

Suna al-Zarqa'

Character Name: Suna al-Zarqa' Player Name: Gnoll / Humanoid Deity: None Region: Chaotic Neutral
 CLASS: Fighter 3 RACE: Gnoll / Humanoid SIZE / FACE: Medium / 5 ft. HEIGHT / WEIGHT: 0' 0" / 0 lbs. Alignment: Darkvision (60 ft.)
 Character Level (CR): 3 (2) EXP/NEXT LEVEL: 5605 / 9000 AGE: 27 GENDER: Female EYES: _____ HAIR: _____ Points: _____

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5		
DEX Dexterity	14	+2	14	+2		
CON Constitution	17	+3	17	+3		
INT Intelligence	12	+1	12	+1		
WIS Wisdom	13	+1	13	+1		
CHA Charisma	10	+0	10	+0		

HP hit points: **39** WOUNDS/CURRENT HP: _____ SUBDUAL DAMAGE: _____ DAMAGE REDUCTION: _____ SPEED: **Walk 30 ft.**

AC armor class: **19** TOTAL: **17** FLAT: **12** TOUCH: **10** BASE: **6** ARMOR BONUS: **0** SHIELD BONUS: **2** STAT: **0** SIZE: **0** NATURAL ARMOR: **1** DEFLECTION: **0** DODGE: **0** MORALE: **0** INSIGHT: **0** SACRED: **0** PROFANE: **0** MISC: **0**

INITIATIVE modifier: **+6** TOTAL: **+2** MISC MODIFIER: **+4** MISS CHANCE: _____ Arcane Spell Failure: _____ ARMOR CHECK PENALTY: _____ SPELL RESIST: **25** ACID RESIST: **-3** COLD RESIST: **0** ELECT. RESIST: _____ FIRE RESIST: _____

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+6	+3	+3	+0	+0	+0	
REFLEX (dexterity)	+3	+1	+2	+0	+0	+0	
WILL (wisdom)	+2	+1	+1	+0	+0	+0	

Conditional Save Modifiers:
 +1 Will vs. fear

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	+3	+5	+0	+0	0	
RANGED attack bonus	+5	+3	+2	+0	+0	0	
CMB attack bonus	+8	+3	+5	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+8	+8	+8	+8	+8	+8
CMD	20	20	20	20	20	20
CMB	+8	+8	+8	+8		
CMD	20	20	20	20		

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3+5	20/x2	5 ft.

Special Properties: _____

*Greataxe	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+9	1d12+7				

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Breastplate	Medium	+6	+3	-4	25

TOTAL SKILLPOINTS: 9

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Acrobatics	DEX	2	= 2	+ 3	+ -3
✓ Appraise	INT	1	= 1		
✓ Bluff	CHA	0	= 0		
✓ Climb	STR	2	= 5		+ -3
✓ Craft (Untrained)	INT	1	= 1		
✓ Diplomacy	CHA	0	= 0		
✓ Disguise	CHA	0	= 0		
✓ Escape Artist	DEX	1	= 2	+ 2	+ -3
✓ Fly	DEX	-1	= 2		+ -3
✓ Heal	WIS	1	= 1		
✓ Intimidate	CHA	0	= 0		
Knowledge (History)	INT	2	= 1	+ 1	
✓ Perception	WIS	3	= 1	+ 2	
✓ Perform (Untrained)	CHA	0	= 0		
✓ Ride	DEX	-1	= 2		+ -3
✓ Sense Motive	WIS	1	= 1		
✓ Stealth	DEX	1	= 2	+ 2	+ -3
✓ Survival	WIS	5	= 1	+ 1	+ 3
✓ Swim	STR	2	= 5		+ -3
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Greataxe	Equipped	1	12 / 20	
Traveler's Outfit	Equipped	1	5 / 0	
Breastplate	Equipped	1	30 / 200	
Pouch, Belt	Equipped	1	0.5 / 1	
Pouch, Belt	Equipped	1	0.5 / 1	
Backpack	Carried	1	2 / 2	
<small>71 lbs., 2 Bedroll, 2 Flint and Steel, 1 Pot, 2 Mess Kit, 2 Rope (50 ft.), 2 Soap, 20 Torch, 10 Rations, Trail, 1 Waterskin, 1 Pot, 1 Waterskin</small>				
Backpack	Carried	1	2 / 2	
Bedroll	Backpack	2	5 (10) / 0.1 (0.2)	
Pot	Backpack	1	4 / 0.8	
Pot	Backpack	1	4 / 0.8	
Waterskin	Backpack	1	0 / 1	
Waterskin	Backpack	1	0 / 1	
Flint and Steel	Backpack	2	0 (0) / 1 (2)	
<small>Plural: No</small>				
Mess Kit	Backpack	2	1 (2) / 0.2 (0.4)	
Rope (50 ft.)	Backpack	2	10 (20) / 1 (2)	
<small>Plural: No</small>				
Soap	Backpack	2	0.5 (1) / 0 (0)	
				
Torch	Backpack	20	1 (20) / 0 (0.2)	
				
<small>Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>				
Rations, Trail	Backpack	10	1 (10) / 0.5 (5)	
				
TOTAL WEIGHT CARRIED/VALUE		123 lbs.	239.4gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MONEY	
Total= 0 gp [Unspent Funds = 780 gp]	

MAGIC	
Languages	
Common, Gnoll	

Other Companions	

Traits	
Killer	[Paizo Inc. - Advanced Player's Guide, p.328]
You made your first kill at a very young age and found the task of war or murder to your liking. You deal additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.	

Drawbacks	
Pride	[Paizo Publishing - Ultimate Campaign, p.65]
You can't abide challenges to your dignity, authority, or honor. When someone threatens, accuses, or challenges you, you take a -2 penalty on Diplomacy checks and Sense Motive checks involving that creature until the creature apologizes to you.	

Special Qualities	
Armor Training (Ex)	[Paizo Inc. - Core Rulebook, p.55]
You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 1 and increase the maximum Dexterity bonus allowed by your armor by +1	
Bonus Feats	[Paizo Inc. - Core Rulebook]
At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.	
Bravery (Ex)	[Paizo Inc. - Core Rulebook, p.55]

You gain a +1 bonus to Will saves against fear effects.
Darkvision (Ex)
[Paizo Inc. - Bestiary]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Feats	
Cleave	[Paizo Inc. - Core Rulebook, p.119]
You can strike two adjacent foes with a single swing.	
As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.	
Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]
Your quick reflexes allow you to react quickly to danger.	
You get a +4 bonus on initiative checks.	
Power Attack	[Paizo Inc. - Core Rulebook, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
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. 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.	
Weapon Focus (Greataxe)	[Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	

Proficiencies	
Aldori Dueling Sword, Amentum, Ankus, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blade Boot, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cat-O'-Nine-Tails, Cestus, Chakram, Club, Combat Scabbard, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Estoc, Falchion, Light Flail, Heavy Flail, Gaff, Gandasa, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Hair, Halberd, Light Hammer, Hanbo, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Hurlbat, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Kukri, Kumade, Kunai, Lance, Laser Torch, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Machete, Manopla, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Planson, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Spear-Sling, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Stingchuck, Stonebow, Switchblade Knife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Syringe spear, Tepoztopilli, Terbutje, Great Terbutje, Throwing Arrow Cord, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, War Razor, Dwarven Waraxe, Warhammer, Weighted Spear, Wushu Dart	

Suna al-Zarqa'

Gnoll

RACE

27

AGE

Female

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: