

# Strykar Stolar

Character Name

Brawler (Shield Champion) 11

CLASS

11 (11) 235000 / 330000

Character Level (CR)

EXP/NEXT LEVEL

| ABILITY NAME               | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| <b>STR</b><br>Strength     | 20         | +5       | 20            | +5          |            |          |
| <b>DEX</b><br>Dexterity    | 15         | +2       | 15            | +2          |            |          |
| <b>CON</b><br>Constitution | 13         | +1       | 13            | +1          |            |          |
| <b>INT</b><br>Intelligence | 7          | -2       | 7             | -2          |            |          |
| <b>WIS</b><br>Wisdom       | 13         | +1       | 13            | +1          |            |          |
| <b>CHA</b><br>Charisma     | 7          | -2       | 7             | -2          |            |          |

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP |
|------------------------------------|-------|-----------|---------|-------|------|------|------|
| <b>FORTITUDE</b><br>(constitution) | +8    | = +7      | +1      | +0    | +0   | +0   |      |
| <b>REFLEX</b><br>(dexterity)       | +9    | = +7      | +2      | +0    | +0   | +0   |      |
| <b>WILL</b><br>(wisdom)            | +4    | = +3      | +1      | +0    | +0   | +0   |      |

|                               | TOTAL      | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|-------------------------------|------------|-------------------|------|------|------|------|------|
| <b>MELEE</b><br>attack bonus  | +16/+11/+6 | = +11/+6/+1       | +5   | +0   | +0   | 0    |      |
| <b>RANGED</b><br>attack bonus | +13/+8/+3  | = +11/+6/+1       | +2   | +0   | +0   | 0    |      |
| <b>CMB</b><br>attack bonus    | +16/+11/+6 | = +11/+6/+1       | +5   | +0   |      |      |      |

|            | GRAPPLE    | TRIP       | DISARM     | SUNDER     | BULL RUSH | OVERRUN |
|------------|------------|------------|------------|------------|-----------|---------|
| <b>CMB</b> | +19/+14/+9 | +16/+11/+6 | +16/+11/+6 | +16/+11/+6 | +16       | +16     |
| <b>CMD</b> | 35         | 37         | 31         | 35         | 35        | 35      |

|                                    | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|------------------------------------|--------------------|--------|----------|-------|
| <b>UNARMED</b><br>(nonlethal only) | +21/+16/+11        | 1d10+9 | 20/x2    | 5 ft. |
| <b>Brawler's Flurry</b>            |                    |        |          |       |
|                                    | TOTAL ATTACK BONUS | DAMAGE |          |       |
|                                    | +19/+19/+19/+14/+9 | 1d1+9  |          |       |

**Special Properties: Use unarmed damage**

\*: 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 +2 (Brawling/Mithral/Armor Spikes)  | Light | +6 | +6     | +0    | 10            |
| +2 bonus on unarmed attack and damage rolls, including combat maneuver checks made to grapple. Unarmed strikes bypass magic weapon DR., 30 hp/inch, hardness 15, Spiked  |       |    |        |       |               |
| *Mithral Heavy Shield +1 (Shield)  | Heavy | +3 |        | +0    | 0             |
| Sconce/Shield Spikes/Throwing Shield<br>30 hp/inch, hardness 15, Spiked, small 1d4 damage; medium 1d6 damage; range 20 ft., deals bludgeoning damage., May hold a torch. |       |    |        |       |               |

# William

Player Name

Human (Ulfen) / Humanoid

RACE

27 Male

AGE

GENDER

| HP   | AC                   | INITIATIVE          | ENCUMBRANCE  | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED       |               |                      |                     |              |             |              |               |             |               |            |       |        |         |        |         |      |    |    |    |      |     |     |     |     |     |     |     |     |     |     |     |     |
|--|----------------------|---------------------|--------------|-------------------|----------------|------------------|-------------|---------------|----------------------|---------------------|--------------|-------------|--------------|---------------|-------------|---------------|------------|-------|--------|---------|--------|---------|------|----|----|----|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 76   | 28                   | +2                  | Light        |                   |                |                  | Walk 30 ft. |               |                      |                     |              |             |              |               |             |               |            |       |        |         |        |         |      |    |    |    |      |     |     |     |     |     |     |     |     |     |     |     |     |
| hit points   | armor class          | modifier            |              |                   |                |                  |             |               |                      |                     |              |             |              |               |             |               |            |       |        |         |        |         |      |    |    |    |      |     |     |     |     |     |     |     |     |     |     |     |     |
| <table border="0"> <tr> <td>TOTAL</td> <td>FLAT</td> <td>TOUCH</td> <td>BASE</td> <td>ARMOR BONUS</td> <td>SHIELD BONUS</td> <td>STAT</td> <td>SIZE</td> <td>NATURAL ARMOR</td> <td>DEFLECTION</td> <td>DODGE</td> <td>Morale</td> <td>Insight</td> <td>Sacred</td> <td>Profane</td> <td>MISC</td> </tr> <tr> <td>28</td> <td>23</td> <td>15</td> <td>= 10</td> <td>+ 6</td> <td>+ 5</td> <td>+ 2</td> <td>+ 0</td> <td>+ 2</td> <td>+ 0</td> <td>+ 3</td> <td>+ 0</td> <td>+ 0</td> <td>+ 0</td> <td>+ 0</td> <td>+ 0</td> </tr> </table> |                      |                     |              |                   |                |                  |             | TOTAL         | FLAT                 | TOUCH               | BASE         | ARMOR BONUS | SHIELD BONUS | STAT          | SIZE        | NATURAL ARMOR | DEFLECTION | DODGE | Morale | Insight | Sacred | Profane | MISC | 28 | 23 | 15 | = 10 | + 6 | + 5 | + 2 | + 0 | + 2 | + 0 | + 3 | + 0 | + 0 | + 0 | + 0 | + 0 |
| TOTAL  | FLAT                 | TOUCH               | BASE         | ARMOR BONUS       | SHIELD BONUS   | STAT             | SIZE        | NATURAL ARMOR | DEFLECTION           | DODGE               | Morale       | Insight     | Sacred       | Profane       | MISC        |               |            |       |        |         |        |         |      |    |    |    |      |     |     |     |     |     |     |     |     |     |     |     |     |
| 28   | 23                   | 15                  | = 10         | + 6               | + 5            | + 2              | + 0         | + 2           | + 0                  | + 3                 | + 0          | + 0         | + 0          | + 0           | + 0         |               |            |       |        |         |        |         |      |    |    |    |      |     |     |     |     |     |     |     |     |     |     |     |     |
| <table border="0"> <tr> <td>MISS CHANCE</td> <td>Arcane Spell Failure</td> <td>ARMOR CHECK PENALTY</td> <td>SPELL RESIST</td> <td>ACID RESIST</td> <td>COLD RESIST</td> <td>ELECT. RESIST</td> <td>FIRE RESIST</td> </tr> <tr> <td></td> <td></td> <td></td> <td>10</td> <td>+0</td> <td>0</td> <td></td> <td></td> </tr> </table>   |                      |                     |              |                   |                |                  |             | MISS CHANCE   | Arcane Spell Failure | ARMOR CHECK PENALTY | SPELL RESIST | ACID RESIST | COLD RESIST  | ELECT. RESIST | FIRE RESIST |               |            |       | 10     | +0      | 0      |         |      |    |    |    |      |     |     |     |     |     |     |     |     |     |     |     |     |
| MISS CHANCE  | Arcane Spell Failure | ARMOR CHECK PENALTY | SPELL RESIST | ACID RESIST       | COLD RESIST    | ELECT. RESIST    | FIRE RESIST |               |                      |                     |              |             |              |               |             |               |            |       |        |         |        |         |      |    |    |    |      |     |     |     |     |     |     |     |     |     |     |     |     |
|  |                      |                     | 10           | +0                | 0              |                  |             |               |                      |                     |              |             |              |               |             |               |            |       |        |         |        |         |      |    |    |    |      |     |     |     |     |     |     |     |     |     |     |     |     |

| MELEE | RANGED | CMB | CMD |
|-------|--------|-----|-----|
|       |        |     |     |

# Gorum

Deity

Medium / 5 ft.

SIZE / FACE

Ice Blue

EYES

# Lastwall

Region

6' 4" / 172 lbs.

HEIGHT / WEIGHT

Blonde

HAIR

# Chaotic Good

Alignment

Normal

VISION

15

Points

| TOTAL SKILLPOINTS: 33 | SKILL NAME   | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC. MODIFIER |
|-----------------------|--|-------------|----------------|------------------|-------|----------------|
| ✓                     | Acrobatics   | DEX         | 16             | = 2              | + 11  | + 3            |
| ✓                     | Appraise   | INT         | -2             | = -2             |       |                |
| ✓                     | Bluff  | CHA         | -2             | = -2             |       |                |
| ✓                     | Climb  | STR         | 5              | = 5              |       |                |
| ✓                     | Craft (Untrained)  | INT         | -2             | = -2             |       |                |
| ✓                     | Diplomacy  | CHA         | -2             | = -2             |       |                |
| ✓                     | Disguise   | CHA         | -2             | = -2             |       |                |
| ✓                     | Escape Artist  | DEX         | 7              | = 2              | + 2   | + 3            |
| ✓                     | Fly  | DEX         | 2              | = 2              |       |                |
| ✓                     | Heal   | WIS         | 1              | = 1              |       |                |
| ✓                     | Intimidate   | CHA         | -2             | = -2             |       |                |
| ✓                     | Linguistics (Celestial, Cyclops, Draconic, Drow, Dwarfven, Elven, Gnome, Goblin, Orc, Sylvan, Undercommon) | INT         | 9              | = -2             | + 11  |                |
| ✓                     | Perception   | WIS         | 19             | = 1              | + 11  | + 7            |
| ✓                     | Perform (Untrained)  | CHA         | -2             | = -2             |       |                |
| ✓                     | Profession (Soldier)   | WIS         | 15             | = 1              | + 11  | + 3            |
| ✓                     | Ride   | DEX         | 2              | = 2              |       |                |
| ✓                     | Sense Motive   | WIS         | 9              | = 1              | + 5   | + 3            |
| ✓                     | Stealth  | DEX         | 3              | = 2              | + 1   |                |
| ✓                     | Survival   | WIS         | 6              | = 1              | + 1   | + 4            |
| ✓                     | Swim   | STR         | 9              | = 5              | + 1   | + 3            |
|                       | Use Magic Device   | CHA         | -1             | = -2             | + 1   |                |
|                       |  |             |                | = +              | + 1   |                |
|                       |  |             |                | = +              | + 1   |                |

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

| Knockout  |
|---|
| Uses per Day <input type="checkbox"/>   |
| <b>Knockout (Ex):</b> 2/day, you can unleash a devastating attack that can instantly knock a target unconscious. You must announce this intent before making your attack roll. If you hit and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 20) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. [Paizo Inc. - Advanced Class Guide, p.23] |

| Martial Flexibility  |
|--|
| Uses per Day <input type="checkbox"/>  |
| <b>Martial Flexibility (Ex):</b> The brawler can gain the benefit of three combat feats he doesn't possess. He can select one feat as a free action, two feats as a swift action or three feats as a move action. This effect lasts for 1 minute. The brawler must otherwise meet all the feat's prerequisites. He can use this ability a number of times per day equal to 8. The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation, any uses of that combat feat while using this ability count toward that feat's daily limit. At later levels, when he gains multiple feats through this ability, the brawler can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability. [Paizo Inc. - Advanced Class Guide, p.93] |

| Mythic Power   |
|--|
| per Day <input type="checkbox"/>   |
| <b>Mythic Power (Su):</b> Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount. [Currently at 5/day] [Paizo Publishing LLC - Mythic Adventures] |

| EQUIPMENT  |              |           |                     |  |
|--|--------------|-----------|---------------------|--|
| ITEM   | LOCATION     | QTY       | WT / COST           |  |
| <b>Amulet of Mighty Fists +2</b>   | Equipped     | 1         | 0 / 16,000          |  |
| <b>Helmet ( Skill Bonus (Competence) (Perception +4))</b>  | Equipped     | 1         | 0 / 1,600           |  |
| <small>Competence bonus to selected skill of Perception   +4</small>   |              |           |                     |  |
| <b>Armbands of the Brawler ( Natural Armor Bonus (Enhancement) (+2))</b>   | Equipped     | 1         | 1 / 8,500           |  |
| <small>Natural Armor bonus to armor class of +2</small>  |              |           |                     |  |
| <b>Belt of Tumbling</b>  | Equipped     | 1         | 1 / 800             |  |
| <small>The belt's wearer gains a +4 competence bonus on Acrobatics checks made to move through a threatened square or through an enemy's space.</small>  |              |           |                     |  |
| <b>Chain Shirt +2 (Brawling/Mithral/Armor Spikes)</b>  | Equipped     | 1         | 12.5 / 10,150       |  |
| <small>+2 bonus on unarmed attack and damage rolls, including combat maneuver checks made to grapple. Unarmed strikes bypass magic weapon DR., 30 hp/inch, hardness 15, Spiked</small>                                 |              |           |                     |  |
| <b>Mithral Heavy Shield +1 (Shield Sconce/Shield Spikes/Throwing Shield)</b>   | Equipped     | 1         | 8 / 2,081           |  |
| <small>30 hp/inch, hardness 15, Spiked, small 1d4 damage; medium 1d6 damage; range 20 ft., deals bludgeoning damage., May hold a torch.</small>  |              |           |                     |  |
| <b>Backpack, Masterwork</b>  | Equipped     | 1         | 4 / 50              |  |
| <b>Handy Haversack</b>   | Equipped     | 1         | 5 / 2,000           |  |
| <small>36 lbs., 2 Bedroll, 1 Waterskin, 2 Flint and Steel, 2 Sewing Needle, 1 Mug or Tankard (Clay), 4 Fishhook, 2 String (50 ft.), 10 Rations (Trail/Per Day), 2 Signal Whistle, 1 Pot (Iron), 1 Folding Pole</small> |              |           |                     |  |
| <b>Bedroll</b>   | Handy        | 2         | 5 (10) / 0.1 (0.2)  |  |
| <b>Waterskin</b>   | Handy        | 1         | 0 / 1               |  |
| <b>Flint and Steel</b>   | Handy        | 2         | 0 (0) / 1 (2)       |  |
| <b>Sewing Needle</b>   | Handy        | 2         | 0 (0) / 0.5 (1)     |  |
| <b>Mug or Tankard (Clay)</b>   | Handy        | 1         | 1 / 0               |  |
| <b>Fishhook</b>  | Handy        | 4         | 0 (0) / 0.1 (0.4)   |  |
| <b>String (50 ft.)</b>   | Handy        | 2         | 0.5 (1) / 0 (0)     |  |
| <b>Rations (Trail/Per Day)</b>   | Handy        | 10        | 1 (10) / 0.5 (5)    |  |
| <b>Signal Whistle</b>  | Handy        | 2         | 0 (0) / 0.8 (1.6)   |  |
| <b>Pot (Iron)</b>  | Handy        | 1         | 4 / 0.8             |  |
| <b>Folding Pole</b>  | Handy        | 1         | 10 / 0.2            |  |
| <b>Pouch (Belt)</b>  | Equipped     | 1         | 0.5 / 1             |  |
| <small>0 lbs., 10 Potion of Cure Moderate Wounds, 5 Potion of Cure Serious Wounds, 5 Potion of Bull's Strength</small>   |              |           |                     |  |
| <b>Potion of Cure Moderate Wounds</b>  | Pouch (Belt) | 10        | 0 (0) / 300 (3,000) |  |
| <small>00000 00000<br/>Cures 2d8+3 points of damage</small>  |              |           |                     |  |
| <b>Potion of Cure Serious Wounds</b>   | Pouch (Belt) | 5         | 0 (0) / 750 (3,750) |  |
| <small>00000<br/>Cures 3d8+5 points of damage</small>  |              |           |                     |  |
| <b>Potion of Bull's Strength</b>   | Pouch (Belt) | 5         | 0 (0) / 300 (1,500) |  |
| <small>00000<br/>+4 enhancement bonus to Strength for 3 minutes</small>  |              |           |                     |  |
| <b>Brawler's Flurry</b>  | Carried      | 1         | 0 / 0               |  |
| <small>Use unarmed damage</small>  |              |           |                     |  |
| <b>TOTAL WEIGHT CARRIED/VALUE</b>  |              | 32.5 lbs. | 49,445.2gp          |  |

| WEIGHT ALLOWANCE |     |                 |     |             |      |
|------------------|-----|-----------------|-----|-------------|------|
| Light            | 153 | Medium          | 306 | Heavy       | 460  |
| Lift over head   | 460 | Lift off ground | 920 | Push / Drag | 2300 |

| MONEY   |                                     |
|---------|-------------------------------------|
| Total = | 0 gp [Unspent Funds = 32,550.04 gp] |

| MAGIC  |  |
|--|--|
| Languages  |  |
| Celestial, Common, Cyclops, Draconic, Drow, Dwarven, Elven, Gnome, Goblin, Orc, Skald, Sylvan, Undercommon |  |

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

| Archetypes   |   |
|--|---|
| <b>Shield Champion</b>   | [Paizo Inc. - Advanced Class Guide, p.86] |
| <p>Stalwart in battle, a shield champion has perfected an entire martial discipline relying on only her hand-to-hand fighting skills and her ever-present shield. What she forgoes in weapon versatility and improved combat maneuvering, she makes up for in her ability to turn her defense into a weapon. Stalwart in battle, a shield champion has perfected an entire martial discipline relying on only her hand-to-hand fighting skills and her ever-present shield. What she forgoes in weapon versatility and improved combat maneuvering, she makes up for in her ability to turn her defense into a weapon.</p> |   |

| Traits   |   |
|--|---|
| <b>Militia Veteran (any town or village) (Survival)</b>  | [Paizo Inc. - Advanced Player's Guide, p.332] |
| <p>Your first job was serving in a civilian militia in your home town. Skills learned through daily drilling and protecting your fellow townfolk gave you special insight into military life. Select one of the following skills - Profession (Soldier), Ride, or Survival. You gain a +1 trait bonus on that skill, and it is always a class skill for you.</p> |   |
| <b>Shield-Trained (Gorum)</b>  | [Paizo Inc. - Inner Sea Gods, p.222]          |
| <p>[Not Implemented]You were trained to use shields as weapons. Heavy and light shields are considered simple weapons rather than martial weapons for you. Heavy shields are considered light weapons for you.</p>   |   |

| Special Attacks   |   |
|---|---|
| <b>Brawler's Flurry (Ex)</b>  | [Paizo Inc. - Advanced Class Guide, p.23] |
| <p>Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the "monk" special feature. She does not need to use two different weapons to use this ability. A brawler applies her full Strength modifier to her damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A brawler can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brawler's flurry. A brawler with natural weapons can't use such weapons as part of brawler's flurry, nor can she make natural weapon attacks in addition to her brawler's flurry attacks. At 8th level, the brawler gains use of the Improved Two-Weapon Fighting feat when using brawler's flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using brawler's flurry. You can make a flurry of blows as a full-attack action. When doing so, you may make two additional attacks using any combination of unarmed strikes, weapons from the close fighter weapon group or monk weapons as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. You may substitute any of these attacks for a disarm, sunder or trip combat maneuver. You cannot use Brawler's Flurry with natural weapons.</p> |   |

|  |   |
|--|---|
| <b>Close Weapon Mastery (Ex)</b>   | [Paizo Inc. - Advanced Class Guide, p.23] |
| <p>When wielding a close weapon, she uses the unarmed strike damage of a brawler 4 levels lower instead of the base damage for that weapon. This must be declared before the attack roll is made. When wielding a close weapon, you may treat its base damage as 1d8 (you may apply any effects that increase your unarmed damage dice).</p> |   |

|  |  |
|--|--|
| <b>Fleet Charge</b>  | [Paizo Publishing LLC - Mythic Adventures] |
| <p>As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.</p> |  |

|  |   |
|--|---|
| <b>Knockout (Ex)</b>   | [Paizo Inc. - Advanced Class Guide, p.23] |
| <p>2/day, you can unleash a devastating attack that can instantly knock a target unconscious. You must announce this intent before making your attack roll. If you hit and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 20) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability.</p> |   |

|   |   |
|---|---|
| <b>Returning Shield (Ex)</b>  | [Paizo Inc. - Advanced Class Guide, p.87] |
| <p>A shield champion can throw a shield so it ricochets off her target (and possibly other solid objects) to return to her at the end of her turn. This ability functions whether or not the shield champion hits her opponent or moves on her turn. The shield deals no damage to targets it bounces off other than the original target of the shield champion's attack. Other circumstances can prevent the shield from returning to the shield champion, such as an opponent using a readied action to catch the shield, or the shield sticking to a mimic's adhesive. The shield champion can opt to not have a thrown shield return to her, in which case it falls to the ground as it normally would. If the shield has the returning weapon special ability, she can use either that or this ability. If a shield champion has additional attacks from a high base attack bonus, these additional attacks can be ricochets off an earlier target. The distance to each additional target adds to the total range of the shield, and range penalties apply, but there are no additional penalties for attacking in this manner. Because ricocheting attacks are treated as separate attacks, effects and modifiers that only apply to one attack roll (such as true strike) only apply to the first attack and not to the others. A shield champion can throw a shield as part of a brawler's flurry. A shield champion gains Greater Shield Focus as a bonus feat.</p> |   |

|   |   |
|---|---|
| <b>Throw Shield (Ex)</b>  | [Paizo Inc. - Advanced Class Guide, p.86] |
| <p>A shield champion can throw a heavy or light shield as a normal (non-improvised) thrown weapon with a range increment of 10 feet or the shield's range increment, whichever is greater. The thrown shield deals the same damage as a shield bash, and any damage increases from shield spikes apply to this attack. A shield champion is treated as having the Far Shot feat for the purpose of determining range increment penalties for throwing a shield. A shield champion</p> |   |

can use a thrown shield to perform a bull rush, dirty trick, disarm, reposition, or trip combat maneuver as if she were making a melee shield bash attack. A shield champion gains Shield Master as a bonus feat.

## Special Qualities

**AC Bonus (Ex)** [Paizo Inc. - Advanced Class Guide, p.23]

When wearing light or no armor, a brawler adds 2 AC as a dodge bonus to her Armor Class. If a brawler is helpless or immobilized, she loses this bonus.

**Always a Chance (Ex)** [Paizo Publishing LLC - Mythic Adventures]

You don't automatically miss when you roll a 1 on an attack roll.

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

Humans select one extra feat at 1st level.

**Bonus Feats** [Paizo Inc. - Advanced Class Guide]

At 2nd level and every 3 levels thereafter, a brawler gains a bonus combat feat in addition to those gained from normal advancement. These bonus feats must be ones that affect or improve her defenses or melee attacks. The brawler must meet the prerequisites of the selected bonus combat feat. Upon reaching 5th level and every 3 levels thereafter, a brawler can choose to learn a new bonus combat feat in place of a bonus combat feat she has already learned. In effect, the brawler loses the bonus combat feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A brawler can only change one feat at any given level, and must choose whether or not to swap the feat at the time she gains a new bonus combat feat for the level.

**Brawler's Cunning (Ex)** [Paizo Inc. - Advanced Class Guide, p.23]

If the brawler's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

**Champion** [Paizo Publishing LLC - Mythic Adventures]

Unparalleled in combat, the champion stands triumphant on the battlefield, surrounded by bruised and broken foes. The abilities of the champion allow him to deliver strikes more accurately, perform astounding combat maneuvers, and move effortlessly around the battlefield. Characters with a high Strength score will find this path extremely useful, as will those with a high Constitution score. The path of the champion is suitable for characters who rely on martial arms and combat maneuvers.

**Hard to Kill (Ex)** [Paizo Publishing LLC - Mythic Adventures]

Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

**Martial Flexibility (Ex)** [Paizo Inc. - Advanced Class Guide, p.93]

The brawler can gain the benefit of three combat feats he doesn't possess. He can select one feat as a free action, two feats as a swift action or three feats as a move action. This effect lasts for 1 minute. The brawler must otherwise meet all the feat's prerequisites. He can use this ability a number of times per day equal to 8. The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation, any uses of that combat feat while using this ability count toward that feat's daily limit. At later levels, when he gains multiple feats through this ability, the brawler can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

**Martial Training (Ex)** [Paizo Inc. - Advanced Class Guide, p.23]

A brawler counts her total brawler levels as both fighter levels and monk levels for the purpose of qualifying for feats. She also counts as both a fighter and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist and a monk's robe). This ability does not automatically grant feats normally granted to fighters and monks based on class level, namely Stunning Fist.

**Mythic Power (Su)** [Paizo Publishing LLC - Mythic Adventures]

Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount. [Currently at 5/day]

**Mythic Surge (Su)** [Paizo Publishing LLC - Mythic Adventures]

You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll.

**Mythic Tier 01** [Paizo Publishing LLC - Mythic Adventures]

You have reached Mythic Tier 1

**Returning Shield (Ex)** [Paizo Inc. - Advanced Class Guide, p.87]

A shield champion can throw a shield so it ricochets off her target (and possibly other solid objects) to return to her at the end of her turn. This ability functions whether or not the shield champion hits her opponent or moves on her turn. The shield deals no damage to targets it bounces off other than the original target of the shield champion's attack. Other circumstances can prevent the shield from returning to the shield champion, such as an opponent using a readied action to catch the shield, or the shield sticking to a mimic's adhesive. The shield champion can opt to not have a thrown shield return to her, in which case it falls to the ground as it normally would. If the shield has the returning weapon special ability, she can use either that or this ability. If a shield champion has additional attacks from a high base attack bonus, these additional attacks can be ricochets off an earlier target. The distance to each additional target adds to the total range of the shield, and range penalties apply, but there are no additional penalties for attacking in this manner. Because ricocheting attacks are treated as separate attacks, effects and modifiers that only apply to one attack roll (such as true strike) only apply to the first attack and not to the others. A shield champion can throw a shield as part of a brawler's flurry. A shield champion gains Greater Shield Focus as a bonus feat.

**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.

**Throw Shield (Ex)** [Paizo Inc. - Advanced Class Guide, p.86]

A shield champion can throw a heavy or light shield as a normal (non-improvised) thrown weapon with a range increment of 10 feet or the shield's range increment, whichever is greater. The thrown shield deals the same damage as a shield bash, and any damage increases from shield spikes apply to this attack. A shield champion is treated as having the Far Shot feat for the purpose of determining range increment penalties for throwing a shield. A shield champion can use a thrown shield to perform a bull rush, dirty trick, disarm, reposition, or trip combat maneuver as if she were making a melee shield bash attack. A shield champion gains Shield Master as a bonus feat.

**Weapon and Armor Proficiency** [Paizo Inc. - Advanced Class Guide]

A brawler is proficient with all simple weapons plus the handaxe, short sword, and weapons from the close fighter weapon group. She is proficient with light armor, and shields (except tower shields).

**Weapon and Armor Proficiency** [Paizo Inc. - Advanced Class Guide, p.86]

A shield champion is proficient with all simple weapons and with shields as weapons. She is also proficient with light armor, and with bucklers, light shields, and heavy shields. This replaces the brawler's weapon and armor proficiencies.

**+1 Skill Rank (Linguistics, Linguistics, Linguistics, Linguistics, Linguistics, Linguistics, Linguistics, Linguistics, Linguistics, Linguistics)** [Paizo Inc. - Core Rulebook]

**Profession (Soldier), Profession (Soldier)**

GM awarded PC with +1 skill rank (won't exceed max ranks).

## Feats

**Dodge** [Paizo Inc. - Core Rulebook, p.122]

Your training and reflexes allow you to react swiftly to avoid an opponent's attack.

You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

**Improved Shield Bash** [Paizo Inc. - Core Rulebook, p.128]

You can protect yourself with your shield, even if you use it to attack.

When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

**Missile Shield** [Paizo Inc. - Advanced Player's Guide, p.165]

You are skilled at deflecting ranged attacks with your shield.

You must be using a light, heavy, or tower shield to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon (not including spell effects, natural attacks, or massive ranged weapons), you may deflect it so that you take no damage, as if you had the Deflect Arrows feat. You must be aware of the attack and not flat-footed.

**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 -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 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.

**Pummeling Charge** [Paizo Inc. - Advanced Class Guide, p.154]

Your charge ends with a mighty haymaker.

You can charge and make a full attack or flurry of blows at the end of your charge as part of the charge action. You can use Pummeling Charge in this way only if all of your attacks qualify for using Pummeling Style against a single target.; Normal: You cannot make a full attack on a charge.

**Pummeling Style** [Paizo Inc. - Advanced Class Guide, p.154]

Your unarmed strikes weave together in an effortless combo, focusing on the spots you've weakened with the last hit.

Whenever you use a full-attack action or flurry of blows to make multiple attacks against a single opponent with unarmed strikes, total the damage from all hits before applying damage reduction. This ability works only with unarmed strikes, no matter what other abilities you might possess.

**Saving Shield** [Paizo Inc. - Advanced Player's Guide, p.168]

You deflect attacks that could mean your ally's death.

Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.

**Shield Focus** [Paizo Inc. - Core Rulebook, p.133]

You are skilled at deflecting blows with your shield.

Increase the AC bonus granted by any shield you are using by 1.

**Shield Focus (Mythic)** [Paizo Publishing LLC - Mythic Adventures]

Add shield bonus and shield's enhancement's bonus to touchAC

Add your shield bonus and your shield's enhancement bonus to your touch AC. As an immediate action, you can expend one use of mythic power to add your shield bonus and your shield's enhancement bonus on a Fortitude or Reflex save just before you roll it.

**Shield Slam** [Paizo Inc. - Core Rulebook, p.133]

In the right position, your shield can be used to send opponents flying.

Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see Chapter 8). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.

**Two-Weapon Fighting** [Paizo Inc. - Core Rulebook, p.136]

You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

**Weapon Focus (Unarmed Strike)** [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Improved Unarmed Strike** [Paizo Inc. - Core Rulebook, p.128]

You are skilled while fighting unarmed.

You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

**Greater Shield Focus (Granted)** [Paizo Inc. - Core Rulebook, p.125]

You are skilled at deflecting blows with your shield.

Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

**Shield Master (Granted)** [Paizo Inc. - Core Rulebook, p.133]

Your mastery of the shield allows you to fight with it without hindrance.

You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus.

## Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Hair, Hanbo, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shieldbash, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

# Strykar Stolar

Human (Ulfen)

RACE

27

AGE

Male

GENDER

VISION

Chaotic Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

6' 4"

HEIGHT

172 lbs.

WEIGHT

Ice Blue

EYE COLOUR

SKIN COLOUR

Blonde,

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Lastwall

REGION

Gorum

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

## Biography:

Ulfric Longshadow (Ranger) and Hege Frost-Touched (Wind Sister/ Ranger) made their way to Longwall after years adventuring together as members of the pathfinder society to assist in the defense against an Orc Invasion.

After many years they settled down there raising young Strykar in the forest not more than 15 miles from the Vigal city walls.

In a raid from Belkzen a small army of Orcs on their way to raid the nearby city fell upon the family in the forest Ulfric forced his wife Hege to carry their young son and go warn the city and keep Strykar safe while Ulfric tried to harry them from the trees and slow them down.

An Archer with the invaders managed a long range shot to the wing of Hege's griffin knocking the 3 of them from the air,

Hege cries out in the fall while she cradled her young son so that she takes the brunt of the fall.

Soldiers on watch from the city saw the fall and heard Hege call out and they raise the alarm. One of the mercenary captains near the gate with some of his men ran out to assist.

The captain a half orc named Gorok Stolar ( Brawler, Shield Champion) and his men made there way towards the area where Hege fell and they hear the Orc troops trampling in the forest, He and his men find the fallen and dieing form of Hege and guard the woman and the injured child.

During the combat Strykar watches as Gorok is dispatching Orc afer Orc bare handed while using his shield to defend his allies and Strykar and his mother.

After some time more troops from the city come and clear out the remaining Orcs and in the aftermath someone finds Strykar's father impaled on a orcish pike surrounded by a half dozen dead orcs filled with arrows and his broken long bow at his feet and his hunting knife gripped in his dead hands.

In the coming days after the attack it was realized that Strykar was while injured in the fall would live to be fine but that also he didn't have any other family as both his father and mother had died defending him and in the attempt to notify the city.

Gorok who has a son of a similar age, Grok, brought Strykar home to his wife Ailith.

While Ailith is also mother to Grok she is also in charge of training new recruits of the mercenary band known as the Grey Shield, named for the grey skin of Gorok and his disdain for using bladed weapons and his penchant for using a cold iron shield.

Over time Strykar studied and trained with Gorok and other members of the

Grey Shield. Becoming a Shield Champion as well as following Gorok as most of the mercenary troop did.

At 19 a merchant caravan had intersected the band while traveling, the merchants where on their way to Kalsgard and had asked if any of them would be willing to join them as guards and at this age Strykar wanted to go out on his own and bid his adopted family farewell.

Over the coming months and years he honed his skill as a soldier and mercenary for many groups trying his best to help people and generally choosing to ally with the side on who he believes is good .....