Sahmin Revlen, [Legendary] Warbred Skirmisher 10

[Large] [Humanoid] – Move 75, Fly

[Legendary]

Champion – Woldhewn – You halve energy damage and magic damage you would take, after [Resistance] and other effects that would reduce damage.

Fated – Servant of Twelve Labours – *You can move stunning amounts of material.* – With a [Scene]’s physical or mental labor, you can dig a small canal, dig a trench with built-in earth fortifications, or erect a solid fence around a military camp.

Ultimortal – Plot Armor – *Any evidence of your demise is a red herring.* – When you ‘die’, you come back to life at the end of the [Scene]. If your body has been reduced to chunky salsa or finer (hit points reduced to less than -200), however, your death will stick.

Warbred – [Large] [Humanoid] – +2 Str/+2 Cha/-2 Con, +1 AB, +1 AC

Skirmisher – Cha/Str – Fort/Will – Rage 4/Serpent 4/Show Fighter 3/Crane 4

Good BAB, 10 HP, 5 Skills, Good Fort/Will, KOM CHA, KDM STR

Lesser item 1 – Grim Fragment, +2 Cha

Feat R: Epic Flail [Weapon] – Your melee natural weapons gain the [Reach] weapon property if they did not already have it. Your melee weapons possess the [Reach] property while you wield them, if they do not already have it. Whenever you make a melee attack without benefiting from the [Reach] weapon property against an opponent that has a deflection bonus to AC, you gain a feat bonus to your attack roll equal to 1 or half the deflection bonus, whichever is greater.

Feat 1: Slow and Steady – If you would suffer the [Prone] condition, you may instead suffer a 35 ft penalty to your movement speed for one [Round].

Feat 3: Martial Magister [Skill] (Discipline of the Serpent/Grapple/Pin/Trip/Athletics)

Feat 6: Blacksmith [Iconic] – Your armor’s item bonus to AC is increased by 1. Your deflection bonus to AC from a magic item or a weapon with the [Guardian] weapon property is increased by 1. Your weapon’s item bonus to attack rolls is increased by 1 (it gains a +1 item bonus to attack rolls if it had no such bonus). You gain 1 additional HP per level. At 12th level, this increases to 2 additional HP per level. – +1 AB, +1 AC (+1 [Guardian]), +10 HP

Feat 9:

Troubleshooter – You can always walk away from a social encounter without losing tokens, and the DC of Diplomacy and Intimidate checks made against you increases by 2.

By Will Sustained – You no longer need food, water, sleep, or air (protecting you from Suffocation), and gain [Immunity] to the [Sickened] and [Nauseated] conditions.

25 ft [Melee]

50 ft [Close]

200 ft [Medium]

800 ft [Long]

2000 ft [Extreme]

STR 16 +4 SCALE2 +2 ITEM = +6 KDM

DEX 12 +2 SCALE4 = +2

CON 12 +2 SCALE3 = +2

INT 10 = +0

WIS 10 = +0

CHA 18 +4 SCALE1 +2 ITEM = +7 KOM

20 Awareness

20 Bluff defense (Wis)

20 Diplomacy defense (Int)

27 Intimidate defense (Cha)

27 Perception defense (Cha)

HP 186 (NANORAGE +40 THP)

AC 32 +2 [Guardian] (NANORAGE 33 +2 [Guardian])

Saves

Fort +14 (NANORAGE +16)

Ref +7

Will +15 (NANORAGE +17)

Saves against Combat Maneuvers

Fort +19 (NANORAGE +21)

Ref +12

Will +20 (NANORAGE +22)

+18/+13 [+18] (NANORAGE +23/+18 [+23]) Unarmed Strike – Melee, range [Melee] (25 ft) – [Brutal 3] [Magnum] [Elemental: Electricity] [Tripping] (External Techniques) + [Reach] (Epic Flail) – 1d6+18 ENERGY [Electricity] (NANORAGE 1d6+22 ENERGY [Electricity]), PIERCES 4 – Whenever you make a melee attack without benefiting from the [Reach] weapon property (20 ft) against an opponent that has a deflection bonus to AC, you gain a feat bonus to your attack roll equal to half that bonus, minimum 1. – Trip attempts made with this weapon gain a +1 bonus to the save DC.

Whenever you switch to a weapon, it gains the [Reach] property if it didn’t have it, plus any three properties from [Brutal], [Brutal], [Brutal], [Magnum], [Elemental: Electricity], and [Tripping] (only melee weapons may gain [Tripping]). The weapon retains those properties for as long as you wield it.

Sharp TongueEX: After you succeed in the combat use of an Interaction skill, you may deal 10 physical damage to the affected opponent(s). This damage ignores [Damage reduction] and [Resistance].

NanorageEX: As a swift action, if you are not [Fatigued], [Exhausted], or in a nanorage, you can enter a nanorage, which lasts for a maximum of 9 [Rounds]. When you enter a nanorage, you also gain 40 temporary HP. These temporary HP are lost when your nanorage ends.

You can always prematurely end your nanorage as a free action. When your nanorage ends (either before the beginning of your turn due to its duration running out, or on your turn due to your ending it prematurely), you become [Fatigued], and you cannot begin a nanorage on either the turn your previous nanorage ended or on your following turn.

While in a nanorage, you gain a +4 fury bonus to attack rolls and damage you deal with attacks, a +2 fury bonus to maneuver DCs, and a +2 fury bonus to Fortitude and Will saves, and do not suffer any of the penalties of being [Large].

Powerful NanorageEX: You gain a +2 item bonus to Strength.

Intimidating NanorageEX: Once per [Encounter], when you enter a nanorage, you can attempt to Intimidate a single opponent within 30 ft as a free action. If your Intimidate attempt succeeds, that opponent becomes [Shaken] until the end of the [Encounter].

Momentum ChargeEX: While raging, if you use the Charge combat maneuver and your melee attack hits, you may immediately attempt a Bull Rush (DC 29) against the opponent hit. If your Bull Rush attempt succeeds, you may deal 7 damage to that opponent.

A Bit of FlairEX: As a swift action immediately after you hit an opponent, you may deal 10 bonus damage to that opponent.

King of the HillEX: Once per [Round], when you use A Bit of Flair following a hit with a melee attack, you may either attempt the Bull Rush combat maneuver against the opponent you hit, or treat your attack as a hit with either the Disarm, Grapple or Trip combat maneuver, forcing your opponent to make a save against the effect of the chosen combat maneuver as normal.

Deftly StrikingEX: As a standard action, you may make an attack action at any time during a movement, and continue that movement afterwards.

External TechniquesEX: Attacks you make as part of a Close Meridian, Disarm, Grapple, Neutralize, Open Gate, Pushing Blow, Pin, or Trip attempt that do not benefit from fury bonuses to any of attack rolls, damage and save DCs deal +10 additional damage with the [Precision] descriptor.

Open and CloseEX: Whenever an opponent fails a save against your Close Meridian, Disarm, Grapple, Neutralize, Open Gate, Pushing Blow, or Trip, you may immediately make a [Bonus attack].

Ceaseless FlowEX: Once per [Round], you may replace any one melee attack other than an attack of opportunity with a Close Meridian, Disarm, Grapple, Neutralize, Open Gate, Pushing Blow, or Trip, at the same attack bonus as the attack replaced. If the combat maneuver hits, you can use Ceaseless Flow an additional time this [Round]. If you replace a [Bonus attack] using Ceaseless Flow, it still counts as your [Bonus attack] for that [Round].

Your Trip combat maneuver has a save DC of 30 (NANORAGE 32).

Your Close Meridian, Grapple, Neutralize, Open Gate, Pin, and Pushing Blow combat maneuvers, and opponents’ attempts to escape or act in a [Grappled] or [Pinned] condition you inflict, have a save DC of 29 (NANORAGE 31).

Your Bull Rush, Disarm, Drag and other combat maneuvers have save DCs of 27 (NANORAGE 29).

Unless otherwise noted, the Combat maneuvers below may be activated as a standard action.

\* denotes a combat maneuver activated as a free action

\* denotes a combat maneuver activated as a move action

\*\* denotes a combat maneuver that benefits from External Techniques *(+10 damage with the [Precision] descriptor)*

\*\*\* denotes a combat maneuver that benefits from External Techniques, Open and Close and Ceaseless Flow *(may replace melee attacks until an attack misses, +10 damage with the [Precision] descriptor, grants immediate [Bonus attack] on a failed save)*

» Bull Rush: Target must make a Fortitude or Reflex save (DC 27, NANORAGE 29) or be pushed 5 ft, plus a distance of up to one-half your movement speed, in any direction, without provoking attacks of opportunity. For each square of forced movement, you move into the space previously occupied by the target.

» Charge: Gain a +2 bonus to attack rolls and a -2 penalty to Armor Class for one [Round], and move up to your speed (but at least 10 ft) in a straight line, making a single melee attack at the end of that movement.

» Defensive Fighting\*: Gain a +2 bonus to Armor Class for one [Round]. You may not perform this combat maneuver on a turn in which you use Charge, Power Attack or Precise Strike.

» Drag\*: While you are not [Grappled] by any creatures other than either target adjacent ally that is not [Grappled] or [Pinned] by other creatures or target creature that is [Grappled] or [Pinned] by you alone, if the target is not [Pinned], it may make a Fortitude save (DC 27, NANORAGE 29). If the target has not been dragged in the last [Round], and does not make a successful Fortitude save, you may move up to one-half your movement speed and drag the target an equal distance in the same direction. Before this movement, you may remove the [Swimming] or [Flying] condition from both yourself and the target. Alternatively, you may inflict the [Swimming] condition on both yourself and the target, or you may inflict the [Flying] condition on both yourself and the target if you possess the Fly movement mode. If you inflict the [Flying] condition on the target and it lacks the Fly movement mode and is not [Grappled] by you, it loses the [Flying] condition and falls at the end of your next turn unless you use the Drag combat maneuver on it during your next turn.

» Run: Move up to your speed without provoking an attack of opportunity.

» Close Meridian\*\*\*: Make a single melee attack that deals normal damage. If this attack hits, the target must make a Fortitude save (DC 29, NANORAGE 31) or be [Sickened] for 1 [Round].

» Disarm\*\*\*: Make a single melee attack that deals normal damage. If this attack hits, the target must make a Reflex save (DC 27, NANORAGE 29) or drop the weapon it is currently wielding.

» Grapple\*\*\*: Make a single melee attack that deals normal damage. If this attack hits, you may either move the target into an unoccupied square adjacent to you or move into an unoccupied square adjacent to the target, and the target must make a Reflex save (DC 29, NANORAGE 31) or become [Grappled] by you until you become [Dead] or [Helpless], or until you are no longer in a square adjacent to the target.

» Pin\*\*: Make a single melee attack that deals normal damage, against a target that is not [Pinned], and has been [Grappled] for one or more consecutive [Rounds] including this [Round]. If the attack hits, you become [Grappled] by the target, and the target must make a Fortitude save (DC 29, NANORAGE 31) or become [Pinned] by you until the end of your next turn, until you are no longer adjacent to that opponent, or until you become [Dead] or [Helpless].

» Choke\*: Once per [Round], you may deal 10 physical damage to a creature [Pinned] by you and cause that creature to remain [Pinned] by you until the end of your next turn or until you are no longer adjacent to that creature.

» Neutralize\*\*\*: Make a single melee attack that deals normal damage. If the attack hits, the target must make a Will save (DC 29, NANORAGE 31) or take a -4 penalty to damage for 1 [Round].

» Open Gate\*\*\*: Make a single melee attack that deals normal damage. If the attack hits, the target must make a Will save (DC 29, NANORAGE 31) or all creatures gain a +2 bonus to skill checks against the target and saves against the target’s abilities for 1 [Round].

» Pushing Blow\*\*\*: Make a single melee attack that deals normal damage. If the attack hits, the target must make a Fortitude save (DC 29, NANORAGE 31) or be pushed 5 ft, and you can choose to move into their previously occupied space. If you choose not to move into their space, you may instead push them 20 ft in the same direction. These movements do not provoke attacks of opportunity. A successful Pushing Blow benefits from abilities that would enhance a successful Bull Rush.

» Trip\*\*\*: Make a single melee attack that deals normal damage. If this attack hits, the target must make a Reflex save ([Tripping] – DC 30, NANORAGE 32) or fall [Prone].

» Deadly Aim\*: Before using a standard action to attack on your turn, you may apply a penalty equal to or less than your Base Attack Bonus on all ranged attack rolls that you make for one [Round], and apply that number as a bonus to damage on all ranged attacks that you make for one [Round]. You may not use Deadly Aim in the same [Round] as Precise Strike.

» Power Attack\*: Before using a standard action to attack on your turn, you may apply a penalty equal to or less than your Base Attack Bonus on all melee attack rolls that you make for one [Round], and apply twice that number as a bonus to all damage on all melee attacks that you make for one [Round]. You may not use Power Attack in the same [Round] as Defensive Fighting or Precise Strike.

» Precise Strike\*: Before using a standard action to attack on your turn, you may apply a penalty less than or equal to your Base Attack Bonus to the damage of all attacks you make for one [Round]. For every 3 points of penalty, you gain a +1 bonus to attack rolls and your attacks each ignore a total of 2 points of [Damage reduction] and [Resistance] for one [Round]. (0-2/+0/0, 3-5/+1/2, 6-8/+2/4, 9-10/+3/6)

You may not use Precise Strike in the same [Round] as Deadly Aim, Defensive Fighting or Power Attack.

CONSUMABLES

Relic: Turbo [None] (Relic: Rusted Ring)

Benefit: With the push of a button, you rocket forward, allowing you to [Teleport] up to 550 ft, leaving behind scorch marks and two grooves in the ground.

Lesser + Greater: Stim [None] (Lesser: Healing Potion) x3

Benefit: Biting this capsule releases a variety of wonder drugs for you to swallow, healing 50 hit points.