

Hakkon Truesilver

Male Human Barbarian 4, Cleric 3 - CL7 - CR 6
 Chaotic Good Humanoid (Human); Deity: **Bhrian Bhor**;
 Age: **21**; Height: **6'**; Weight: **220lb.**; Eyes: **Blue**; Hair:
Dark; Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	11	0	
WIS WISDOM	16	+3	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+7	+3		+2		
REFLEX (DEXTERITY)	+3 =	+2	+1				
WILL (WISDOM)	+7 =	+4	+3				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =	+6	+1	+1		+1			
Touch AC	11	Flat-Footed AC		18				

CM Bonus	Total	BAB	Strength	Size	Misc
+7 =	+6	+1		-	-

CM Defense	Total	BAB	Strength	Dexterity	Size
18 = 10	+6	+1	+1		-

HP	Total	Damage / Current HP
81		

Base Attack	Initiative	Speed
+6	+1	40 / 30 ft

+2 Flaming, Keen Battleaxe, Flaming, Keen

Mainhand: **+9/+4, 1d8+3** Crit: 19-20/x3
 Both Hands: **+9/+4, 1d8+3** 1-Hand, S

Shield, Light Steel

Mainhand: **+7/+2, 1d3+1** Crit: 20/x2
 Light, B

Unarmed Strike

Mainhand: **+7/+2, 1d3+1** Crit: 20/x2
 Light, B

Breastplate

+6 Max Dex: +3, Armor Check: -4
 Spell Fail: 25%, Medium, Slows



Skill Name	Total	Ability	Ranks	Misc
Acrobatics	+4	DEX (1)	3	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+5	STR (1)	3	
Diplomacy	+6	CHA (1)	2	
Disguise	+1	CHA (1)	-	
Escape Artist	-4	DEX (1)	-	
Fly	-2	DEX (1)	-	
Handle Animal	+7	CHA (1)	3	
Heal	+9	WIS (3)	3	
Intimidate	+7	CHA (1)	3	
Perception	+9	WIS (3)	3	
Ride	+2	DEX (1)	3	
Sense Motive	+7	WIS (3)	1	
Spellcraft	+5	INT (0)	2	
Stealth	-4	DEX (1)	-	
Survival	+9	WIS (3)	3	
Swim	+1	STR (1)	2	

Feats, Traits & Flaws

Acrobatic
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Great Fortitude
 Martial Weapon Proficiency - All
 Shield Proficiency
 Simple Weapon Proficiency - All
 Skill Focus: Climb
 Throw Anything
 Toughness +7

Special Abilities

Animal Fury (Ex)
 Aura (Ex)
 Channel Positive Energy 2d6 (4/day) (DC 12) (Su)
 Cleric Domain: Community

Gear

Total Weight Carried: 57.82/130lbs, Medium Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

+2 Flaming, Keen Battleaxe	6lbs
Amulet of Natural Armor +1	-
Artisan's Outfit (Free)	-
Breastplate	30lbs
Money	15.82lbs
Ring of Evasion	-
Shield, Light Steel	6lbs
Shield, Light Steel	-

Shield, Light Steel

+1

Max Dex: -, Armor Check: -1
Spell Fail: 5%, Shield

Special Abilities

Cleric Domain: War
Fast Movement (Ex)
Guarded Stance +1 (3r) (Ex)
Rage (13 rounds/day) (Ex)
Spontaneous Casting
Trap Sense +1 (Ex)
Uncanny Dodge (Ex)

Spell-Like Abilities

Battle Rage (6/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Calming Touch (6/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Channel Positive Energy 2d6 (4/day) (DC 12) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rage (13 rounds/day) (Ex)	<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

Spells & Powers

Cleric Spell DC: 13 + spell level

Melee Touch +7 Ranged Touch +7

Maximum Cleric spells per day: 4x0; 3x1; 2x2

Cleric 0: Create Water, Purify Food and Drink (DC 13),

Detect Magic, Guidance

Cleric 1: Cause Fear (DC 14), Cure Light Wounds (DC 14),

Hide from Undead, Magic Weapon

Cleric 2: Sound Burst (DC 15), Remove Paralysis, Shield

Other

Background

Once a raging tribesman from the Dark North, Hakkon felt the calling of the priesthood and now leads his people into battle as a war-cleric, the living embodiment of his righteous god.

Experience & Wealth

Experience Points: 35000/51000

Current Cash: 791 GP