

Malachite

Mowgli

Barbarian 1

CHARACTER LEVEL (favored class = Barbarian)

Oread

RACE

DEITY

Medium

SIZE

Chaotic Neutral

ALIGNMENT

Male

GENDER

85

AGE

5'

HEIGHT

225lb.

WEIGHT

Jade

EYES



ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	18	+4		
DEX Dexterity	12	+1		
CON Constitution	16	+3		
INT Intelligence	10	+0		
WIS Wisdom	10	+0		
CHA Charisma	8	-1		

HP	TOTAL	DR
HIT POINTS	32	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+1 = 1 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 18	= 10 +	6	+		+	1	+		TOUCH 11
TOTAL									
		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	

		1	+		+		+		FLAT-FOOTED 17
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	5	2	3			
REFLEX (DEXTERITY)	1		1			
WILL (WISDOM)	0					

BASE ATTACK BONUS +1	SPELL RESISTANCE
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CMB 5	=	1	+	4	+	0
TOTAL						
		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER

CMD 16	=	1	+	4	+	1	+	0	+ 10
TOTAL									
		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER	

WEAPON			ATTACK BONUS	CRITICAL
Masterwork Earth breaker			+6	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
B			2d6+6	
:Unknown handedness (no two-weapon fighting values available)				

WEAPON			ATTACK BONUS	CRITICAL
Masterwork Greataxe			+6	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d12+6	
2-handed weapon (two-weapon fighting not possible)				

WEAPON			ATTACK BONUS	CRITICAL
Cestus			+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/P			1d4+4	

Only attack: +5
Primary attack: light off-hand = +1; other off-hand = -1
Off-hand attack: -3

SPEED	LAND	40 FT. 8 SQ.	40 FT. 8 SQ.	MODIFIERS
	BASE SPEED		WITH ARMOR	
	FT.		FT.	
	FLY	MANEUVERABILITY	SWIM	CLIMB
				BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	3	=Dex	1 + 1+3	-2
Appraise	0	=Int	0 + 0	
Bluff	-1	=Cha	-1 + 0	
✓ Climb	6	=Str	4 + 1+3	-2
Diplomacy	-1	=Cha	-1 + 0	
Disable Device	-3	=Dex	1 + 0	-2
Disguise	-1	=Cha	-1 + 0	
Escape Artist	-1	=Dex	1 + 0	-2
Fly	-1	=Dex	1 + 0	-2
✓ Handle Animal	-1	=Cha	-1 + 0	
Heal	0	=Wis	0 + 0	
✓ Intimidate	-1	=Cha	-1 + 0	
Linguistics	0	=Int	0 + 0	
✓ Perception	4	=Wis	0 + 1+3	
✓ Ride	-1	=Dex	1 + 0	-2
Sense Motive	0	=Wis	0 + 0	
Sleight of Hand	-1	=Dex	1 + 0	-2
Spellcraft	0	=Int	0 + 0	
Stealth	-1	=Dex	1 + 0	-2
✓ Survival	0	=Wis	0 + 0	
✓ Swim	6	=Str	4 + 1+3	-2
Use Magic Device	-1	=Cha	-1 + 0	
✓ = Class Skill, ■ = Trained Only, ■ = Armor Check Penalty Applies				

LANGUAGES	
Common • Terran	



COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	+5	16
Dirty Trick	+5	16
Disarm	+5	16
Drag	+5	16
Feint	+5	16
Grapple	+5	16
Overrun	+5	16
Pull	+5	16
Push	+5	16
Reposition	+5	16
Steal	+5	16
Sunder	+5	16
Trip	+5	16

MONEY	
Platinum	0
Gold	15
Silver	0
Copper	0
Valuables	0

ENCUMBRANCE	
Current	68 lbs
Light	100 lbs
Medium	200 lbs
Heavy	300 lbs

EXPERIENCE	
Current	0
Next Level	1300

TRAIT SUMMARY	
Armor Expert	
Rich Parents	

SPECIAL ABILITY / FEATURE SUMMARY	
Darkvision (60 feet)	
Fast Movement +10 (Ex)	
Rage (7 rounds/day) (Ex)	
Stone in the Blood	
Stonecunning +2 (Dwarf Blooded)	

FEATS SUMMARY	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Dwarf Blooded	
Martial Weapon Proficiency - All	
Shield Proficiency	
Simple Weapon Proficiency - All	

TRACKED RESOURCES		
Resource	Max.	Used
Magic Stone (1/day) (Sp)	1	
Rage (7 rounds/day) (Ex)	7	

GEAR		
Gear In No Container		
Qty	Item	Weight Cost
1	Masterwork Earth breaker	14 lbs 340 GP
1	Masterwork Greataxe	12 lbs 320 GP
1	Masterwork Mountain pattern armor	40 lbs 400 GP
1	Cestus	1 lb 5 GP

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BACKGROUND DETAILS

No background details available.

TRAITS

Armor Expert (Combat)

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. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Rich Parents (Social)

Rich Parents: You were born into a rich family, perhaps even the nobility, and even though you turned to a life of adventure anyway, you enjoyed a one-time benefit to your initial finances.

Benefit: Your starting cash increases to 900 gp.

Note: You should go to Character - Configure Hero to increase your starting gold to 900.

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Fast Movement +10 (Ex)

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

Rage (7 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like Bear's Endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian 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, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Stone in the Blood

Oreads with this racial trait mimic the healing abilities of the mephits, gaining fast healing 2 for 1 round anytime they are subject to acid damage (the acid damage does not need to overcome the oread's resistances or immunities to activate this ability). The oread can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This racial trait replaces earth affinity.

Stonecunning +2 (Dwarf Blooded)

+2 racial bonus to Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. You receive a check to notice such things when you pass within 10', even if not actively looking.

FEATS

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Dwarf Blooded

You have dwarven blood coursing through your veins.

Prerequisite: Oread.

Benefit: Your dwarven heritage manifests in two ways. First, your speed is never modified by armor or encumbrance, as the dwarf slow and steady racial trait. Second, you gain the stonecunning dwarf racial trait.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

MAGIC ITEMS

Masterwork Earth breaker

The crude metal of this massive hammer's head ends in multiple blunt spikes that help concentrate the force of a powerful swing down into a smaller, more focused area, allowing it to smash through armor with greater ease. Due to the tremendous size and weight of its head, an earth breaker is poorly balanced, and requires two hands to properly lift and control.

Masterwork Greataxe

This two-handed battle axe is heavy enough that you can't wield it with one hand. The head may have one blade or two, and may be "bearded" (meaning hooked or trailing at the bottom) to increase cleaving power and help pull down enemy shields. The haft is usually 3 to 4 feet long.

Masterwork Mountain pattern armor (Armor)

This medium armor consists of hundreds of small, interlocking pieces of steel shaped to resemble an ancient symbol for the word “mountain.” The mail is then riveted to a cloth or leather backing. It is worn like a mail coat and covers your torso, shoulders, and thighs.