

Blart

Male half-orc barbarian 6/cleric of Blomm 1 - CL7 - CR 6

Chaotic Good Humanoid (Human, Orc); Deity: **Blomm**;
Age: **17**; Height: **6' 1"**; Weight: **201lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
Crowbar : +2 circumstance bonus to force open a door or chest with a crowbar			
DEX DEXTERITY	14	+2	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10	=	+7	+3			
Birthmark : +2 trait bonus vs. charm and compulsion							
REFLEX (DEXTERITY)	+4	=	+2	+2			
Trap Sense : +2 bonus vs. traps, Birthmark : +2 trait bonus vs. charm and compulsion							
WILL (WISDOM)	+6	=	+4	+2			
Birthmark : +2 trait bonus vs. charm and compulsion							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=	+8		+2		+1	+1	

Touch AC **13** **Flat-Footed AC** **20**

Trap Sense: +2 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+9	=	+6	+5	-

CM Defense	BAB	Strength	Dexterity	Size
24	=	10	+6	+5

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+6	HP	101
Initiative	+4	Damage / Current HP	
Speed	50 ft		

+1 Silversheen earth breaker

Both hands: **+10/+5, 2d6+14** Crit: x3
2-hand, B

Adamantine greatsword

Both hands: **+10/+5, 2d6+13** Crit: 19-20/x2
2-hand, S

Masterwork Cold Iron cestus

Main hand: **+10/+5, 1d4+9** Crit: 19-20/x2
Light, B/P, Monk



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (2)	7	
Appraise	+5	INT (1)	1	
Bluff	+1	CHA (1)	-	
Climb	+8	STR (5)	1	
Diplomacy	+5	CHA (1)	1	
Disguise	+1	CHA (1)	-	
Escape Artist	+1	DEX (2)	-	
Fly	+1	DEX (2)	-	
Handle Animal	+5	CHA (1)	1	
Heal	+6	WIS (2)	1	
Intimidate	+13	CHA (1)	7	
Knowledge (arcana)	+5	INT (1)	1	
Knowledge (history)	+5	INT (1)	1	
Knowledge (nature)	+5	INT (1)	1	
Knowledge (nobility)	+5	INT (1)	1	
Knowledge (planes)	+5	INT (1)	1	
Knowledge (religion)	+5	INT (1)	1	
Linguistics	+6	INT (1)	2	
Perception	+12	WIS (2)	7	
Ride	+5	DEX (2)	1	
Sense Motive	+6	WIS (2)	1	
Spellcraft	+5	INT (1)	1	
Stealth	+1	DEX (2)	-	
Survival	+6	WIS (2)	1	
Swim	+8	STR (5)	1	

Feats

Armor Proficiency (Light)

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)

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.

Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Cornugon Smash

When you damage an opponent with a Power Attack, you may make an immediate Intimidate check as a free action to attempt to demoralize your opponent.

Lunge

Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Birthmark
+2 save vs. charm & compulsion

Reactionary
+2 Initiative

Sling

Ranged: **+8/+3, 1d4+5** Crit: x2
Rng: 50'
Ranged, both hands: **+8/+3, 1d4+7** 1-hand, B

Sling bullets

Crit: N/A
Ammo

+2 Mithral breastplate

+8

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Gear

**Total Weight Carried: 79/400lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)**

+1 Silversheen earth breaker	14 lbs
+2 Mithral breastplate	15 lbs
Adamantine greatsword	8 lbs
Amulet of natural armor +1	-
Barbarian's kit	26 lbs
Crowbar	5 lbs
Handy haversack (empty)	5 lbs
Masterwork Cold Iron cestus	1 lb
Ring of protection +1	-
Sling	-
Sling bullets x10	0.5 lbs
Traveller's outfit (Free)	-

Special Abilities

Agile Feet (5/day) (Su)

As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom

Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of

Cleric Domain (Restoration)

Cleric Domain (Travel)

Granted Powers: You are an explorer and find enlightenment in the simple joy of travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet.

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Fast Movement +10 (Ex)

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's

Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **3,138 gp, 9 sp**

Special Abilities

Improved Uncanny Dodge (Lv >=10) (Ex)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to

Knockdown (1/rage) (Ex)

Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an

Orc Blood

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

Orc Ferocity (1/day)

1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

Rage (17 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

Restorative Touch (5/day) (Su)

You can touch a creature, letting the healing power of your deity flow through you to relieve the creature of a minor condition. Your touch can remove the dazed, fatigued, shaken, sickened, or staggered condition. You choose which

Scent (Ex)

The barbarian gains the scent ability while raging and can use this ability to locate unseen foes.

Smasher (1/rage) (Ex)

Once per rage, whenever the barbarian makes an attack against an unattended object or a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to

Trap Sense +2 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the

Tracked Resources

Agile Feet (5/day) (Su)

Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su)

Knockdown (1/rage) (Ex)

Orc Ferocity (1/day)

Rage (17 rounds/day) (Ex)

Restorative Touch (5/day) (Su)

Sling bullets

Smasher (1/rage) (Ex)

Languages

Common

Orc

Draconic

Undercommon

Goblin

Validation Report

Validation Report (0 issues): Nothing identified

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Spells & Powers

Cleric spells memorized (CL 1st; concentration +3)

Melee Touch +9 Ranged Touch +8

1st—*bles*s, *longstrider*^D, *protection from evil*

0th (at will)—*detect magic*, *guidance*, *read magic*

[D] Domain spell; **Domains** Healing, Restoration, Travel