

Trillian

Player: Brianna Keith

Female human (Shoanti) barbarian 3 - CR 2

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age:

16; Height: 5' 4"; Weight: 140 lb.; Eyes: **green**; Hair:

blonde; Skin: **white**

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	11	0	
WIS WISDOM	10	0	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+3	+1			
REFLEX (DEXTERITY)	+3	=	+1	+2			
Trap Sense : +1 bonus vs. traps							
WILL (WISDOM)	+1	=	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+5		+2				
Touch AC 12								
Flat-Footed AC 15								

Trap Sense : +1 bonus vs. traps

Trap School: 10 bonus traps						
			BAB	Strength	Size	Misc
CM Bonus	+7	=	+3	+4	-	-

		BAB	Strength	Dexterity	Size	
CM Defense	19	= 10	+3	+4	+2	-

See the AC section (above) for situational modifiers that may also apply to CMD

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Base Attack	+3	HP	40
Initiative	+2	Damage / Current HP	
Speed	40 / 30 ft		

+1 longsword

Main hand: **+8, 1d8+5** Crit: 19-20/x2
Both hands: **+8, 1d8+7** 1-hand, S

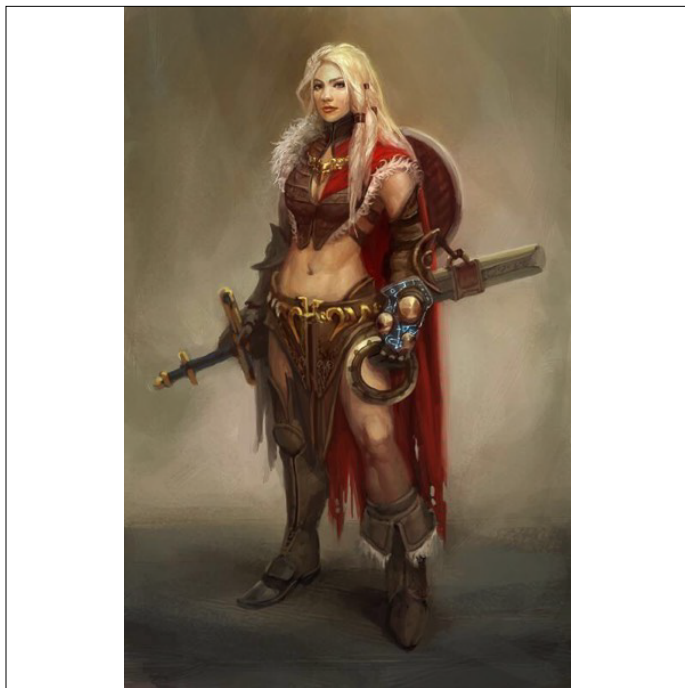
Light crossbow

Ranged: **+3, 1d8** Crit: 19-20/x2
Ranged, both hands: **+5, 1d8** Rng: 80'
2-hand, P

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (2)	1	
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (1)	1	
Climb	+6	STR (4)	1	
Craft (weapons)	+4	INT (0)	1	
Diplomacy	+2	CHA (1)	1	
Pride : -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized, Mercenary : +2 trait bonus when negotiating payment for a quest or a service that you provide				
Disguise	+2	CHA (1)	1	
Escape Artist	+1	DEX (2)	1	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (0)	1	
Intimidate	+6	CHA (1)	1	
Mercenary : +2 trait bonus when negotiating payment for a quest or a service that you provide				
Perception	+0	WIS (0)	-	
Ride	+3	DEX (2)	2	
Sense Motive	+0	WIS (0)	-	
Pride : -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized, Mercenary : +2 trait bonus when negotiating payment for a quest or a service that you provide				
Stealth	+1	DEX (2)	1	
Survival	+5	WIS (0)	2	
Swim	+4	STR (4)	1	

Feats

Acrobatic
Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Shield Proficiency

Feats

Shingle Runner
Simple Weapon Proficiency - All
Stealthy

Traits

All Alone
Mercenary
Sacred Touch

Drawbacks

Pride

Gear

**Total Weight Carried: 79.9/350 lbs, Light Load
(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

+1 longsword	4 lbs
Artisan's outfit (Free)	-
Backpack (12 @ 25.4 lbs)	2 lbs
Bedroll <In: Backpack (12 @ 25.4 lbs)>	5 lbs
Belt pouch (5 @ 6 lbs)	0.5 lbs
Blanket <In: Backpack (12 @ 25.4 lbs)>	1 lb
Bottle <In: Backpack (12 @ 25.4 lbs)>	1 lb
Caltrops x2 <In: Belt pouch (5 @ 6 lbs)>	2 lbs
Chalk <In: Belt pouch (5 @ 6 lbs)>	-
Crossbow bolts x60	0.1 lbs
Fishing net <In: Backpack (12 @ 25.4 lbs)>	5 lbs
Flint and steel <In: Belt pouch (5 @ 6 lbs)>	-
Light crossbow	4 lbs
Marbles <In: Belt pouch (5 @ 6 lbs)>	2 lbs
Marbles	2 lbs
Money <In: Backpack (12 @ 25.4 lbs)>	7.9 lbs
Scale mail	30 lbs
Signal whistle <In: Backpack (12 @ 25.4 lbs)>	-
Soap <In: Backpack (12 @ 25.4 lbs)>	0.5 lbs
Torch x5 <In: Backpack (12 @ 25.4 lbs)>	1 lb

Special Abilities

Fast Movement +10 (Ex)
Hurling, Lesser (Ex)
Rage (9 rounds/day) (Ex)
Trap Sense +1 (Ex)
Uncanny Dodge (Ex)

Tracked Resources

Crossbow bolts	□□□□□ □□□□□
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Rage (9 rounds/day) (Ex)	□□□□□ □□□□□
Torch	□□□□□

Languages

Common

Shoanti

Experience & Wealth

Experience Points: **5850**/9,000
Current Cash: **39 gp, 103 sp, 253 cp**

Background

Feat: SHINGLE RUNNER

As a child, you spent a lot of time in the Shingles, the interconnected rooftops that span much of Korvosa. You are particularly adept at climbing, jumping, and avoiding falls.

Prerequisites: Dex 13, Acrobatic

Benefit: You gain a +2 bonus on Climb and Jump checks, and may take 10 on Climb checks even when distracted. If you fall, you automatically reduce the damage taken by the fall by one die, as if you had fallen 10 less feet. This reduction in damage stacks with the Jump and Tumble checks to further reduce falling damage.

History

Hometown: City or Metropolis

Parents: Both Alive

Siblings: 1 Biological

Circumstance of Birth : Marked by the Gods

Parent's Profession: Soldiers

Childhood: Competition Champion

Training: Champion of a God

Influential Associate: The Mercenary

Moral Conflict: Minor Failure: 1

Subject: Soldier or warrior: 0

Motivation: Justice: 1

Resolution: Mixed Feelings: 0

Romantic Relationships : One Significant

Drawback: Pride

Sourcebooks Used

- **Advanced Player's Guide** - Hurling, Lesser (special ability)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Seekers of Secrets** - Marbles (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Sacred Touch (trait)
- **Curse of the Crimson Throne** - All Alone (trait); Shingle Runner (feat)
- **Inner Sea Races / Inner Sea World Guide** - Shoanti (race option); Shoanti (language)
- **Ultimate Campaign** - Mercenary (trait); Pride (???)

Trillian – Abilities & Gear

Acrobatic

Feat

You are skilled at leaping, jumping, and flying.

Benefit: You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In : Not Consolidated Skills

Shingle Runner

Feat

Many of those who dwell among the rooftops that span much of Korvosa become skillful at making bounding leaps and clambering up steep surfaces, and learn how to land more safely when they fall.

Prerequisites: Dex 13, Acrobatics.

Benefit: You gain a +2 bonus on Acrobatics and Climb checks, and can take 10 on Climb checks even when distracted. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. If you fall, you automatically reduce the damage taken by the fall by 1d6, as if you'd fallen 10 feet less. This reduction in damage stacks with the reduction from a successful Acrobatics check to soften a fall.

Appears In : Curse of the Crimson Throne

Stealthy

Feat

You are good at avoiding unwanted attention and slipping out of bonds.

Benefit: You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In : Not Consolidated Skills

All Alone

Trait

Someone you loved was knifed to death in a dark alley one night. You were called to the scene by the Korvosan Guard to identify the body, and as rough as that was for you, you also noticed a ring was missing from your loved one's finger. Whoever murdered your loved one stole that ring— you're convinced of it. You've done some investigation on your own and recently found the ring for sale at a local merchant's shop. To your great frustration, you can't yet afford the 500 gp to buy it back, but the merchant did tell you from whom he purchased the ring: a man named Gaedren Lamm. It seems likely this criminal killed your loved one, or at the very least, he knows who did. The only problem is finding him.

The murder victim was a lover. With your lover's death, a part of you died as well, leaving you haunted, grim, and prone to dark musings. You gain a +1 trait bonus on Intimidate checks, and Intimidate is a class skill for you.

Appears In : Curse of the Crimson Throne

Mercenary

Trait

For everything there is a price, and you are a negotiator at heart. You gain a +2 trait bonus on Diplomacy, Intimidate, and Sense Motive checks made while negotiating payment for a quest or a service that you provide.

Appears In : Ultimate Campaign

Sacred Touch

Trait

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Fast Movement +10 (Ex)

Class Ability (Barbarian)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she 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 base speed.

Hurling, Lesser (Ex)

Class Ability (Barbarian,Barba)

As a full-round action while raging, the barbarian can lift and hurl an object up to one size category smaller than herself with both hands or two size categories smaller with one hand as an improvised weapon with a range increment of 10 feet. This inflicts damage as a falling object (Core Rulebook 443) plus the barbarian's Strength bonus. This damage is halved if the object is not made of stone, metal, or similar material. This is a ranged touch attack, and the target may attempt a Reflex save (DC 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) for half damage. The barbarian may apply Power Attack to this attack as a one- or two-handed weapon, as appropriate.

Appears In : Advanced Player's Guide

Rage (9 rounds/day) (Ex)

Class Ability (Barbarian)

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

Trap Sense +1 (Ex)

Class Ability (Barbarian)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex)

Class Ability (Barbarian)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex 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.

Title - Trillian (Adventure Journal)

Date (game world) : 2018/05/27; **Date (real world)** : 2018/05/23

XP Reward : 1340 XP; **Net Cash** : 7 gp, 100 sp, 250 cp

- no notes -

Title - Trillian (Adventure Journal)

Date (game world) : 2018/06/24; **Date (real world)** : 2018/07/04

XP Reward : 4510 XP; **Net Cash** : 17 gp

- no notes -