0	+ 1	+ 4				
✓ Heal	WIS	1	= 0	+ 1					
✓ Intimidate	CHA	21	= 0	+ 12	+ 9				
Knowledge (Dungeoneering)	INT	6	= 0	+ 2	+ 4				
✓ Perception	WIS	11	= 0	+ 10	+ 1				
✓ Perform (Untrained)	CHA	1	= 0	+ 1					
✓ Ride	DEX	6	= 2	+ 1	+ 3				
✓ Sense Motive	WIS	1	= 0	+ 1					
✓ Stealth	DEX	2	= 2						
✓ Survival	WIS	11	= 0	+ 7	+ 4				
✓ Swim	STR	9	= 5	+ 1	+ 3				

Conditional Save Modifiers:
+4 Will vs. fear
+2 trait bonus on all saving throws against illusions.

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+20/+15/+10	+14/+9/+4	+5	+0	+1	0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+17/+12/+7	+14/+9/+4	+2	+0	+1	0	
CMB	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+19/+14/+9	+14/+9/+4	+5	+0			

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
	+19/+14/+9	+19/+14/+9	+19/+14/+9	+19/+14/+9	+19	+19
CMD	33	33	33	33	33	33

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(lethal or nonlethal)	+20/+15/+10	1d3+5	20/x2	5 ft.

*Greatsword +4	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	17-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+29/+24/+19	2d6+18				

+1 Warhammer	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x3	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P: +23/+18/+13	1d8+8	2W-P-(OH): +17/+12/+7	1d8+8		
1H-O: +19/+14/+9	1d8+5	2W-P-(OL): +19/+14/+9	1d8+8		
2H: +23/+18/+13	1d8+10	2W-OH: +13	1d8+5		

Crossbow (Heavy)	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	19-20/x2	5 ft.
Range: 30 ft.	To Hit: +18/+13/+8	Damage: 1d10+1			
120 ft.	240 ft.	360 ft.	480 ft.	600 ft.	
TH: +18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0	
Dam: 1d10+1	1d10+1	1d10+1	1d10+1	1d10+1	
720 ft.	840 ft.	960 ft.	1080 ft.	1200 ft.	
TH: +8/+3/-2	+6/+1/-4	+4/-1/-6	+2/-3/-8	+0/-5/-10	
Dam: 1d10+1	1d10+1	1d10+1	1d10+1	1d10+1	

*: 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
*+3 Full Plate	Heavy	+12	+1	-5	35
+1 Chainmail	Medium	+7	+2	-4	30
+1 Full Plate	Heavy	+10	+1	-5	35
(+1 Full Plate)					
*Amulet of Natural Armor +4		+4	+0		0
*Ring of Protection +2		+2	+0		0

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+20/+15/+10	1d4+5	2W-P-(OH)	+14/+9/+4		1d4+5
1H-O	+16/+11/+6	1d4+2	2W-P-(OL)	+16/+11/+6		1d4+5
2H	+20/+15/+10	1d4+5	2W-OH	+12		1d4+2
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1	
Dam	1d4+5	1d4+5	1d4+5	1d4+5	1d4+5	

+1 Crossbow (Heavy)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
Ammunition: Bolt (Crossbow)						
Range: 30 ft.		To Hit: +19/+14/+9		Damage: 1d10+2		
	120 ft.	240 ft.	360 ft.	480 ft.	600 ft.	
TH	+19/+14/+9	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1	
Dam	1d10+2	1d10+2	1d10+2	1d10+2	1d10+2	
	720 ft.	840 ft.	960 ft.	1080 ft.	1200 ft.	
TH	+9/+4/-1	+7/+2/-3	+5/+0/-5	+3/-2/-7	+1/-4/-9	
Dam	1d10+2	1d10+2	1d10+2	1d10+2	1d10+2	

*Gauntlet		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+20/+15/+10	1d3+5	2W-P-(OH)	+14/+9/+4		1d3+5
1H-O	+16/+11/+6	1d3+2	2W-P-(OL)	+16/+11/+6		1d3+5
2H	+20/+15/+10	1d3+5	2W-OH	+12		1d3+2

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Natural Armor +4	Equipped	1	0 / 32,000	
Ring of Protection +2	Equipped	1	0 / 8,000	
Ring of Freedom of Movement	Equipped	1	0 / 40,000	
This gold ring allows the wearer to act as if continually under the effect of a Freedom of Movement spell.				
Bracers of Archery, Greater	Equipped	1	1 / 25,000	
Greatsword +4	Equipped	1	8 / 32,350	
+3 Full Plate	Equipped	1	50 / 10,650	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Belt of Mighty Constitution +4	Equipped	1	1 / 16,000	
Boots of Speed	Equipped	1	1 / 12,000	
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As free action, Haste for up to 10 rounds each day				
Backpack, Common	Equipped	1	2 / 2	
35 lbs., 1 Bag of Holding (Type III)				
Bag of Holding (Type III)	Backpack, Common	1	35 / 7,400	
121 lbs., 1 Crowbar, 1 Manacles (Masterwork/Medium), 1 Potion of Bull's Strength, 1 Potion of Cure Moderate Wounds, 1 Rope (Hemp/50 ft.), 1 Golembane Scarab, 2 Potion of Cure Light Wounds, 10 Bolt (Crossbow/Adamantine), 1 +1 Chainmail, 1 +1 Full Plate, 1 +1 Warhammer, 1 Potion of Cure Serious Wounds, 1 Crossbow (Heavy), 1 Potion of Blur, 1 Potion of Protection from Energy (Cold)				
Crowbar	Bag of Holding (Type III)	1	5 / 2	
+2 circumstance bonus to Strength checks to force open a door or chest				
Manacles (Masterwork/Medium)	Bag of Holding (Type III)	1	2 / 50	
Potion of Bull's Strength	Bag of Holding (Type III)	1	0 / 300	
+4 enhancement bonus to Strength for 3 minutes				
Potion of Cure Moderate Wounds	Bag of Holding (Type III)	1	0 / 300	
Cures 2d8+3 points of damage				
Rope (Hemp/50 ft.)	Bag of Holding (Type III)	1	10 / 1	
Golembane Scarab	Bag of Holding (Type III)	1	0 / 2,500	
Bypass DR of Golems				
Potion of Cure Light Wounds	Bag of Holding (Type III)	2	0 (0) / 50 (100)	
□□				
Cures 1d8+1 points of damage				
Bolt (Crossbow/Adamantine)	Bag of Holding (Type III)	10	0.1 (1) / 60.1 (601)	
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ignore hardness less than 20				
+1 Chainmail	Bag of Holding (Type III)	1	40 / 1,300	
+1 Full Plate	Bag of Holding (Type III)	1	50 / 2,650	
(+1 Full Plate)				
+1 Warhammer	Bag of Holding (Type III)	1	5 / 2,312	
Potion of Cure Serious Wounds	Bag of Holding (Type III)	1	0 / 750	
Cures 3d8+5 points of damage				
Crossbow (Heavy)	Bag of Holding (Type III)	1	8 / 50	
TOTAL WEIGHT CARRIED/VALUE		110 lbs.	231,724gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Potion of Blur	Bag of Holding (Type III)	1	0 / 300	
Grants concealment (20% miss chance) for 3 minutes				
Potion of Protection from Energy (Cold)	Bag of Holding (Type III)	1	0 / 750	
Grants immunity to cold for 50 minutes or until 60 points of cold damage have been prevented				
Bolt (Crossbow)	+1 Crossbow (Heavy)	1	0.1 / 0.1	
Bolt (Crossbow)	Equipped	19	0.1 (1.9) / 0.1 (1.9)	
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Iron Stone, Pale green Prism	Equipped	1	0 / 30,000	
+1 to ability checks				
Dagger	Carried	1	1 / 2	
+1 Crossbow (Heavy)	Carried	1	8 / 2,350	
0.1 lbs., 1 Bolt (Crossbow)				
Gauntlet	Equipped	1	0 / 2	
TOTAL WEIGHT CARRIED/VALUE		110 lbs.	231,724gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000
MONEY					
Total= 0 gp					
MAGIC					
Languages					
Common					
Other Companions					

Traits	
Armor Expert	[Paizo Inc. - Advanced Player's Guide, p.327]
You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.	
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 Qualities	
Armor Training (Ex)	[Paizo Inc. - Core Rulebook, p.55]
You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Bonus Feats	[Paizo Inc. - Core Rulebook]
At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.	
Bravery (Ex)	[Paizo Inc. - Core Rulebook, p.55]
You gain a +4 bonus to Will saves against fear effects.	
Humanoid Traits (Ex)	[Paizo Inc. - Core Rulebook, p.308]
Humanoids breathe, eat, and sleep.	
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.	
Weapon Training (Ex)	[Paizo Inc. - Core Rulebook, p.56]
Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +3 Crossbows +1 Hammers +2	

Feats	
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>	
Devastating Strike	[Paizo Inc. - Ultimate Combat, p.95]
<p>Pitting all of your strength and resolve against your enemy, you deliver a strike that is impossible to ignore.</p> <p>Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a +2 bonus on each extra weapon damage dice roll those feats grant (+6 maximum). This bonus damage is multiplied on a critical hit.</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>	
Greater Weapon Focus (Greatsword)	[Paizo Inc. - Core Rulebook, p.126]
<p>You are a master at your chosen weapon.</p> <p>You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.</p>	
Greater Weapon Specialization (Greatsword)	[Paizo Inc. - Core Rulebook, p.126]
<p>You deal extra damage when using your chosen weapon.</p> <p>You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.</p>	
Improved Critical (Greatsword)	[Paizo Inc. - Core Rulebook, p.127]
<p>Attacks made with your chosen weapon are quite deadly.</p> <p>When using the weapon you selected, your threat range is doubled.</p>	
Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]
<p>Your quick reflexes allow you to react quickly to danger.</p> <p>You get a +4 bonus on initiative checks.</p>	
Improved Vital Strike	[Paizo Inc. - Core Rulebook, p.128]
<p>You can make a single attack that deals a large amount of damage.</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 three times 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>	
Intimidating Prowess	[Paizo Inc. - Core Rulebook, p.128]
<p>Your physical might is intimidating to others.</p> <p>Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.</p>	
Penetrating Strike	[Paizo Inc. - Core Rulebook, p.131]
<p>Your attacks with your chosen weapon are capable of penetrating the defenses of some creatures.</p> <p>Your attacks made with weapons selected with Weapon Focus ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without a type (such as DR 10/-).</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>	

Quick Draw	[Paizo Inc. - Core Rulebook, p.131]
<p>You can draw weapons faster than most.</p> <p>You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.</p>	
Rapid Reload (Crossbow (Heavy))	[Paizo Inc. - Ultimate Combat, p.132]
<p>You can reload your chosen type of crossbow quickly. Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly. (revised to include firearms in Ultimate Combat p.115)</p> <p>The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or onehanded firearm), or a standard action (two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity. If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.</p> <p>[Normal] A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.</p> <p>[Special] You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.</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>	
Weapon Focus (Greatsword)	[Paizo Inc. - Core Rulebook, p.136]
<p>You are especially good at using your chosen weapon.</p> <p>You gain a +1 bonus on all attack rolls you make using the selected weapon.</p>	
Weapon Specialization (Greatsword)	[Paizo Inc. - Core Rulebook, p.137]
<p>You deal extra damage when using your chosen weapon.</p> <p>You gain a +2 bonus on all damage rolls you make using the selected weapon.</p>	

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

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Freedom of Movement	Abjuration	1 standard action	70 minutes	Personal or touch	CR.p.287

[V, S, M, DF] TARGET: You or creature touched; **EFFECT:** This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing. **[SR:Yes (harmless); DC:10, Will negates (harmless)]**

* =Domain/Speciality Spell

Magic Item Spell-like Abilities

At Will Freedom of Movement
(DC:10)

Hugin

Human

RACE

21

AGE

Male

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 4"

HEIGHT

150 lbs.

WEIGHT

Blue

EYE COLOUR

Tanned

SKIN COLOUR

Brown, Wild

HAIR / HAIR STYLE

Mind Control

PHOBIAS

Aesthetic, Quiet

PERSONALITY TRAITS

Trade

INTERESTS

Guttural, Animals will be bred und SLAUGHTERED!

SPOKEN STYLE / CATCH PHRASE

Vericostial

RESIDENCE

Out to Sea

LOCATION

None

REGION

Shelyn

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: