

## Bagrasch

Player: Cesar

Male dwarf slayer 4 - CR 3

Chaotic Neutral Humanoid (Dwarf); Deity: **Gozreh**; Age: **51**;  
Height: **4'**; Weight: **155 lb.**

| Ability                    | Score     | Modifier  | Temporary |
|----------------------------|-----------|-----------|-----------|
| <b>STR</b><br>STRENGTH     | <b>16</b> | <b>+3</b> |           |
| <b>DEX</b><br>DEXTERITY    | <b>16</b> | <b>+3</b> |           |
| <b>CON</b><br>CONSTITUTION | <b>16</b> | <b>+3</b> |           |
| <b>INT</b><br>INTELLIGENCE | <b>13</b> | <b>+1</b> |           |
| <b>WIS</b><br>WISDOM       | <b>13</b> | <b>+1</b> |           |
| <b>CHA</b><br>CHARISMA     | <b>9</b>  | <b>-1</b> |           |

| Saving Throw                       | Total   | Base | Ability   | Resist    | Misc | Temp | Notes |
|------------------------------------|---|------|-----------|-----------|------|------|-------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | <b>+7</b>   | =    | <b>+4</b> | <b>+3</b> |      |      |       |
|                                    | Hardy +2: +2 vs. poison, spells, and spell-like abilities |      |           |           |      |      |       |
| <b>REFLEX</b><br>(DEXTERITY)       | <b>+7</b>   | =    | <b>+4</b> | <b>+3</b> |      |      |       |
|                                    | Hardy +2: +2 vs. poison, spells, and spell-like abilities |      |           |           |      |      |       |
| <b>WILL</b><br>(WISDOM)            | <b>+2</b>   | =    | <b>+1</b> | <b>+1</b> |      |      |       |
|                                    | Hardy +2: +2 vs. poison, spells, and spell-like abilities |      |           |           |      |      |       |

| Total                           | Armor | Shield    | Dex       | Size      | Natur | Deflec | Dodge | Misc |
|---------------------------------|-------|-----------|-----------|-----------|-------|--------|-------|------|
| <b>AC</b> <b>21</b>             | =     | <b>+7</b> | <b>+1</b> | <b>+3</b> |       |        |       |      |
| <b>Touch AC</b> <b>13</b>       |       |           |           |           |       |        |       |      |
| <b>Flat-Footed AC</b> <b>18</b> |       |           |           |           |       |        |       |      |

Defensive Training +4: +4 dodge bonus vs. Giants

|  | BAB | Strength  | Size      | Misc     |
|--|-----|-----------|-----------|----------|
| <b>CM Bonus</b> <b>+7</b>  | =   | <b>+4</b> | <b>+3</b> | <b>-</b> |
| See the Base Attack (below) for modifiers that may also apply to CMB |     |           |           |          |

|   | BAB | Strength  | Dexterity | Size      |
|---|-----|-----------|-----------|-----------|
| <b>CM Defense</b> <b>20</b>   | =   | <b>10</b> | <b>+4</b> | <b>+3</b> |
| 24 vs. Bull Rush; 24 vs. Trip   |     |           |           |           |
| See the AC section (above) for situational modifiers that may also apply to CMD |     |           |           |           |

|  |              |                     |           |
|--|--------------|---------------------|-----------|
| <b>Base Attack</b>   | <b>+4</b>    | <b>HP</b>           | <b>47</b> |
| Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype |              |                     |           |
| <b>Initiative</b>  | <b>+5</b>    | Damage / Current HP |           |
| <b>Speed</b>   | <b>20 ft</b> |                     |           |

**+1 dwarven double waraxe**

Main hand: **+9, 1d10+4**

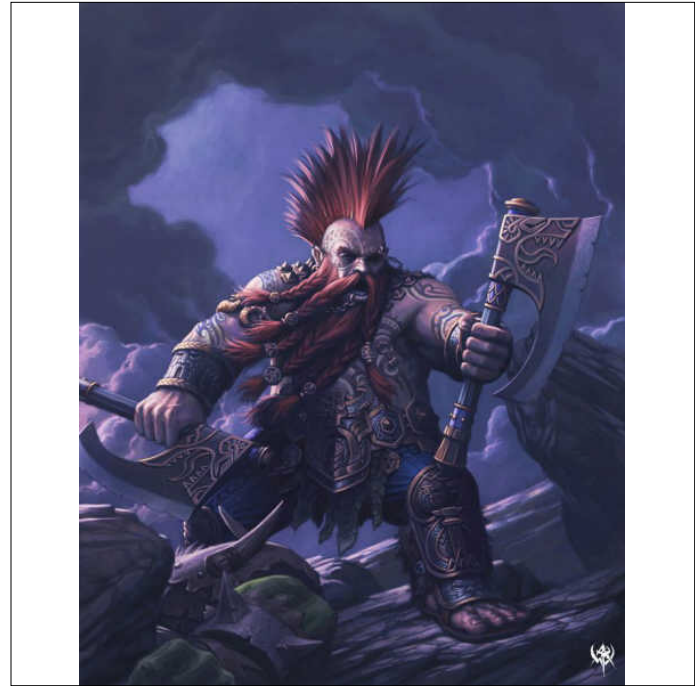
Both hands: **+9, 1d10+5**

Main w/ offhand: **+5, 1d10+4**

Main w/ light off: **+7, 1d10+4**

Offhand: **+5, 1d10+4**

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype



| Skill Name  | Total     | Ability  | Ranks | Temp |
|---|-----------|----------|-------|------|
| <b>Acrobatics</b>   | <b>+7</b> | DEX (3)  | 4     |      |
| Speed greater/less than 30 ft. : -4 to jump                     |           |          |       |      |
| <b>Appraise</b>   | <b>+1</b> | INT (1)  | -     |      |
| Greed: +2 racial bonus to assess nonmagical metals or gemstones |           |          |       |      |
| <b>Bluff</b>  | <b>-1</b> | CHA (-1) | -     |      |
| <b>Climb</b>  | <b>+7</b> | STR (3)  | 4     |      |
| <b>Diplomacy</b>  | <b>-1</b> | CHA (-1) | -     |      |
| <b>Disguise</b>   | <b>-1</b> | CHA (-1) | -     |      |
| <b>Escape Artist</b>  | <b>+0</b> | DEX (3)  | -     |      |
| <b>Fly</b>  | <b>+0</b> | DEX (3)  | -     |      |
| <b>Heal</b>   | <b>+8</b> | WIS (1)  | 4     |      |
| <b>Intimidate</b>   | <b>-1</b> | CHA (-1) | -     |      |
| <b>Knowledge (dungeoneering)</b>                                | <b>+6</b> | INT (1)  | 2     |      |
| <b>Knowledge (geography)</b>                                    | <b>+6</b> | INT (1)  | 2     |      |
| <b>Perception</b>   | <b>+8</b> | WIS (1)  | 4     |      |
| Stonescunning: +2 racial bonus to notice unusual stonework      |           |          |       |      |
| <b>Ride</b>   | <b>+0</b> | DEX (3)  | -     |      |
| <b>Sense Motive</b>   | <b>+1</b> | WIS (1)  | -     |      |
| <b>Stealth</b>  | <b>+7</b> | DEX (3)  | 4     |      |
| <b>Survival</b>   | <b>+8</b> | WIS (1)  | 4     |      |
| Track: +2 to track  |           |          |       |      |
| <b>Swim</b>   | <b>+7</b> | STR (3)  | 4     |      |

## Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Double Slice  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Two-Weapon Defense

## Feats

Two-Weapon Fighting  
Weapon Focus (Dwarven double waraxe)

## Traits

Axe to Grind  
Reactionary

### +1 dwarven double waraxe

Main hand: **+9, 1d10+4** Crit: x3  
Both hands: **+9, 1d10+5** 1-hand, S  
Main w/ offhand: **+5, 1d10+4**  
Main w/ light off: **+7, 1d10+4**  
Offhand: **+5, 1d10+4**

**Hatred +1** : +1 vs. humanoids with the orc and goblinoid subtype

### +1 mountain pattern armor

**+7**

Max Dex: +3, Armor Check: -3  
Spell Fail: 30%, Medium, Slows

## Gear

**Total Weight Carried: 102/260 lbs, Medium Load**  
**(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)**

|  |          |
|--|----------|
| +1 dwarven double waraxe                             | 12 lbs   |
| +1 dwarven double waraxe                             | 12 lbs   |
| +1 mountain pattern armor                            | 40 lbs   |
| Backpack, masterwork (13 @ 32.5 lbs)                 | 4 lbs    |
| Bedroll <In: Backpack, masterwork (13 @ 32.5 lbs)>   | 5 lbs    |
| Belt pouch (1 @ 0.96 lbs)                            | 0.5 lbs  |
| Dwarven trail rations x5 <In: Backpack, masterwork   | 1.5 lbs  |
| Explorer's outfit (Free)                             | -        |
| Flint and steel <In: Backpack, masterwork (13 @ 32.5 | -        |
| Grappling hook <In: Backpack, masterwork (13 @       | 4 lbs    |
| Manacles <In: Backpack, masterwork (13 @ 32.5 lbs)>  | 2 lbs    |
| Mess kit <In: Backpack, masterwork (13 @ 32.5 lbs)>  | 1 lb     |
| Money <In: Belt pouch (1 @ 0.96 lbs)>                | 0.96 lbs |
| Pot <In: Backpack, masterwork (13 @ 32.5 lbs)>       | 4 lbs    |
| Silk rope <In: Backpack, masterwork (13 @ 32.5 lbs)> | 5 lbs    |
| Waterskin <In: Backpack, masterwork (13 @ 32.5       | 4 lbs    |

## Special Abilities

Darkvision (60 feet)  
Defensive Training +4  
Greed  
Hardy +2  
Hatred +1  
Slow and Steady  
Sneak Attack +1d6  
Stability +4  
Stonecunning +2  
Studied Target +1 (move action, 1 at a time) (Ex)  
Track +2

## Tracked Resources

Dwarven trail rations ☐☐☐☐☐

Studied Target +1 (move action, 1 at a time) (Ex) ☐

## Experience & Wealth

Current Cash: **42 gp, 6 sp**

## Languages

Common  
Dwarven

Orc

## Sourcebooks Used

- **Advanced Class Guide** - Ranger Combat Style (special ability); Slayer (class)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Race Guide** - Dwarven double waraxe (weapon)
- **Ultimate Campaign** - Axe to Grind (trait)
- **Ultimate Combat / Ultimate Equipment** - Mountain pattern armor (armor)
- **Ultimate Equipment** - Dwarven trail rations (equipment); Mess kit (equipment)

## Bagrasch – Abilities & Gear

### Double Slice

### Feat

Your off-hand weapon while dual-wielding strikes with greater power.

**Prerequisite:** Dex 15, Two-Weapon Fighting.

**Benefit:** Add your Strength bonus to damage rolls made with your off-hand weapon.

**Normal:** You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

### Two-Weapon Defense

### Feat

You are skilled at defending yourself while dual-wielding.

**Prerequisites:** Dex 15, Two-Weapon Fighting.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

### Two-Weapon Fighting

### Feat

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

**Prerequisite:** Dex 15.

**Benefit:** 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 Combat.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Weapon Focus (Dwarven double waraxe)

### Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

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

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Axe to Grind

### Trait

There is a fire in your heart that can't be quenched. You gain a +1 trait bonus on damage against foes who are threatened by only you.

**Appears In :** Ultimate Campaign

### Reactionary

### Trait

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 to Initiative checks.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Darkvision (60 feet)

### Racial Ability, Senses (Dwarf)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

### Defensive Training +4

### Racial Ability (Dwarf)

+4 dodge bonus to AC against monsters of the Giant subtype.

### Greed

### Racial Ability (Dwarf)

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

### Hardy +2

### Racial Ability (Dwarf)

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

### Hatred +1

### Racial Ability (Dwarf)

+1 racial bonus to attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

### Slow and Steady

### Racial Ability, Movement (Dwarf)

Your base speed is never modified by armor or encumbrance.

### Stability +4

### Racial Ability (Dwarf)

+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

### Stonecunning +2

### Racial Ability (Dwarf)

+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not they are actively looking.

### Sneak Attack +1d6

### Class Ability (Slayer)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

**Studied Target +1 (move action, 1 at a time) Class Ability (Slayer)**

A slayer can study an opponent he can see as a move action. The slayer then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of slayer class abilities against that opponent increase by 1. A slayer can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the slayer studies a new target.

If a slayer deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack and damage rolls, as well as the bonus to slayer ability DCs against a studied target increase by 1. In addition, at each such interval, the slayer is able to maintain these bonuses against an additional studied target at the same time. The slayer may discard this connection to a studied target as a free action, allowing him to study another target in its place.

At 7th level, a slayer can study an opponent as a move or swift action.

**Track +2 Class Ability (Slayer)**

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

**Title - Bagrasch (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2019/03/17

**XP Reward** : 0 XP; **Net Cash** : 250 gp

- no notes -