

Anundr Valkrsson

Player: Matthew Person

Male Human Barbarian 1 - CR 1/2

Neutral Good Humanoid (Human); Deity: **Shoanti**; Age: **18**;
Height: **6' 6"**; Weight: **250lb.**; Hair: **blonde**

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
REFLEX (DEXTERITY)	+1	=		+1			
WILL (WISDOM)	+1	=				+1	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=	+3		+1				
Touch AC 11								
Flat-Footed AC 13								

		BAB	Strength	Size	Misc
CM Bonus	+5	= +1	+4	-	-

			BAB	Strength	Dexterity	Size
CM Defense	16	= 10	+1	+4	+1	-

Total	Damage / Current HP
HP 13	

Base Attack	Initiative	Speed
+1	+3	40 ft

Heavy Shield Bash

Mainhand: **+5, 1d4+4** Crit: 20/x2
Both Hands: **+5, 1d4+6** 1-Hand, B
Axe, Throwing

Mainhand: **+5, 1d6+4** Crit: 20/x2
Main w/ Offhand: **-1, 1d6+4** Rng: 10'
Main w/ Light Off.: **+1, 1d6+4** Light, S
Offhand: **-3, 1d6+2**
Ranged: **+2, 1d6+4**
Ranged w/ Offhand: **-4, 1d6+4**
Ranged w/ Light Off.: **-2, 1d6+4**
Ranged Offhand: **-6, 1d6+2**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (1)	1	
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+7	STR (4)	1	
Diplomacy	-1	CHA (-1)	-	
Disable Device	-	DEX (1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+0	DEX (1)	-	
Fly	+0	DEX (1)	-	
Handle Animal	-	CHA (-1)	-	
Heal	+0	WIS (0)	-	
Intimidate	+3	CHA (-1)	1	
Knowledge (Nature)	+5	INT (1)	1	
Linguistics	-	INT (1)	-	
Perception	+4	WIS (0)	1	
Ride	+0	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	-	DEX (1)	-	
Spellcraft	-	INT (1)	-	
Stealth	+0	DEX (1)	-	
Survival	+4	WIS (0)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Swim	+7	STR (4)	1	
Use Magic Device	-	CHA (-1)	-	

Feats, Traits & Flaws

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Indomitable Faith

+1 Will saves.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -1/+2

You can subtract from your attack roll to add to your damage.

Reactionary

+2 Initiative

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus: Greatsword

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Greatsword

Both Hands: **+6, 2d6+6**

Crit: 19-20/x2
2-Hand, S

Unarmed Strike

Mainhand: **+5, 1d3+4**

Crit: 20/x2

Main w/ Offhand: **-1, 1d3+4**

Light, B, Nonlethal

Warhammer

Mainhand: **+5, 1d8+4**

Crit: 20/x3

Both Hands: **+5, 1d8+6**

1-Hand, B

Shield, Heavy Steel

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Studded Leather

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Gear

Total Weight Carried: 87.5/300lbs, Light Load

(Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

Heavy Shield Bash -
 Artisan's Outfit (Free) -
 Axe, Throwing 2 lbs
 Backpack (19 @ 26.5 lbs) 2 lbs
 Bedroll 5 lbs
 Chalk, 1 piece <In: Backpack (19 @ 26.5 lbs)>
 Flask <In: Backpack (19 @ 26.5 lbs)> 1.5 lbs
 Flint and steel <In: Backpack (19 @ 26.5 lbs)>

Experience & Wealth

Experience Points: **0/2000**

Current Cash: **48 GP, 2.8 SP, 7 CP**

Gear

Total Weight Carried: 87.5/300lbs, Light Load

(Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

Greatsword 8 lbs
 Rations, trail (per day) x3 <In: Backpack (19 @ 26.5 1 lb
 Ring of the Ram -
 Rope, hempen (50 ft.) <In: Backpack (19 @ 26.5 10 lbs
 Shield, Heavy Steel 15 lbs
 Studded Leather 20 lbs
 Torch x12 <In: Backpack (19 @ 26.5 lbs)> 1 lb
 Warhammer 5 lbs
 Waterskin 4 lbs

Special Abilities

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

Hero Points (1)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

Rage (5 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

Tracked Resources

Axe, Throwing ☐
 Rage (5 rounds/day) (Ex) ☐☐☐☐☐
 Rations, trail (per day) ☐☐
 Ring of the Ram ☐☐☐☐☐☐
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 Torch ☐☐☐☐☐☐
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Languages

Common

Shoanti

Background

Anundr certainly stands out in a crowd. At six and a half feet tall, with broad shoulders and a body of iron-corded muscle, the northman towers over most folk. His youth, though, is all too apparent in his features, which most would consider handsome (if not accompanied by his gruff northern manner). He is fair of skin, and wears his blonde hair long, and dresses simply in the leathers and furs common to his homeland.

Anundr is of Shoanti descent, having been brought to Westcrown at a young age by his father, Valkr. His father, dispossessed of their homeland, came to Cheliah seeking work. And there he found it, as a warrior for the small mercenary company known as the Red Axe. When Anundr came of age, he too served among the Red Axes. When a superior who had taken a dislike to Valkr slew him for a minor infraction, Anundr responded in a fury. He slew the superior, but was then forced to flee before the rest of the Red Axes could separate him from his life.

Anundr has little besides his weapons, armor and clothing, having fled his mercenary life with the bare essentials.