

- Unnamed Hero -



Tiger - CL6 - CR 4
True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	23	+6	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+2	+3				
REFLEX (DEXTERITY)	+4 =	+2	+2				
WILL (WISDOM)	+3 =	+2	+1				

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

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	12				

CM Bonus	BAB	Strength	Dexterity	Size
+7 =	-	+6	+1	-

+11 Grappling

CM Defense	BAB	Strength	Dexterity	Size
19 = 10	-	+6	+2	+1

55 vs. Overrun; 55 vs. Trip

Base Attack	+0	HP	45
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Initiative	Speed	Damage / Current HP
+6	40 ft	

Bite (Tiger)

Main hand: **+5, 2d6+6 plus grab** Crit: x2
Light, B/P/S

Bite (Tiger)

Main hand: **+5, 1d6+6 plus grab** Crit: x2
Light, B/P/S

Bite (Tiger)

Main hand: **+5, 1d6+6 plus grab** Crit: x2
Light, B/P/S

Bite (Tiger)

Main hand: **+5, 1d6+6 plus grab** Crit: x2
Light, B/P/S

Bite (Tiger)

Main hand: **+5, 1d6+6 plus grab** Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	1	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+6	STR (6)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+8	WIS (1)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+7	DEX (2)	2	
tiger : +4 in areas of tall grass				
Survival	+1	WIS (1)	-	
Swim	+11	STR (6)	2	

Feats

Improved Initiative
Skill Focus (Perception)
Weapon Focus (Claw)

Special Abilities

+4 Stealth in areas of tall grass (Ex)
Grab: Bite or Claw (Large) (Ex)
Low-Light Vision
Pounce (Ex)
Scent (Ex)

Rake x2 (Tiger)

Main hand: **+6/+6, 1d8+6 plus grab** Crit: x2
Light, P/S

Rake x2 (Tiger)

Main hand: **+6/+6, 1d4+6 plus grab** Crit: x2
Light, P/S

Rake x2 (Tiger)

Main hand: **+6/+6, 1d4+6 plus grab** Crit: x2
Light, P/S

Rake x2 (Tiger)

Main hand: **+6/+6, 1d4+6 plus grab** Crit: x2
Light, P/S

Rake x2 (Tiger)

Main hand: **+6/+6, 1d4+6 plus grab** Crit: x2
Light, P/S

Gear

Total Weight Carried: 0/1800 lbs, Light Load
(Light: 600 lbs, Medium: 1200 lbs, Heavy: 1800
lbs)

Artisan's outfit (Free) -
Money -

Sourcebooks Used

- **Bestiary** - Tiger (race)

Experience & Wealth

Experience Points: **0/35,000**
Current Cash: **You have no money!**

Unnamed Hero – Abilities & Gear

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Skill Focus (Perception)

Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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

Appears In : Not Consolidated Skills

Weapon Focus (Claw)

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.

Appears In : Not Enable all World is Square rules, Not Group Weapon Feats

+4 Stealth in areas of tall grass (Ex) Racial Ability (Tiger)

You gain a bonus to Stealth Checks under the listed conditions.

Grab: Bite or Claw (Large) (Ex) Racial Ability (Tiger)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. Unless otherwise noted, grab works only against opponents the same size category as the creature or smaller. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its combat maneuver check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrict damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks to start and maintain a grapple.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Pounce (Ex)

Racial Ability

When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Scent (Ex)

Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Title - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/10/25

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

- no notes -

Saw Moonisle

Male devil-spawn tiefling barbarian (mooncursed) 5 - CR 4

Chaotic Evil Outsider (Native); Atheist; Age: 26; Height: 6' 3"; Weight: 155 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	9	-1	
WIS WISDOM	9	-1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9 =	+4	+4	+1			
REFLEX (DEXTERITY)	+6 =	+1	+2	+1	+2		
WILL (WISDOM)	+3 =	+1	-1	+1	+2		

Trap Sense : +1 bonus vs. traps

Energy Resistance, Cold (5)	Energy Resistance, Fire (5)
Energy Resistance, Electricity (5)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+5		+2			+1		

Touch AC 13	Flat-Footed AC 16
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Trap Sense : +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+10 =	+5	+3	-	-

CM Defense	BAB	Strength	Dexterity	Size
21 = 10	+5	+3	+2	-

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

Base Attack +5	HP 70
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Initiative	Damage / Current HP
+6	

Speed 40 / 30 ft

Greatsword

Both hands: +8, 2d6+4

Crit: 19-20/x2
2-hand, S

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	1	
Appraise	-1	INT (-1)	-	
Bluff	+0	CHA (-1)	1	
Climb	-1	STR (3)	-	
Diplomacy	+2	CHA (-1)	1	
Disguise	-1	CHA (-1)	-	
Escape Artist	-2	DEX (2)	-	
Fly	-2	DEX (2)	-	
Heal	+0	WIS (-1)	1	
Intimidate	+5	CHA (-1)	3	
Perception	+6	WIS (-1)	4	
Ride	-2	DEX (2)	-	
Sense Motive	+1	WIS (-1)	-	
Stealth	-1	DEX (2)	1	
Survival	+5	WIS (-1)	3	
Swim	-1	STR (3)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Expertise +/-2
Deadly Aim -2/+4
Improved Initiative
Iron Will
Lightning Reflexes
Martial Weapon Proficiency - All
Power Attack -2/+4
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
Fast Movement +10 (Ex)
Fiend Totem, Lesser (Su)
Finesse Weapon Attack Attribute
Hybrid Rage (Su)
Renewed Vigor 1d8+4 Hp (1/day) (Ex)
Rules Changes
Shifting Rage (Tiger, 16 rounds/day) (Su)
Trap Sense +1 (Ex)
Uncanny Dodge (Ex)

Gear

Total Weight Carried: 39/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Amulet of mighty fists +1	-
Artisan's outfit (Free)	-
Cloak of resistance +1	1 lb
Greatsword	8 lbs
Money	-
Potion of bull's strength x4	-
Potion of cure moderate wounds x5	-
Potion of mage armor x3	-
Potion of restoration, lesser	-
Ring of protection +1	-
Scale mail	30 lbs

Experience & Wealth

Experience Points: **15000/23,000**
Current Cash: **300 gp**

Tracked Resources

Potion of bull's strength	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of mage armor	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Renewed Vigor 1d8+4 Hp (1/day) (Ex)	<input type="checkbox"/>
Shifting Rage (Tiger, 16 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Infernal

Sourcebooks Used

- **Advanced Player's Guide** - Fiend Totem, Lesser (special ability)
- **Advanced Race Guide / Bestiary / Blood of Fiends / Inner Sea Races** - Tiefling (race)
- **Blood of Fiends / Council of Thieves** - +2 CMB (race option)
- **Blood of Fiends / Council of Thieves / Inner Sea Races** - Devil-Spawn Tiefling (race option)
- **Horror Adventures** - Mooncursed (archetype)

Saw Moonisle – Abilities & Gear

Combat Expertise +/-2 **Feat**

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Deadly Aim -2/+4 **Feat**

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. 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.

Improved Initiative **Feat**

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Iron Will **Feat**

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Lightning Reflexes **Feat**

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Power Attack -2/+4 **Feat**

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 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. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. 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.

Darkvision (60 feet) **Racial Ability, Senses (Outside)**

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.

Energy Resistance, Cold (5) **Unknown**

You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5) **Unknown**

You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (5) **Unknown**

You have the specified Energy Resistance against Fire attacks.

Fast Movement +10 (Ex) **Class Ability (Barbarian)**

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

Fiend Totem, Lesser (Su) **Class Ability (Barbarian,Barba)**

While raging, the barbarian grows a pair of large horns, gaining a gore attack. This attack is a primary attack (unless she is also attacking with weapons, in which case it is a secondary attack) and is made at the barbarian's full base attack bonus (–5 if it is a secondary attack). The gore attack deals 1d8 points of piercing damage (1d6 if Small) plus the barbarian's Strength modifier (1/2 if it is a secondary attack).

Appears In : Advanced Player's Guide

Finesse Weapon Attack Attribute **Class Ability (World Is Square)**

The "light weapons" category has been renamed to "finesse weapons." Characters can choose to use either their dexterity bonus or their strength bonus to hit with these weapons, no feat required. "Finesse" is also now a weapon attribute like "brace" or "trip," allowing a weapon in another category to be finessed (like the rapier).

Hybrid Rage (Su) **Class Ability (Barbarian)**

Beginning at 5th level, a mooncursed can choose to assume a hybrid of her base type and alternate form instead of her usual alternate form during her shifting rage. If she does, the animal's forelimbs (or pectoral fins for the shark) remain hands able to manipulate objects and wield weapons as well as human hands do, she can walk on two legs (the shark's tail fins remain legs), and she can talk.

This ability replaces improved uncanny dodge.

Renewed Vigor 1d8+4 Hp (1/day) (Ex) **Class Ability (Barbarian)**

As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can be used only once per day and only while raging.

Saw Moonisle – Abilities & Gear

Rules Changes

Class Ability (World Is Square)

By all metrics, Pathfinder is the most satisfying pen-and-paper game I've ever played. The class balance feels good, the math isn't overwhelming, and the community support is outstanding. However, it suffers from one syndrome that haunts the creation of every new character: feat taxes.

Many veteran players lament that you need three feats to go to the bathroom in Pathfinder. It's a cheeky musing, but one rooted in truth. Pathfinder's feats are arranged in sprawling tiers, often requiring an investment of three or more feats to unlock a single more advanced one. While it's satisfying to work towards a goal, many rungs on the feat ladder are considered either undesirable or overtly mundane. These are feat taxes.

Below I've highlighted a number of revisions to Pathfinder's feat tree to help ease the situation. I've focused mainly on combat feats, arguably the worst offenders. Feel free to incorporate these changes into your own house rules or make your own suggestions in the comments.

Martial Mastery

Gone. Combat feats like Weapon Focus now apply to weapon groups instead of a specific weapon by default.

Agile Maneuvers

Gone. A character adds their dexterity to the CMB if they're wielding a finesse weapon and their strength otherwise.

Combat Expertise

Gone. Now simple a combat option for any class with at least +1 BAB.

Improved Trip, Improved Disarm, Improved Dirty Trick, Improved Feint, Improved Reposition, Improved Steal
Gone. Replaced with Deft Maneuvers.

Deft Maneuvers

New. You do not provoke an attack of opportunity when performing a trip, disarm, dirty trick, feint, reposition, or steal combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Power Attack

Gone. Now simply a combat option for any class with at least +1 BAB.

Improved Bull Rush, Improved Drag, Improved Overrun, Improved Sunder

Gone. Replaced with Powerful Maneuvers.

Powerful Maneuvers

New. You do not provoke an attack of opportunity when performing a bull rush, drag, overrun, or sunder combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Point-Blank Shot

Gone. Precise Shot replaces it as a prerequisite for further archery feats.

Deadly Aim

Gone. Now simple a combat option for any class with at least +1 BAB.

Mobility

Gone. Merged with Dodge.

Dodge

Revised. You gain a +1 dodge bonus to your AC. This bonus increases to +4 against attacks of opportunity caused when you move out of or within a threatened tile. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Shifting Rage (Tiger, 16 rounds/day) (Su) Class Ability (Barbarian)

A mooncursed can call upon an animal totem or inner curse, transforming her into a savage beast. Starting at 1st level, she chooses bear, boar, crocodile, shark, tiger, or wolf. Once chosen, this animal can't be changed. When using rounds of her shifting rage, instead of the usual bonuses and penalties from rage, the mooncursed transforms into a Medium version of this animal's form as if under the influence of *beast shape I*, treating her class level as her caster level whenever relevant. Other aspects of rage aside from the bonuses and penalties, such as the skill restrictions on skills and effects that require concentration, still apply during a shifting rage.

This ability alters rage.

Trap Sense +1 (Ex) Class Ability (Barbarian)

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 character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex) Class Ability (Barbarian)

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 AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Amulet of mighty fists +1

Wondrous Item (Neck)

This amulet grants an enhancement bonus of +1 on attack and damage rolls with unarmed attacks and natural weapons. The enhancement bonus from an amulet of mighty fists does allow natural attacks and unarmed strikes to bypass damage reduction if the enhancement bonus is at least +3 (as with other weapons, see page 562 of the Core Rulebook).

Construction

Requirements: Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; **Cost** 2,000 gp

Cloak of resistance +1

Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp

Title - Saw Moonisle (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/10/25

XP Reward : 0 XP; **Net Cash** : 50 gp

- no notes -