

Character Name

CLASS _____

Character Level (CR) EXP/NEXT LEVEL

	SCORE	MOD	SCORE	MOD	SCORE	MOD
STR	22	16	22	16		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	M
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$$\text{WILL (wisdom)} \quad +1 = +0 + +0 + +$$

Player Name

RACE

AGE	GENDER
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HP 26

modifier	TOTAL	DEX MODIFIER	MISC MODIFIER	C
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Deity

SIZE / FACE

EYES

MISS ANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST
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Region

HEIGHT / WEIGHT

HAIR

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ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
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Alignment

VISION

Points

Walk 40 ft

ST

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
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✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

[illegible]

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.

[illegible]

Alchemist's Fire (Flask)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	F	M	20/x2	5 ft.
				30 ft.	40 ft.		50 ft.	
TH	10 ft.	20 ft.		-1	-3		-5	
Dam	1d6	1d6		1d6	1d6		1d6	
Special Properties: Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.								

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+8				1d4+6				
				30 ft.	40 ft.		50 ft.	
TH	10 ft.	20 ft.		-1	-3		-5	
Dam	1d4+6	1d4+6		1d4+6	1d4+6		1d4+6	

Battleaxe				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+8				1d8+6				

Earth Breaker				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B	M	20/x3	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+8				2d6+9				

Longbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
Range: 30 ft.				To Hit: +3 Damage: 1d8				
				100 ft.	200 ft.	300 ft.	400 ft.	500 ft.
TH	+3	+1		-1	-3		-5	
Dam	1d8	1d8		1d8	1d8		1d8	
				600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.
TH	-7	-9		-11	-13		-15	
Dam	1d8	1d8		1d8	1d8		1d8	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Shield, Heavy Steel	Equipped	1	15 / 20	
Claw	Equipped	1	0 / 0	
Masterwork Warhammer	Equipped	1	5 / 312	
Chain Shirt	Equipped	1	25 / 100	
Outfit (Cold-Weather)	Equipped	1	7 / 0	
+5 circumstance bonus on Fortitude saves vs cold weather				
Cloak of Resistance +1	Equipped	1	1 / 1,000	
Skis	Equipped	1	20 / 5	
Snowshoes	Equipped	1	4 / 5	
Backpack, Masterwork	Equipped	1	4 / 50	
70 lbs., 4 Potion of Cure Light Wounds, 1 Bedroll, 1 Firewood (Per Day), 1 Climber's Kit, 1 Tent, Hanging, 1 Arrows (20), 1 Grappling Hook, Common, 1 Rope (Silk/50 ft.), 1 Potion of Enlarge Person, 1 Potion of Protection from Evil, 1 Roperunner, 1 Bear Trap				
Potion of Cure Light Wounds	Backpack, Masterwork	4	0 (0) / 50 (200)	
Cures 1d8+1 points of damage				
Bedroll	Backpack, Masterwork	1	5 / 0.1	
Firewood (Per Day)	Backpack, Masterwork	1	20 / 0	
Climber's Kit	Backpack, Masterwork	1	5 / 80	
Tent, Hanging	Backpack, Masterwork	1	15 / 20	
A small tent with a teardrop shape which hangs from a sturdy anchor rope. Climbing in or out of a hanging tent is a full-round action that requires a DC 10 Climb check. Failure by 5 or more indicates the camper has fallen from the tent.				
Arrows (20)	Backpack, Masterwork	1	3 / 1	
Grappling Hook, Common	Backpack, Masterwork	1	4 / 1	
Rope (Silk/50 ft.)	Backpack, Masterwork	1	5 / 10	
4 hp, DC 24 Strength check to burst				
Potion of Enlarge Person	Backpack, Masterwork	1	0 / 50	
Target's size category increases to next larger category for 1 minute				
Potion of Protection from Evil	Backpack, Masterwork	1	0 / 50	
+2 deflection bonus to AC, +2 resistance bonus to saves, gain protection from mental control and summoned creatures for 1 minute. Protects from attacks by evil creatures only.				
Roperunner	Backpack, Masterwork	1	3 / 50	
Allows sliding down rope, 60 ft./round				
Bear Trap	Backpack, Masterwork	1	10 / 2	
Scroll Case	Equipped	1	0.5 / 1	
A leather or wooden scroll case easily holds four scrolls; you can cram more inside, but retrieving any of them becomes a full-round action rather than a move action.0.07 lbs., 1 Scroll (Comprehend Languages), 3 Scroll (Disguise Self), 1 Scroll (True Strike), 2 Scroll (Read Magic)				
Scroll Case	Equipped	1	0.5 / 1	
A leather or wooden scroll case easily holds four scrolls; you can cram more inside, but retrieving any of them becomes a full-round action rather than a move action.0.04 lbs., 4 Scroll (Endure Elements)				
TOTAL WEIGHT CARRIED/VALUE		188.12 lbs.	2,463.1gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Scroll (Comprehend Languages)	Scroll Case	1	0 / 25	
Scroll (Disguise Self)	Scroll Case	3	0 (0) / 25 (75)	
□□□				
Scroll (True Strike)	Scroll Case	1	0 / 25	
Scroll (Read Magic)	Scroll Case	2	0 (0) / 12.5 (25)	
□□				
Scroll (Endure Elements)	Scroll Case	4	0 (0) / 25 (100)	
□□□□				
Smoked Goggles	Equipped	1	0 / 10	
Alchemist's Fire (Flask)	Carried	3	1 (3) / 20 (60)	
□□□				
Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.				
Dagger	Carried	5	1 (5) / 2 (10)	
Battleaxe	Carried	1	6 / 10	
Earth Breaker	Carried	1	14 / 40	
Longbow	Carried	1	3 / 75	
Musical Instrument (Flute)	Carried	1	3 / 5	
Scroll (Obscuring Mist)	Carried	1	0 / 25	
Boots (Fire-Resistant)	Carried	1	2 / 20	
TOTAL WEIGHT CARRIED/VALUE		188.12 lbs.	2,463.1gp	

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

MONEY	
Total= 0 gp [Unspent Funds = 36.89 gp]	

MAGIC	
Languages	
Common	

Other Companions	
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Traits	
Highlander (hills or mountains)	[Paizo Inc. - Advanced Player's Guide, p.332]
You were born and raised in rugged badlands or hills, and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas.	
Magical Talent (Spell ~ Detect Magic)	[Paizo Inc. - Advanced Player's Guide, p.329]
Either from inborn talent, whimsy of the gods, or obsessive study of strange tomes, you have mastered the use of a cantrip. You may cast CATEGORY=Internal Spell ~ Detect Magic once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Charisma-based.	

Special Attacks	
Claws (Su)	[Paizo Inc. - Advanced Class Guide, p.20]
You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full-attack action using your full base attack bonus.	

Special Qualities	
Bloodrage (Su)	[Paizo Inc. - Advanced Class Guide, p.15]
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You have a source of internal power somewhere in your heritage that grants you the ability to bloodrage. You can bloodrage for 10 rounds per day. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours need not be consecutive. You can enter a bloodrage as a free action. While in a bloodrage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to your Constitution, as well as a +2 morale bonus on Will saving throws. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 4 hit points, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While in bloodrage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your bloodrage as a free action. When the bloodrage ends, you are fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. You cannot enter a new bloodrage while fatigued or exhausted, but otherwise can enter bloodrage multiple times during a single encounter or combat. If you fall unconscious, your bloodrage immediately ends, placing you in peril of death. Bloodrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the bloodrage. This use consumes a bloodrager spell slot, as if you cast the spell; you must have the spell slot available to take advantage of this effect.	

Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Draconic Bloodline (White)	[Paizo Inc. - Advanced Class Guide, p.19]
At some point in your family's history, a dragon interbred with your bloodline. Now, its ancient power fuels your bloodrage.	
Fast Movement (Ex)	[Paizo Inc. - Advanced Class Guide, p.16]
Your land speed is faster than the norm for your race by 10 feet. Your land speed is faster than the norm for your race by 10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load. This bonus stacks with any other bonus to your land speed.	
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.	
Uncanny Dodge (Ex)	[Paizo Inc. - Core Rulebook]
You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.	
Weapon and Armor Proficiency	[Paizo Inc. - Advanced Class Guide]
Bloodragers are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields). A bloodrager can cast bloodrager spells while wearing light armor or medium armor without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, a bloodrager wearing heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has somatic components.	

Feats	
Endurance	[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 hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.	
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 -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 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.	

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, Claw, 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, Shildedash, Shortbow, Shortsphear, 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	
Templates	
Ogrekin	

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	CR.p.267

[V, S] TARGET: Cone-shaped emanation; *EFFECT*: You detect magical auras. [SR:No]

* =Domain/Speciality Spell

Innate

☐Detect Magic

Zulbaljin Clanless

HUMAN
RACE
0
AGE
Male
GENDER
Low-Light Vision
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
190 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Gorum
DEITY
Humanoid
Race Type
Race Sub Type

Description:
Biography: