

Malachite

Mowgli

Barbarian 1

CHARACTER LEVEL (favored class = Barbarian)

Oread

RACE

DEITY

Medium
SIZE

Gray
SKIN

Chaotic Neutral

ALIGNMENT

Male

GENDER

85

AGE

5'

HEIGHT

None
HAIR

225lb.

WEIGHT

Jade
EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	18	+4		
DEX Dexterity	14	+2		
CON Constitution	15	+2		
INT Intelligence	10	+0		
WIS Wisdom	10	+0		
CHA Charisma	8	-1		

HP	TOTAL	DR
HIT POINTS	30	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+2 = 2 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 17	= 10 +	4	+		+	2	+		TOUCH 12
TOTAL									
		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
		1							
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	
									FLAT-FOOTED 15

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	4	2	2			
REFLEX (DEXTERITY)	2		2			
WILL (WISDOM)	0					

BASE ATTACK BONUS	+1	SPELL RESISTANCE
CMB 5	= 1 + 4 + 0	
TOTAL		
CMD 17	= 1 + 4 + 2 + 0 + 10	
TOTAL		
	BASE ATTACK	STRENGTH MODIFIER
	DEXTERITY MODIFIER	SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Earth breaker			+5	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
B			2d6+6	

WEAPON			ATTACK BONUS	CRITICAL
Greataxe			+5	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d12+6	

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

WEAPON			ATTACK BONUS	CRITICAL
Dagger			+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S	10'		1d4+4	

WEAPON			ATTACK BONUS	CRITICAL
Masterwork Thell Longbow (Str +4)			+4	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P	130'	20 arrows	1d10+4	



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

SKILLS	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	5	=Dex	2 + 1 + 3	-1
Appraise	0	=Int	0 + 0	
Bluff	-1	=Cha	-1 + 0	
✓ Climb	7	=Str	4 + 1 + 3	-1
Diplomacy	-1	=Cha	-1 + 0	
Disable Device	-1	=Dex	2 + 0	-1
Disguise	-1	=Cha	-1 + 0	
Escape Artist	1	=Dex	2 + 0	-1
Fly	1	=Dex	2 + 0	-1
✓ Handle Animal	-1	=Cha	-1 + 0	
Heal	0	=Wis	0 + 0	
✓ Intimidate	-1	=Cha	-1 + 0	
Linguistics	0	=Int	0 + 0	
✓ Perception	0	=Wis	0 + 0	
✓ Ride	1	=Dex	2 + 0	-1
Sense Motive	0	=Wis	0 + 0	
Sleight of Hand	1	=Dex	2 + 0	-1
Spellcraft	0	=Int	0 + 0	
Stealth	1	=Dex	2 + 0	-1
✓ Survival	4	=Wis	0 + 1 + 3	
✓ Swim	7	=Str	4 + 1 + 3	-1
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	17
Dirty Trick	+5	17
Disarm	+5	17
Drag	+5	17
Feint	+5	17
Grapple	+5	17
Overrun	+5	17
Pull	+5	17
Push	+5	17
Reposition	+5	17
Steal	+5	17
Sunder	+5	17
Trip	+5	17

TRAIT SUMMARY		
Armor Expert		X
Rich Parents		X

SPECIAL ABILITY / FEATURE SUMMARY		
Darkvision (60 feet)		X
Fast Movement +10 (Ex)		X
Rage (6 rounds/day) (Ex)		X
Stone in the Blood		X
Stonecunning +2 (Dwarf Blooded)		X

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

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MONEY	
Platinum	0
Gold	4
Silver	0
Copper	4
Valuables	0

ENCUMBRANCE	
Current	93 lbs
Light	100 lbs
Medium	200 lbs
Heavy	300 lbs

EXPERIENCE	
Current	0
Next Level	1300

TRACKED RESOURCES		
Resource	Max.	Used
Dagger	1	
Arrows	20	
Magic Stone (1/day) (Sp)	1	
Rage (6 rounds/day) (Ex)	6	
Torch	2	
Trail rations	4	

GEAR		
Backpack		
Qty	Item	Weight
1	Bedroll	5 lbs
1	Pot	4 lbs
1	Mug/tankard	1 lb
4	Trail rations	1 lb
1	Waterskin	4 lbs
1	Rope	10 lbs
2	Torch	1 lb
1	Flint and steel	
1	Whetstone	1 lb
1	Whetstone	1 lb
Gear In No Container		
Qty	Item	Weight
1	Masterwork Thell Longbow (Str +4)	4 lbs
1	Earth breaker	14 lbs
1	Greataxe	12 lbs
1	Cestus	1 lb
1	Dagger	1 lb
20	Arrows	0.15 lbs
1	Backpack	2 lbs
1	Chain shirt	25 lbs

TRAITS

A 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 (6 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

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.

MAGIC ITEMS

Masterwork Thell Longbow (Str +4)

The Thell longbow is never sold to outsiders, only granted as a gift for great favours. Made from composite materials, it is the most powerful bow known on Conclave and requires a Strength bonus of at least +1 (Str 12 or more) to use. Mighty versions of this bow are also known, usually crafted for clan headmen and warriors. The cost of these are calculated normally, e.g. +100 gp (10,000 yen) per point of Strength bonus. A mighty (+1) Thell longbow, for example, would be worth 300 gp (30,000 yen) and cause 1d10+1 damage.