

Bleshet Keitz

TN Gnoll Barbarian - Armored Hulk 1 (Favoured class bonuses to HP)

Init +3; Perception +4; Darkvision 60ft.

---Defense--- (at night armor bonus is only 3)

AC 19, Touch 11, Flat-Footed 18 (1 Dex 2 Natural 7 Armor)

CURRENT AC: 19/11/18

HP 9/16

Fort +4, Ref +2, Will +0

CMB +5; CMD 16

In Rage

AC 17, Touch 9, Flat-Footed 16 (1 Dex 2 Natural)

HP 18

Fort +6, Ref +2, Will +2

CMB +7; CMD 18

---Offense---

Speed 20 ft.

Longsword (1h) +5 1d8+4 19-20/x2

Longsword (1h) PA +4 1d8+6 19-20/x2

Longsword (2h) +5 1d8+6 19-20/x2

Longsword (2h) PA +4 1d8+9 19-20/x2

Falchion +5 2d4+6 18-20/x2

Falchion PA +4 2d4+9 18-20/x2

Unarmed PA +4 1d2+6 nonlethal x2

Ranged Javelin +2 1d6+4 x2

In Rage

Longsword (2h) +7 1d8+9 19-20/x2

Longsword (2h) PA +6 1d8+12 19-20/x2

Falchion +7 2d4+9 18-20/x2

Falchion PA +6 2d4+12 18-20/x2

Unarmed PA +6 1d2+8 nonlethal x2

Unarmed TWF +3/-1 1d2+4/1d2+2 x2

Ranged Javelin +2 1d6+6 x2

Special Abilities:

Rage 5/7 rounds daily

Heavy Armor Proficiency

+2 racial natural armor

Indomitable Stance (Ex)

An armored hulk gains a +1 bonus on [combat maneuver](#) checks and to [CMD](#) for [overrun](#) [combat maneuvers](#), and on [Reflex](#) saves against [trample](#) attacks. She also gains a +1 bonus to her AC against [charge](#) attacks and on attack and damage rolls against charging creatures.

---Statistics---

Str 16+2, Dex 12, Con 15+2, Int 10, Wis 10, Cha 7

Feats: Power Attack

Traits: Adopted -> Tunnel Fighter (+2 init and +1 crit dmg), Deft Dodger
Skills: Linguistics +1, Acrobatics +5, Knowledge(Nature) +4, Perception +4

ARMOR CHECK PENALTY -5

Languages: Gnoll, Common

Equipment: Soldier's clothing 5lb

Common Backpack 2lbs

Sack 0.5lbs

Longsword 4lbs

Chainmail 40lbs

Falchion 8lbs

3x Javelin 6lbs

~~Orc - 1 bite 171lbs (dragged) DROPPED ATM~~

Carrying Capacity: 65.5/300 Light

100lbs light

200lbs medium

300lbs heavy

600lbs lift with huge combat penalties

1500lbs drag around

Backstory: Initially an elderly dwarven scribe and a devout practitioner of Cayden Cailean's church, trampled to death by a passing high druid's mount Roc by accident. Druid reimbursed this by Reincarnating him - as a gnoll with many bald spots on fur (ugly!). Instead of enjoying his newfound youth (comes with occasional bursts of anger), Bleshet sued the Druid for being unable to keep practicing his prior profession due to paws. Unfortunately Bleshet lost the case, leading to being thrown into the WLD. Before entering the dungeon with his fellow prisoners he read up on recipes to cook kobold and orc and consulted a veteran adventurer on what to bring into a spelunking trip of unknown duration.

1F Power Attack

2R Reckless Abandon

3F Combat Reflexes

4R Superstition

5F Raging Vitality

6R Witch Hunter

7F Improved Sunder

8R Spell Sunder

9F Greater Sunder

10R Increased DR

11F Dazing Assault

12R Come and Get Me

13F Raging Brutality

14R Strength Surge

15F Tower Shield Proficiency

16R Increased DR

17F Stunning Assault

18R Increased DR

19F Extra Rage Power -> Unexpected Strike

20R Eater of Magic