

IRKIGI

Character Name

Trey

Player Name

Gorum

Deity

None

Region

Chaotic Good

Alignment

Barbarian (Elemental Kin, Totem Warrior) 4

Half-Orc (Afflicted Werebear) / Humanoid

Medium / 5 ft. x 5 ft.

6' 3" / 269 lbs.

Darkvision (60 ft.), Low-Light Vision

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

4 (4) 9000 / 15000

15 Male

Brown

Red, Mohawk

20

Character Level (CR) EXP/NEXT LEVEL

AGE GENDER

EYES

HAIR

Points

ABILITY NAME ABILITY EQUIPPED ABILITY ABILITY PENALTY SCORE SCORE MODIFIER DAMAGE

Table with columns for STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma). Each row shows the ability score, equipped score, modifier, and damage.

HP (hit points) 49. AC (armor class) 15. Initiative modifier +1. WOUNDS/CURRENT HP, SUBDUAL DAMAGE, DAMAGE REDUCTION, and SPEED (Walk 40 ft.).

INITIATIVE modifier +1. Encumbrance Light. MISS CHANCE, Arcane Spell Failure, ARMOR CHECK PENALTY, SPELL RESIST.

SAVING THROWS: FORTITUDE (constitution) +8, REFLEX (dexterity) +3, WILL (wisdom) +1. Includes BASE SAVE, ABILITY, MAGIC, MISC, EPIC, and TEMP columns.

MELEE attack bonus +8, RANGED attack bonus +5, CMB attack bonus +8. Includes BASE ATTACK BONUS, STAT, SIZE, MISC, EPIC, and TEMP columns.

CMB (Grapple +8, Trip +8, Disarm +8, Sunder +8, Bull Rush +8, Overrun +8), CMD (19).

*Greatclub weapon table with columns for HAND, TYPE, SIZE, CRITICAL, REACH, and DAMAGE (1d10+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 table with columns for TYPE, AC, MAXDEX, CHECK, and SPELL FAILURE. *Chain Shirt: Light, +4, +4, -2, 20.

BARBARIAN RAGE table with Rounds/day indicator.

SKILLS table with columns for SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, and MISC MODIFIER. Lists skills like Acrobatics, Appraise, Bluff, Climb, etc.

Rage section including Rounds per Day indicator and a detailed description of the Rage (Ex) mechanic.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Greatclub	Equipped	1	8 / 5
Chain Shirt	Equipped	1	25 / 100
TOTAL WEIGHT CARRIED/VALUE		33 lbs.	105gp

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

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common, Orc	

Other Companions	

Archetypes	
Elemental Kin	[Paizo Inc. - Advanced Player's Guide, p.78]

Some barbarian tribes have strong ties to the elemental forces of nature. Their shamans anoint the warriors at birth, tying them to the patron element of the tribe and granting them lasting boons against such forces.

Totem Warrior [Paizo Inc. - Advanced Player's Guide, p.79]

A barbarian often has a special totem that is the patron of her tribe. While individual totems vary, those in the tribe that call upon a totem receive similar abilities.

Traits	
Deft Dodger	[Paizo Inc. - Advanced Player's Guide, p.328]

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

Outcast [Paizo Inc. - Advanced Player's Guide, p.332]

Driven from town after town because of your heritage, you have become adept at living apart from others. You gain a +1 trait bonus on Survival skill checks, and Survival is always a class skill for you.

Special Attacks	
Elemental Rage, Lesser (Su)	[Paizo Inc. - Advanced Player's Guide, p.75]

As a swift action, the barbarian can cause her melee attacks to deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire) for 1 round.

Ferocious Mount (Ex) [Paizo Inc. - Advanced Player's Guide, p.75]

While raging and mounted, the barbarian's mount also gains the benefits of rage (including greater rage and mighty rage) as long as the barbarian is mounted or adjacent to it. While her mount is raging in this way, she must spend one additional round of rage per round. She can elect not to pay this cost, in which case her mount does not rage.

Special Qualities	
Change Shape (Su)	[Paizo Inc. - Bestiary, p.196]

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, an afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Darkvision (Ex) [Paizo Inc. - Bestiary]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Elemental Fury (Ex) [Paizo Inc. - Advanced Player's Guide, p.78]

At 3rd level, whenever the elemental kin takes an amount of energy damage equal to or greater than her barbarian level while raging, she adds 1 to the total number of rounds that she can rage that day. At 6th level, and every three levels thereafter, the

number of extra rounds per energy attack increases by +1, to a maximum of +6 rounds per energy attack at 18th level. This ability replaces trap sense.

Fast Movement (Ex) [Paizo Inc. - 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.

Intimidating (Ex) [Paizo Inc. - Core Rulebook, p.25]

Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Orc Blood (Ex) [Paizo Inc. - Core Rulebook, p.25]

Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) [Paizo Inc. - Core Rulebook, p.25]

Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Rage (Ex) [Paizo Inc. - Core Rulebook, p.32]

You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 14 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 8 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.

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Scent (Ex) [Paizo Inc. - Bestiary, p.304]

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

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 Familiarity (Ex) [Paizo Inc. - Core Rulebook, p.25]

Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Persuasive [Paizo Inc. - Core Rulebook, p.131]

You are skilled at swaying attitudes and intimidating others into your way of thinking.

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

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 -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 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, Amentum (Javelin), Atlatl, Axe (Orc Double), 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, Great Terbutje, 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, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Waraxe (Dwarven), Warhammer, Wushu Dart

Templates

Lycanthrope

IRKIGI

Half-Orc (Afflicted Werebear)

RACE

15

AGE

Male

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

6' 3"

HEIGHT

269 lbs.

WEIGHT

Brown

EYE COLOUR

Green

SKIN COLOUR

Red, Mohawk

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:

I grew up in a tribe less than 20 miles from the nearest village. There were major Orc rivalries surrounding the village. They all had the same goal of taking over the village. Our tribe, the Miryks, won control after a 9 year war. My father, an Orc named Itan, became the head of the guard, while my mother, a human named Illia, became a priestess. I was born a month before the disaster.

Word got out that Orcs had taken over a village under human rule, and foreigners came with an immense army to reclaim the land. More than doubling the Orcs in troops, they won with ease. I was given to the forest in hopes that my instincts would help me survive.

I learned to heighten my senses enough to survive for a few years. Then, I was attacked by a giant snake. I would have died if not for my newest friend Calvin. He was my mentor from then on out. He taught me everything I know. He taught by forcing me into situations- climbing, swimming, fighting. He was the best at everything, and taught me how to be to. Now, if anything gets close I become a monster.

My rage can be a problem. It began the moment Calvin was attacked. Some hunters found our cave, and he was fatally injured. I killed every last hunter in the providence. When I finally calmed down, I met Lee and Isaac, and we've been friends ever since.