

Theon Tokko

CHARACTER NAME
Barbarian 4
CLASS
4 / 3 9000 / 15000
Character Level / CR EXP / NEXT LEVEL

Robert "Ryu" Sechrest

PLAYER NAME
Human Medium / 5 ft.
RACE SIZE / FACE
28 Male
AGE GENDER

DEITY
5' 11"
HEIGHT
Blue
EYES

None
REGION
210 lbs.
WEIGHT
Black, Long
HAIR

Neutral
ALIGNMENT
Normal
VISION
POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY MODIFIER DAMAGE	PENALTY
STR Strength	18		+4		
DEX Dexterity	12		+1		
CON Constitution	13		+1		
INT Intelligence	13		+1		
WIS Wisdom	10		+0		
CHA Charisma	10		+0		

WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED					
HP hit points	41																Walk 30 ft.			
AC armor class	15	15	11	10	4	0	1	0	0	0	0	0	0	0	0	0		20	-3	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST				

INITIATIVE modifier	+3	=	+1	+2
TOTAL			DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4			

TOTAL SKILLPOINTS: 24		SKILLS		MAX RANKS: 4/4	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> Acrobatics	DEX	2	=	1	+ 1
<input type="checkbox"/> Appraise	INT	1	=	1	
<input type="checkbox"/> Bluff	CHA	0	=	0	
<input type="checkbox"/> Climb	STR	6	=	4	+ 2
<input type="checkbox"/> Craft (Untrained)	INT	1	=	1	
<input type="checkbox"/> Diplomacy	CHA	1	=	0	+ 1
<input type="checkbox"/> Disable Device	DEX	1	=	1	+ 3 + -3
<input type="checkbox"/> Disguise	CHA	0	=	0	
<input type="checkbox"/> Escape Artist	DEX	0	=	1	+ 2 + -3
<input type="checkbox"/> Fly	DEX	-2	=	1	+ -3
<input type="checkbox"/> Handle Animal	CHA	4	=	0	+ 1 + 3
<input type="checkbox"/> Heal	WIS	2	=	0	+ 2
<input type="checkbox"/> Intimidate	CHA	4	=	0	+ 1 + 3
<input type="checkbox"/> Knowledge (Nature)	INT	5	=	1	+ 1 + 3
<input type="checkbox"/> Perception	WIS	7	=	0	+ 2 + 5
<input type="checkbox"/> Perform (Untrained)	CHA	0	=	0	
<input type="checkbox"/> Ride	DEX	2	=	1	+ 1
<input type="checkbox"/> Sense Motive	WIS	3	=	0	+ 3
<input type="checkbox"/> Stealth	DEX	1	=	1	+ 3 + -3
<input type="checkbox"/> Survival	WIS	6	=	0	+ 3 + 3
<input type="checkbox"/> Swim	STR	10	=	4	+ 1 + 5
			=	+	+
			=	+	+

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +1 Reflex to avoid traps
FORTITUDE (constitution)	+5	=	+4	+1	+0	+0	+0	
REFLEX (dexterity)	+2	=	+1	+1	+0	+0	+0	
WILL (wisdom)	+1	=	+1	+0	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	=	+4	+4	+0	+0	+0
RANGED attack bonus	+5	=	+4	+1	+0	+0	+0
CMB attack bonus	+8	=	+4	+4	+0	+0	+0

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+8	+8	+8	+8	+8	+8
Defense	19	19	19	19	19	19

*Greatsword						HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS						Both	S	M	19-20/x2	5 ft.
+8						DAMAGE				
						2d6+6				

Masterwork Longbow (Composite/+3)					HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.					Carried	P	M	20/x3	5 ft.
To Hit: +6					Damage: 1d8+3				
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.				
TH	+6	+4	+2	+0	-2				
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3				
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.				
TH	-4	-6	-8	-10	-12				
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3				
Special Properties		Strength bonus to damage							

Masterwork Sword (Bastard)					HAND	TYPE	SIZE	CRITICAL	REACH
To Hit					Carried	S	M	19-20/x2	5 ft.
Dam					To Hit				
1d10+6					2W-OH				
2H					N/A				

*: 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

BARBARIAN RAGE	
Rounds/day	00000 00000 0

Rage	
Rounds per Day	00000 00000 0
Rage (Ex) : You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 11 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. [Paizo Inc. - Core Rulebook, p.32]	

Scimitar		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+8	1d6+4	2W-P-(OH)	+2	1d6+4	
1H-O	+4	1d6+2	2W-P-(OL)	+4	1d6+4	
2H	+8	1d6+6	2W-OH	-2	1d6+2	

Javelin		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x2	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.	
TH	+5	+3	+1	-1	-3	
Dam	1d6+4	1d6+4	1d6+4	1d6+4	1d6+4	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Greatsword	Equipped	1	8	50	
Ring of Swimming	Equipped	1	0	2,500	
Masterwork Longbow (Composite/+3)	Carried	1	3	700	
<small>0 lbs. Strength bonus to damage</small>					
Outfit (Explorer's)	Equipped	1	8	0	
Hide	Equipped	1	25	15	
Backpack	Equipped	1	2	2	
<small>0 lbs.</small>					
Bedroll	Equipped	1	5	0.1	
Flint and Steel	Equipped	1	0	1	
Pouch (Belt)	Equipped	1	0.5	1	
<small>0 lbs.</small>					
Torch	Equipped	7	1 (7)	0 (0.1)	
<small>Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>					
					
Waterskin	Equipped	3	0 (0)	1 (3)	
<small>0 lbs.</small>					
Masterwork Sword (Bastard)	Carried	1	6	335	
Scimitar	Carried	1	4	15	
Javelin	Carried	1	2	1	
TOTAL WEIGHT CARRIED/VALUE			70.5	3,623.2	
			lbs.	gp	

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

LANGUAGES	
Common, Draconic	

Traits	
Reactionary	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	
World Traveler (Sense Motive)	[Paizo Inc. - Advanced Player's Guide, p.332]
Your family has taken the love of travel to an extreme, roaming the world extensively. You've seen dozens of cultures and have learned to appreciate the diversity of what the world has to offer. You gain a +1 trait bonus on Sense Motive, and it is always a class skill for you.	

Special Attacks

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

While raging, you gain a bite attack. If used as a part of a full-attack action, the bite is made at your full base attack bonus-5. If the bite hits, it deals 1d4+2 points of damage. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks you make against the target this round are at a +2 bonus.

Spirit Totem, Lesser (Su) [Paizo Inc. - Advanced Player's Guide, p.77]

While raging, the barbarian is surrounded by spirit wisps that harass her foes. These spirits make one slam attack each round against a living foe that is adjacent to the barbarian. This slam attack is made using the barbarian's full base attack bonus, plus the barbarian's Charisma modifier. The slam deals 1d4 points of negative energy damage, plus the barbarian's Charisma modifier.

Special Qualities

Bonus Feat [Paizo Inc. - Core Rulebook, p.27]

Humans select one extra feat at 1st level.

Bonus Superstitious Rage (2x) [Paizo Inc. - Advanced Player's Guide]

Add +1/3 to the bonus from the superstitious rage power.

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.

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 11 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.

Renewed Vigor (Su) [Paizo Inc. - Core Rulebook, p.33]

As a standard action, you heal 1d8+1 points of damage. This power can only be used once per day and only while raging.

Skilled [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Trap Sense (Ex) [Paizo Inc. - Core Rulebook]

You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

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 and Armor Proficiency [Paizo Inc. - Core Rulebook]

A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Feats

Alertness

[Paizo Inc. - Core Rulebook, p.117]

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

Extra Rage Power

[Paizo Inc. - Advanced Player's Guide, p.160]

You gain one additional rage power. You must meet all of the prerequisites for this rage power. Special - You can gain Extra Rage Power multiple times.

Power Attack

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

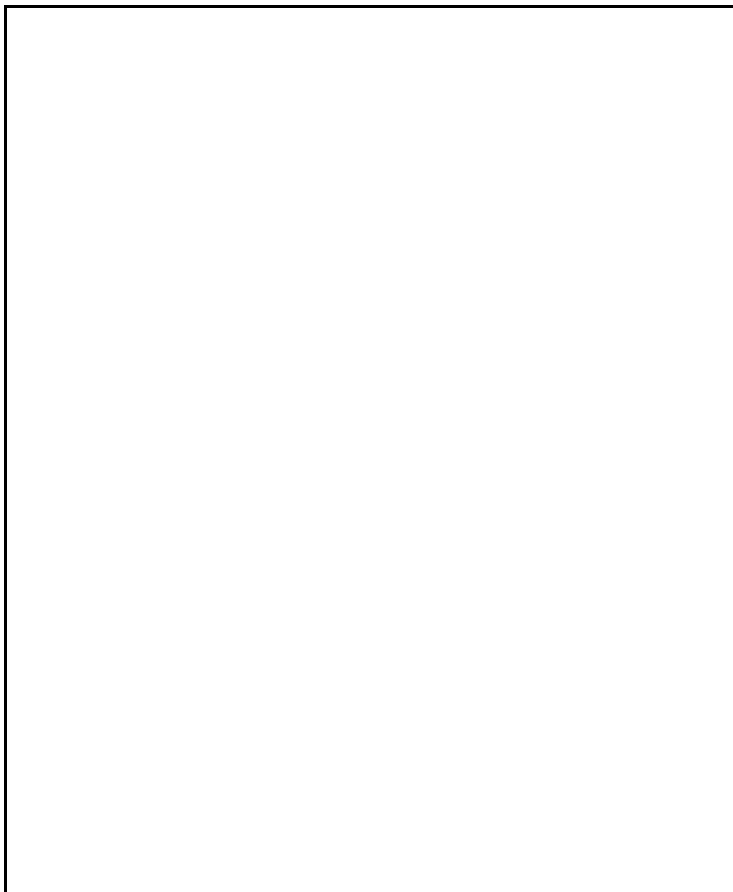
You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon 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

Atlatl, Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Double Chicken Saber, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Iron Brush, Javelin, Jutte, Katana, Kerambit, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, 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, Waraxe (Dwarven), Warhammer, Wushu Dart

TEMPLATES

Theon Tokko



Human

RACE

28

AGE

Male

GENDER

VISION

Neutral

ALIGNMENT

Ambidextrous

DOMINANT HAND

5' 11"

HEIGHT

210 lbs.

WEIGHT

Blue

EYE COLOUR

White

SKIN COLOUR

Black, Long

HAIR

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Description:

Biography:

Theon, son of the noble elder Kinto, and the lovely Triana, born and raised as Nobility in his tribe until his fate took him down the path of darkness, one of fear and destruction, the path of the Berserker. The Villagers gave him the surname of "Tokko" meaning Slayer in their native tongue of Terran, and set him on his way as Berserkers are no more welcome in their village than those of foreign tribes. He has since wandered the lands in search of a place in which he can be himself and do what he does best... Bring his opponents to their knees!

Notes:

Current HP:

Current HP is at 41