Graloggnak Gha'uk

Player: Björn

Male half-orc barbarian 2/dragon disciple 4/fighter 9/ranger 1/sorcerer 1 - CL17 - CR 16

Chaotic Neutral Humanoid (Human, Orc); Deity: **Gorum**; Age: **16**; Height: **5' 7"**; Weight: **213 lb.**; Eyes: **brown**; Hair: **dark**

Ability	Score	Modifier	Temporary
STR STRENGTH	24/30	+7/+10	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	15/21	+2/+5	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8/10	-1/0	
CHA CHARISMA	12	+1	

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks

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Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+24 =	+13	+5	+5	+1		
REFLEX (DEXTERITY)	+14 =	+6	+2	+5	+1		
WILL (WISDOM)	+13 =	+7		+5	+1		

Cold weather outfit : +5 circumstance bonus vs. cold weather, **Domineering**: +2 morale bonus vs. transmutation spells

Domineering: +2 morale bonus vs. transmutation spells

Bravery: +2 vs. fear, **Domineering**: +2 morale bonus vs. transmutation spells

Energy Resistance, Fire (5)

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	36	=	+14		+2		+6	+3		+1

Touch AC 16 **Flat-Footed AC** 34

		BAB	Strength	Size	Misc
CM Bonus	+25 =	+15	+10	-	-

+29 Overrunning

See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	41 = 10	+15	+10	+2	-

43 vs. Overrun

Base Attack +15

Favored Enemy (Giants +2) : +2 vs. giants

Initiative +3

Speed 40 ft

HP 233

Damage / Current HP

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (2)	4	
Appraise	+2	INT (1)	-	
Bluff	+5	CHA (1)	-	
Climb	+23	STR (10)	10	
Diplomacy	+3	CHA (1)	-	
Disguise	+5	CHA (1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+8	DEX (2)	3	
Handle Animal	+9	CHA (1)	1	
Heal	+1	WIS (0)	-	
Intimidate	+37	CHA (1)	17	
Knowledge (arcana)	+10	INT (1)	5	
Knowledge (dungeoneering)	+6	INT (1)	1	
Knowledge (nature)	+6	INT (1)	1	
Linguistics	+3	INT (1)	1	
Perception	+1	WIS (0)	1	
Ride	+6	DEX (2)	1	
Sense Motive	+1	WIS (0)	-	
Stealth	+6	DEX (2)	1	
Survival	+16	WIS (0)	12	
Swim	+20	STR (10)	7	
Use Magic Device	+9	CHA (1)	1	

Speed greater/less than 30 ft. : +4 to jump

Favored Enemy (Giants +2) : +2 vs. giants

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Favored Enemy (Giants +2) : +2 vs. giants

Favored Enemy (Giants +2) : +2 vs. giants, **Track**: +1 to track

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Dazzling Display (Greataxe)
Deadly Stroke (Greataxe)
Eschew Materials
Extra Rage
Greater Overrun
Greater Weapon Focus (Greataxe)
Improved Critical (Greataxe)
Improved Natural Armor
Improved Overrun
Intimidating Prowess
Lunge
Martial Weapon Proficiency - All
Power Attack -4/+8
Shatter Defenses (Greataxe)
Shield Proficiency
Simple Weapon Proficiency - All
Toughness
Tower Shield Proficiency
Weapon Focus (Greataxe)
Weapon Specialization (Greataxe)

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+1 domineering flaming vicious adamantine

Both hands: **+30/+25/+20**, **1d12+20 plus 1d6 fire and 2d6** — Crit: 19-20/×3, 2-hand, S

Favored Enemy (Giants +2) : +2 vs. giants

+1 flaming ghost touch adamantine ranseur

Both hands: **+27/+22/+17**, **2d4+17 plus 1d6 fire** — Crit: ×3, 2-hand, P, Disarm,

Favored Enemy (Giants +2) : +2 vs. giants

+2 halberd

Both hands: **+28/+23/+18**, **1d10+18** — Crit: ×3, 2-hand, P/S, Brace,

Favored Enemy (Giants +2) : +2 vs. giants

Armor spikes

Main hand: **+25/+20/+15**, **1d6+10** — Crit: ×2, Light, P

Favored Enemy (Giants +2) : +2 vs. giants

Cold iron javelin

Main hand: **+25/+20/+15**, **1d6+10**
Ranged: **+17**, **1d6+10** — Crit: ×2, Rng: 30', Light, P

Favored Enemy (Giants +2) : +2 vs. giants

Cold iron javelin

Main hand: **+25/+20/+15**, **1d6+10**
Ranged: **+17**, **1d6+10** — Crit: ×2, Rng: 30', Light, P

Favored Enemy (Giants +2) : +2 vs. giants

Cold iron javelin

Main hand: **+25/+20/+15**, **1d6+10**
Ranged: **+17**, **1d6+10** — Crit: ×2, Rng: 30', Light, P

Favored Enemy (Giants +2) : +2 vs. giants

Cold iron javelin

Main hand: **+25/+20/+15**, **1d6+10**
Ranged: **+17**, **1d6+10** — Crit: ×2, Rng: 30', Light, P

Favored Enemy (Giants +2) : +2 vs. giants

Dagger

Main hand: **+25/+20/+15**, **1d4+10**
Ranged: **+17**, **1d4+10** — Crit: 19-20/×2, Rng: 10', Light, P/S

Favored Enemy (Giants +2) : +2 vs. giants

Javelin

Main hand: **+21/+16/+11**, **1d6+10**
Ranged: **+17**, **1d6+10** — Crit: ×2, Rng: 30', Light, P

Favored Enemy (Giants +2) : +2 vs. giants

Masterwork cold iron battleaxe

Main hand: **+28/+23/+18**, **1d8+12**
Both hands: **+28/+23/+18**, **1d8+17** — Crit: ×3, 1-hand, S

Favored Enemy (Giants +2) : +2 vs. giants

Masterwork cold iron greataxe

Both hands: **+30/+25/+20**, **1d12+19** — Crit: 19-20/×3, 2-hand, S

Favored Enemy (Giants +2) : +2 vs. giants

Experience & Wealth

Experience Points: **850000**/1,200,000
Current Cash: **1,506 gp, 5 sp**

Masterwork composite longbow

Ranged, both hands: **+18/+13/+8**, **1d8+4** — Crit: ×3, Rng: 110', 2-hand, P

Favored Enemy (Giants +2) : +2 vs. giants

Shortspear

Main hand: **+25/+20/+15**, **1d6+10**
Both hands: **+25/+20/+15**, **1d6+15** — Crit: ×2, Rng: 20', 1-hand, P

Ranged: **+17**, **1d6+10**
Ranged, both hands: **+17**, **1d6+10**

Favored Enemy (Giants +2) : +2 vs. giants

Throwing axe

Main hand: **+27/+22/+17**, **1d6+12**
Ranged: **+19**, **1d6+12** — Crit: ×2, Rng: 10', Light, S

Favored Enemy (Giants +2) : +2 vs. giants

+5 armor spikes light fortification mithral full plate

+14 — Max Dex: +5, Armor Check: -1, Spell Fail: 25%, Medium

Gear

Total Weight Carried: 164.2/1600 lbs, Light Load
(Light: 532 lbs, Medium: 1064 lbs, Heavy: 1600 lbs)

+1 arrows x50 *<In: Efficient quiver (219 @ 51.5*	0.15 lbs
+1 domineering flaming vicious adamantine	12 lbs
+1 flaming ghost touch adamantine ranseur *<In:*	12 lbs
+1 giant-bane arrows x50 *<In: Efficient quiver*	0.15 lbs
+1 humanoid (elf)-bane arrows x50 *<In: Efficient*	0.15 lbs
+1 undead-bane arrows x50	0.15 lbs
+2 halberd *<In: Handy haversack (10 @ 57 lbs)>*	12 lbs
+5 armor spikes light fortification mithral full plate	35 lbs
Amulet of natural armor +2	-
Antitoxin x2 *<In: Handy haversack (10 @ 57 lbs)>*	-
Armor spikes	-
Arrows x60 *<In: Efficient quiver (219 @ 51.5*	0.15 lbs
Backpack (empty)	2 lbs
Bag of holding II (empty)	25 lbs
Bedroll *<In: Handy haversack (10 @ 57 lbs)>*	5 lbs
Belt of physical might +6 (Str, Con)	0.5 lbs
Belt of physical perfection +2	1 lb
Belt pouch (empty)	0.5 lbs
Boots of speed (10 rounds/day)	1 lb
Boots of the winterlands	1 lb
Caltrops	2 lbs
Circlet of persuasion	-
Cloak of resistance +5	1 lb
Cold iron javelin *<In: Efficient quiver (219 @ 51.5*	2 lbs
Cold iron javelin *<In: Efficient quiver (219 @ 51.5*	2 lbs
Cold iron javelin *<In: Efficient quiver (219 @ 51.5*	2 lbs

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Gear

Total Weight Carried: 164.2/1600 lbs, Light Load (Light: 532 lbs, Medium: 1064 lbs, Heavy: 1600 lbs)

Cold iron javelin *<In: Efficient quiver (219 @ 51.5*	2 lbs
Cold weather outfit	7 lbs
Dagger	1 lb
Efficient quiver (219 @ 51.5 lbs)	2 lbs
Eternal candle	-
Explorer's outfit (Free)	-
Feather token (swan boat)	-
Feather token (swan boat)	-
Feather token (swan boat)	-
Feather token (tree)	-
Feather token (tree)	-
Feather token (tree)	-
Feather token (tree)	-
Feather token (tree)	-
Figurine (bronze griffon, 2/week)	0.5 lbs
Flask	1.5 lbs
Fog-cutting lenses	-
Gloves of arrow snaring (2/day)	-
Grappling hook	4 lbs
Handy haversack (10 @ 57 lbs)	5 lbs
Headband of inspired wisdom +2	1 lb
Immovable rod x2	5 lbs
Ioun stone (dusty rose prism)	-
Ioun stone (tourmaline sphere)	-
Javelin x3 *<In: Efficient quiver (219 @ 51.5 lbs)>*	2 lbs
Masterwork cold iron battleaxe *<In: Handy haversack*	6 lbs
Masterwork cold iron greataxe *<In: Handy*	12 lbs
Masterwork composite longbow *<In: Efficient quiver*	3 lbs
Money	30.22 lbs
Necklace of adaptation	0.5 lbs
Oil of bless weapon x20	-
Oil of invisibility x2	-
Potion of barkskin +5 x8	-
Potion of cure moderate wounds	-
Potion of cure serious wounds	-
Potion of displacement x9	-
Potion of enlarge person x2	-
Potion of Ethilian	-
Potion of fly x3	-
Potion of owl's wisdom	-
Potion of protection from acid	-
Potion of protection from cold x2	-
Potion of protection from electricity x2	-
Potion of protection from fire x2	-
Potion of protection from sonic	-
Potion of shield of faith +5 x6	-
Potion of tongues	-
Ring of blinking	-
Rope *<In: Handy haversack (10 @ 57 lbs)>*	10 lbs
Scroll of enlarge person x6	-
Sewing needle	-
Shortspear *<In: Efficient quiver (219 @ 51.5 lbs)>*	3 lbs
Signal whistle	-
Sihedron ring	-
Silk rope	5 lbs
Stone of good luck (Luckstone)	-
Throwing axe	2 lbs
Trail rations	1 lb

Gear

Total Weight Carried: 164.2/1600 lbs, Light Load (Light: 532 lbs, Medium: 1064 lbs, Heavy: 1600 lbs)

Wand of enlarge person	-
Wand of mirror image	-
Wand of resist energy (50 charges) *<In: Handy*	-
Wand of shield (50 charges) *<In: Handy haversack (10*	-
Waterskin	4 lbs
Whetstone	1 lb

Special Abilities

[N/A] Bane (Giant)
[N/A] Bane (Humanoid (Elf))
[N/A] Bane (Undead)
Bloodline Arcana: Draconic (Ex)
Bravery +2 (Ex)
Breath Weapon (5d6 fire, 30 ft. cone, 1/day, DC 13) (Su)
Darkvision (60 feet)
Dragon Bite (Ex)
Fast Movement +10 (Ex)
Favored Enemy (Giants +2) (Ex)
Fortification 25%
[N/A] Ghost touch
Intimidating Glare (Ex)
Magic Claws & Bite (4 rounds/day) (Su)
Orc Blood
Orc Ferocity (1/day)
Rage (17 rounds/day) (Ex)
Track +1
Uncanny Dodge (Ex)
Weapon Training (Axes) +2 (Ex)
Weapon Training (Pole Arms) +1 (Ex)
Wild Empathy +2 (Ex)

Tracked Resources

+1 arrows	☐☐☐☐☐ ☐☐☐☐☐
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+1 giant-bane arrows	☐☐☐☐☐ ☐☐☐☐☐
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+1 humanoid (elf)-bane arrows	☐☐☐☐☐ ☐☐☐☐☐
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+1 undead-bane arrows	☐☐☐☐☐ ☐☐☐☐☐
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Tracked Resources

Antitoxin ☐☐

Arrows ☐☐☐☐☐ ☐☐☐☐☐
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Boots of speed (10 rounds/day) ☐☐☐☐☐ ☐☐☐☐☐

Breath Weapon (5d6 fire, 30 ft. cone, 1/day, DC 13) (Su) ☐

Cold iron javelin ☐

Cold iron javelin ☐

Cold iron javelin ☐

Cold iron javelin ☐

Dagger ☐

Feather token (swan boat) ☐

Feather token (swan boat) ☐

Feather token (swan boat) ☐

Feather token (tree) ☐

Feather token (tree) ☐

Feather token (tree) ☐

Feather token (tree) ☐

Feather token (tree) ☐

Figurine (bronze griffon, 2/week) ☐☐

Gloves of arrow snaring (2/day) ☐☐

Javelin ☐☐☐

Magic Claws & Bite (4 rounds/day) (Su) ☐☐☐☐

Oil of bless weapon ☐☐☐☐☐ ☐☐☐☐☐
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Oil of invisibility ☐☐

Orc Ferocity (1/day) ☐

Potion of barkskin +5 ☐☐☐☐☐ ☐☐☐

Potion of cure moderate wounds ☐

Potion of cure serious wounds ☐

Potion of displacement ☐☐☐☐☐ ☐☐☐☐

Potion of enlarge person ☐☐

Potion of fly ☐☐☐

Potion of owl's wisdom ☐

Potion of protection from acid ☐

Potion of protection from cold ☐☐

Potion of protection from electricity ☐☐

Potion of protection from fire ☐☐

Potion of protection from sonic ☐

Tracked Resources

Potion of shield of faith +5 ☐☐☐☐☐ ☐

Potion of tongues ☐

Rage (17 rounds/day) (Ex) ☐☐☐☐☐ ☐☐☐☐☐
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Shortspear ☐

Throwing axe ☐

Trail rations ☐

Wand of enlarge person ☐☐☐☐☐ ☐☐☐☐☐
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Wand of mirror image ☐☐☐☐☐ ☐☐☐☐☐
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Wand of resist energy (50 charges) ☐☐☐☐☐ ☐☐☐☐☐
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Wand of shield (50 charges) ☐☐☐☐☐ ☐☐☐☐☐
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Languages

Common
Draconic
Giant
Orc

Spells & Powers

Ranger spells memorized (CL 0th; concentration +0)
Melee Touch +25 **Ranged Touch** +17

Sorcerer spells known (CL 4th; concentration +5)
Melee Touch +25 **Ranged Touch** +17
2nd (3/day)—*cat's grace*, *resist energy*
1st (7/day)—*expeditious retreat*, *mage armor*, *shield*, *true strike*
0th (at will)—*detect magic*, *ghost sound* (DC 11), *light*, *mage hand*, *mending*, *read magic*

Sourcebooks Used

- **Monster Codex / Rise of the Runelords Anniversary Edition** - Fog-cutting lenses (equipment)
- **Pathfinder Society Primer / Ruins of Azlant** - Ioun stone (tourmaline sphere) (equipment)
- **Rise of the Runelords Anniversary Edition / Rise of the Runelords GM Content** - Sihedron ring (equipment)

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