

Zulbaljin Clanless

Character Name

Bloodrager 2

CLASS

2 (2)

2000 / 5000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	26	+8	26	+8		
DEX Dexterity	13	+1	13	+1		
CON Constitution	22	+6	22	+6		
INT Intelligence	10	+0	10	+0		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	12	+1	12	+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+10	= +3	+ +6	+ +1	+ +0	+ +0	
REFLEX (dexterity)	+2	= +0	+ +1	+ +1	+ +0	+ +0	
WILL (wisdom)	+3	= +0	+ +0	+ +1	+ +2	+ +0	

Allard

Player Name

Human / Humanoid

RACE

0

Male

AGE

GENDER

EYES

HAIR

Points

WOUNDS/CURRENT HP

HP

32

hit points

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

AC

18

armor class

TOTAL

18

FLAT

9

TOUCH

10

BASE

4

ARMOR BONUS

2

SHIELD BONUS

1

STAT

0

SIZE

3

NATURAL ARMOR

0

DEFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

-2

INITIATIVE

+1

modifier

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

35

Arcane Spell Failure

ARMOR CHECK PENALTY

-4

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Gorurm

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 0" / 190 lbs.

HEIGHT / WEIGHT

Chaotic Neutral

Alignment

Low-Light Vision

VISION

20

Points

Chaotic Neutral

Alignment

Low-Light Vision

VISION

20

Points

Conditional Save Modifiers:
+2 trait bonus on Initiative checks and Reflex saving throws during winter months.

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+10	=	+2	+	+8	+	+0	+	+0	+	0	+	
RANGED attack bonus	+3	=	+2	+	+1	+	+0	+	+0	+	0	+	
CMB attack bonus	+10	=	+2	+	+8	+	+0	+		+		+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+10	+10	+10	+10	+10	+10
CMD	19	19	19	19	19	19

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+10	1d3+8	20/x2	5 ft.

*Shield, Heavy Steel	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+0	1d4+4				

*Masterwork Warhammer (Cold Iron)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+11	1d8+8				
Special Properties: 30 hp/inch, hardness 10					

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

*: 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
*Chain Shirt	Light	+4	+4	-2	20
*Shield, Heavy Steel	Heavy	+2		-2	15

TOTAL SKILLPOINTS: 10		SKILLS					MAX RANKS: 2/2	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ Acrobatics	DEX	1	=	1	+	1	+	-1
✓ Acrobatics (Jump)	DEX	5	=	1	+	1	+	3
✓ Appraise	INT	0	=	0				
✓ Bluff	CHA	1	=	1				
✓ Climb	STR	8	=	8	+	1	+	-1
✓ Craft (Untrained)	INT	0	=	0				
✓ Diplomacy	CHA	1	=	1				
✓ Disguise	CHA	1	=	1				
✓ Escape Artist	DEX	-3	=	1			+	-4
✓ Fly	DEX	-3	=	1			+	-4
✓ Heal	WIS	0	=	0				
✓ Intimidate	CHA	5	=	1	+	1	+	3
✓ Perception	WIS	5	=	0	+	2	+	3
✓ Perform (Untrained)	CHA	1	=	1				
✓ Ride	DEX	-3	=	1			+	-4
✓ Sense Motive	WIS	0	=	0				
✓ Stealth	DEX	-1	=	1	+	2	+	-4
✓ Survival	WIS	5	=	0	+	2	+	3
✓ Swim	STR	8	=	8	+	1	+	-1
			=		+			
			=		+			
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.								

Bloodrage

Rounds per Day

Bloodrage (Su):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 12 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. [Paizo Inc. - Advanced Class Guide, p.15]

Earth Breaker	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+10	2d6+12				

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.	
+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	
Masterwork Warhammer (Cold Iron)	Equipped	1	5 / 324	
30 hp/inch, hardness 10				
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	
60 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				
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				
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)				
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	
Dagger	Carried	5	1 (5) / 2 (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	169.12 lbs.	2,403.1gp		

WEIGHT ALLOWANCE					
Light	346	Medium	693	Heavy	1040
Lift over head	1040	Lift off ground	2080	Push / Drag	5200

MONEY
Total= 0 gp [Unspent Funds = 21.89 gp]

MAGIC
Languages
Common

Other Companions

Traits
<div> <div> Magical Talent (Spell ~ Ray of Frost) </div> <div> [Paizo Inc. - Advanced Player's Guide, p.329] </div> </div> <p> 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 ~ Ray of Frost 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. </p> <div> <div> Varki Landspeaker (Varki) </div> <div> [Paizo Inc. - People of the North, p.15] </div> </div> <p> You gain a +1 trait bonus on Survival checks in arctic or cold terrain. In addition, while in such terrain, you may query the spirits of the land once per day to gain a +5 trait bonus on a single skill check to follow tracks, forage, or find shelter. </p>

Special Qualities
<div> <div> Bloodrage (Su) </div> <div> [Paizo Inc. - Advanced Class Guide, p.15] </div> </div> <p> 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 12 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. </p> <div> <div> Bonus Feat </div> <div> [Paizo Inc. - Core Rulebook, p.27] </div> </div> <p> Humans select one extra feat at 1st level. </p> <div> <div> Child of Winter (Ex) </div> <div> [Allard Hoeve - Houserules, p.27] </div> </div> <p> You gain the constant benefit of endure elements, but only against cold temperatures. You can move across regular snow without penalty, and heavy snow costs you only 2 squares of movement instead of 4. You can move across icy surfaces without penalty, and never need to make Acrobatics checks to run or charge on ice. You leave no trail in ice or snow, and cannot be tracked (you may choose to leave a trail if you so desire). During winter months, you gain a +2 insight bonus on Initiative checks and Reflex saving throws. </p> <div> <div> Fast Movement (Ex) </div> <div> [Paizo Inc. - Advanced Class Guide, p.16] </div> </div> <p> 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. </p> <div> <div> Ice Troll Bloodline </div> <div> [Allard Hoeve - Houserules, p.17] </div> </div> <p> There is the taint of Baba Yaga's ice trolls in your blood. </p> <div> <div> Skilled </div> <div> [Paizo Inc. - Core Rulebook, p.27] </div> </div> <p> Humans gain an additional skill rank at first level and one additional rank whenever they gain a level. </p> <div> <div> Uncanny Dodge (Ex) </div> <div> [Paizo Inc. - Core Rulebook] </div> </div> <p> 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. </p> <div> <div> Weapon and Armor Proficiency </div> <div> [Paizo Inc. - Advanced Class Guide] </div> </div>

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

Cleave [Paizo Inc. - Core Rulebook, p.119]

You can strike two adjacent foes with a single swing.

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.

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, 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, 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

Temporary Bonus

Bloodrager ~ Bloodrage

Innate Racial Spells

Name	School	Time	Duration	Range	Source
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<input type="checkbox"/> Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (30 ft.)	CR.p.330
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[V, S] **TARGET:** Ray; **EFFECT:** A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]

* =Domain/Speciality Spell

Innate

☐ Ray of Frost

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: