

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<br>Strength     | 22         | +6       | 22            | +6          |            |          |
| DEX<br>Dexterity    | 13         | +1       | 13            | +1          |            |          |
| CON<br>Constitution | 18         | +4       | 18            | +4          |            |          |
| INT<br>Intelligence | 10         | +0       | 10            | +0          |            |          |
| WIS<br>Wisdom       | 10         | +0       | 10            | +0          |            |          |
| CHA<br>Charisma     | 12         | +1       | 12            | +1          |            |          |

| SAVING THROWS               | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP |
|-----------------------------|-------|-----------|---------|-------|------|------|------|
| FORTITUDE<br>(constitution) | +8    | = +3      | +4      | +1    | +0   | +0   |      |
| REFLEX<br>(dexterity)       | +2    | = +0      | +1      | +1    | +0   | +0   |      |
| WILL<br>(wisdom)            | +1    | = +0      | +0      | +1    | +0   | +0   |      |

Allard

Player Name

Human / Humanoid

RACE

0

Male

GENDER

AGE

WOUNDS/CURRENT HP

HP

28

hit points

AC

20

armor class

TOTAL

20

FLAT

11

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

INITIATIVE

+1

modifier

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

Encumbrance

Light

Gorums

Deity

Medium / 5 ft.

SIZE / FACE

EYES

HAIR

MISS CHANCE

35

Arcane Spell Failure

ARMOR CHECK PENALTY

-4

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

None

Region

6' 0" / 190 lbs.

HEIGHT / WEIGHT

Points

Chaotic Neutral

Alignment

Low-Light Vision

VISION

20

SPEED

Walk 40 ft.

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<br>attack bonus  | +8    | = | +2                | + | +6   | + | +0   | + | +0   | + | 0    | + |      |
| RANGED<br>attack bonus | +3    | = | +2                | + | +1   | + | +0   | + | +0   | + | 0    | + |      |
| CMB<br>attack bonus    | +8    | = | +2                | + | +6   | + | +0   | + |      | + |      | + |      |

|     | GRAPPLE | TRIP | DISARM | SUNDER | BULL RUSH | OVERRRUN |
|-----|---------|------|--------|--------|-----------|----------|
| CMB | +8      | +8   | +8     | +8     | +8        | +8       |
| CMD | 19      | 19   | 19     | 19     | 19        | 19       |

| UNARMED          | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|------------------|--------------------|--------|----------|-------|
| (nonlethal only) | +8                 | 1d3+6  | 20/x2    | 5 ft. |

| *Masterwork Warhammer (Cold Iron)           |  | HAND    | TYPE | SIZE | CRITICAL | REACH |
|---|--|---------|------|------|----------|-------|
|   |  | Primary | B    | M    | 20/x3    | 5 ft. |
| TOTAL ATTACK BONUS                          |  | DAMAGE  |      |      |          |       |
| +9  |  | 1d8+6   |      |      |          |       |
| Special Properties: 30 hp/inch, hardness 10 |  |         |      |      |          |       |

| *Shield, Heavy Steel | HAND     | TYPE | SIZE | CRITICAL | REACH |
|----------------------|----------|------|------|----------|-------|
|                      | Off-hand |      | M    | 20/x2    | 5 ft. |
| TOTAL ATTACK BONUS   | DAMAGE   |      |      |          |       |
| -2                   | 1d4+3    |      |      |          |       |

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

\*: 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         | 6              | =                | 6 + 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         | 6              | =                | 6 + 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 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. [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  |      |      |          |       |
| +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      |       |

| Alchemist's Fire (Flask) | HAND    | TYPE   | SIZE   | CRITICAL | REACH |
|--------------------------|---------|--------|--------|----------|-------|
|                          | Carried | F      | M      | 20/x2    | 5 ft. |
| 10 ft.                   | 20 ft.  | 30 ft. | 40 ft. | 50 ft.   |       |
| TH +3                    | +1      | -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.

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

| EQUIPMENT  |                      |           |                   |  |
|--|----------------------|-----------|-------------------|--|
| ITEM   | LOCATION             | QTY       | WT / COST         |  |
| Masterwork Warhammer (Cold Iron)   | Equipped             | 1         | 5 / 324           |  |
| 30 hp/inch, hardness 10  |                      |           |                   |  |
| Shield, Heavy Steel  | Equipped             | 1         | 15 / 20           |  |
| Outfit (Cold-Weather)  | Equipped             | 1         | 7 / 0             |  |
| +5 circumstance bonus on Fortitude saves vs cold weather   |                      |           |                   |  |
| Chain Shirt  | Equipped             | 1         | 25 / 100          |  |
| 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            |  |
| 57 lbs., 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  |                      |           |                   |  |
| 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.  |                      |           |                   |  |
| 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.   |                      |           |                   |  |
| 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), 7 Scroll (Infernal Healing/Sorcerer/1st/Arcane/Minor) |                      |           |                   |  |
| 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 (Infernal Healing/Sorcerer/1st/Arcane/Minor)  | Scroll Case          | 7         | 0 (0) / 25 (175)  |  |
| ☐☐☐☐☐☐☐☐   |                      |           |                   |  |
| Smoked Goggles   | Equipped             | 1         | 0 / 10            |  |
| Potion of Cure Light Wounds  | Equipped             | 2         | 0 (0) / 50 (100)  |  |
| ☐☐   |                      |           |                   |  |
| Cures 1d8+1 points of damage   |                      |           |                   |  |
| Roperunner   | Equipped             | 1         | 3 / 50            |  |
| Allows sliding down rope, 60 ft./round   |                      |           |                   |  |
| TOTAL WEIGHT CARRIED/VALUE   | 178.08 lbs.          | 2,413.1gp |                   |  |

| EQUIPMENT  |             |           |                |
|--|-------------|-----------|----------------|
| ITEM   | LOCATION    | QTY       | WT / COST      |
| 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         |
| Alchemist's Fire (Flask)   | Carried     | 1         | 1 / 20         |
| 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. |             |           |                |
| Battleaxe  | Carried     | 1         | 6 / 10         |
| Cleats   | Carried     | 1         | 2 / 5          |
| TOTAL WEIGHT CARRIED/VALUE   | 178.08 lbs. | 2,413.1gp |                |

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

| MONEY                                  |
|--|
| Total= 0 gp [Unspent Funds = 86.89 gp] |

| MAGIC |
|-------|
|-------|

| Languages |
|-----------|
| Common    |

| Other Companions |
|------------------|
|------------------|

| Traits  |
|---|
| <b>Magical Talent (Spell ~ Ray of Frost)</b> [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 ~ 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. |
| <b>Varki Landspeaker (Varki)</b> [Paizo Inc. - People of the North, p.15]   |
| 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.  |

| Special Qualities  |
|--|
| <b>Bloodrage (Su)</b> [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. |
| <b>Bonus Feat</b> [Paizo Inc. - Core Rulebook, p.27]   |
| Humans select one extra feat at 1st level.   |
| <b>Child of Winter (Ex)</b> [Allard Hoeve - Houserules, p.27]  |
| 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.  |
| <b>Fast Movement (Ex)</b> [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.   |

|   |  |
|---|--|
| <b>Ice Troll Bloodline</b>  | <b>[Allard Hoeve - Houserules, p.17]</b>   |
| There is the taint of Baba Yaga's ice trolls in your blood.   |  |
| <b>Skilled</b>  | <b>[Paizo Inc. - Core Rulebook, p.27]</b>  |
| Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.   |  |
| <b>Uncanny Dodge (Ex)</b>   | <b>[Paizo Inc. - Core Rulebook]</b>        |
| 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.   |  |
| <b>Weapon and Armor Proficiency</b>   | <b>[Paizo Inc. - Advanced Class Guide]</b> |
| 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  |  |
|--|--|
| <b>Cleave</b>  | <b>[Paizo Inc. - Core Rulebook, p.119]</b> |
| 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.  |  |
| <b>Power Attack</b>  | <b>[Paizo Inc. - Core Rulebook, p.131]</b> |
| 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, Shortspears, 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"/> <a href="#">Ray of Frost</a> | Evocation, WaterSchool [Cold] | 1 standard action | Instantaneous | Close (30 ft.) | CR.p.330 |
|---|-------------------------------|-------------------|---------------|----------------|----------|

[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: