

Peace **Robert J.** **Feilona** **Chaotic Good**
 NAME: Brb2 2000 Wulfen Medium 7' 9" 350 lbs. ALIGNMENT: Low-light
 CLASS: 2 5000 16 Male Gold Light Grey, Hairy VISION
 Character Level: 2 NEXT LEVEL: 16 AGE: 16 GENDER: Male Gold HAIR: Light Grey, Hairy POINTS: 27

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	13	+1	13	+1	13	+1
CHA Charisma	8	-1	8	-1	8	-1

HP hit points	24	WOUNDS/CURRENT HP			
AC armor class	16	16	12	10	4
		TOTAL	FLAT	TOUCH	BASE
INITIATIVE modifier	+2	+2	+0		
		TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+2				

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
				Walk 30 ft.			
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	
4	0	2	0	0	0	0	
MISS CHANCE		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST			
		20	-2	0			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	+3	+2	+0	+0	+0		
REFLEX (dexterity)	+2	+0	+2	+0	+0	+0		
WILL (wisdom)	+1	+0	+1	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+6	+2	+4	+0	+0	+0	
RANGED attack bonus	+4	+2	+2	+0	+0	+0	
CMB attack bonus	+6	+2	+4	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH/OVERRUN
Offense	+6	+6	+6	+6	+6
Defense	18	18	18	18	18

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+4	20/x2	5 ft.

*Flail, Heavy		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
2H	+7	1d10+6	N/A	N/A		

Starknife		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+6	1d4+4	2W-P-(OH)	+0	1d4+4	
1H-O	+2	1d4+2	2W-P-(OL)	+2	1d4+4	
2H	+6	1d4+4	2W-OH	-2	1d4+2	
	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.	
TH	+4	+2	+2	+0	-2	
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4	

Special Properties: Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145)
 *: 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
*Hide	Medium	+4	+4	-3	20

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	2/2	
				ABILITY MODIFIER	MISC MODIFIER
✓ Acrobatics	DEX	5	= 2	+ 2.0	+ 1
✓ Appraise	INT	1	= 1	+ +	
✓ Bluff	CHA	-1	= -1	+ +	
✓ Climb	STR	7	= 4	+ 2.0	+ 1
✓ Craft (Untrained)	INT	1	= 1	+ +	
✓ Diplomacy	CHA	-1	= -1	+ +	
✓ Disguise	CHA	-1	= -1	+ +	
✓ Escape Artist	DEX	0	= 2	+ +	-2
✓ Fly	DEX	0	= 2	+ +	-2
✓ Heal	WIS	1	= 1	+ +	
✓ Intimidate	CHA	4	= -1	+ 2.0	+ 3
✓ Perception	WIS	8	= 1	+ 2.0	+ 5
✓ Perform (Untrained)	CHA	-1	= -1	+ +	
✓ Ride	DEX	0	= 2	+ +	-2
✓ Sense Motive	WIS	1	= 1	+ +	
✓ Stealth	DEX	0	= 2	+ +	-2
✓ Survival	WIS	8	= 1	+ 2.0	+ 5
✓ Swim	STR	6	= 4	+ 1.0	+ 1
				= +	+ +
				= +	+ +

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack <small>16 lbs., 1 Bedroll, 1 Flint and Steel, 1 Grappling Hook, 1 Rope (Silk/50 ft.), 2 Sunrod, 1 Waterskin</small>		1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Flail, Heavy <small>Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145)</small>	Equipped	1	10.0	15.0	
Flint and Steel	Backpack	1	0.0	1.0	
Grappling Hook	Backpack	1	4.0	1.0	
Hide	Equipped	1	25.0	15.0	
Outfit (Traveler's)	Equipped	1	5.0	0.0	
Pouch (Belt) <small>0.78 lbs., 30 Coin (Gold Piece), 9 Coin (Silver Piece)</small>	Carried	1	0.5	1.0	
Rope (Silk/50 ft.) <small>4 hp, DC 24 Strength check to burst</small>	Backpack	1	5.0	10.0	
Starknife	Carried	1	3.0	24.0	
Sunrod	Backpack	2	1.0	2.0 (4.0)	
☐☐ Waterskin <small>0 lbs.</small>	Backpack	1	0.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			39.28	74.1 gp	lbs.

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

MONEY	
Coin (Gold Piece): 30	[Pouch (Belt)]
Coin (Silver Piece): 9	[Pouch (Belt)]
Total = 30.9 gp	

Traits	
Armor Expert	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.3]
You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero.	
Looking for Work	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.6]
Pick one of the following skills: Bluff, Craft (any), Diplomacy, Intimidate, Perform (any), Profession (gambler), or Spot. You gain a +1 trait bonus in that skill, and that skill is always considered a class skill for you.	

Special Qualities	
Fast Movement (Ex)	[Paizo Publishing - Core Rulebook, p.31]
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.	
Guarded Stance (Ex)	[Paizo Publishing - Core Rulebook, p.33]
You gain a +1 dodge bonus to your Armor Class against melee attacks for 2 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.	
Rage (Ex)	[Paizo Publishing - Core Rulebook, p.32]
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 8 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 4 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, 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 rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.	
Scent (Ex)	[Paizo Publishing - Core Rulebook, p.00]
Wulfen have the scent special ability.	
Uncanny Dodge (Ex)	[Paizo Publishing - 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 Familiarity (Ex)	[Paizo Publishing - Core Rulebook, p.00]
Wulfen are proficient with flails and starknives, and treat any weapon with the word "wulfen" in its name as a martial weapon.	
Wild (Ex)	[Paizo Publishing - Core Rulebook, p.00]
Wulfen receive a +2 racial bonus on Perception and Survival skill checks.	

Feats	
Weapon Focus (Flail (Heavy))	[Paizo Publishing - Core Rulebook, p.136]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Martial Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.130]
You make attack rolls with the selected weapon normally (without the non-proficient penalty).	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Flail (Wulfen), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsword, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Ardmyrian, Common, Wulfen

TEMPLATES