

Joshua the Red

Player: Josh

Human druid (bear shaman) 1/unchained monk 1/gestalt
1 - CL1 - CR 2

Lawful Neutral Humanoid (Human); Deity: **Erastil**; Age: **18**;
Height: **5' 4"**; Weight: **140 lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	16	+3	
CHA CHARISMA	10	0	

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

Energy Resistance, Cold (2)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=	10		+1	+3		

Touch AC	16	Flat-Footed AC	14
		BAB	Strength
		Size	Misc

CM Bonus	+4	=	+1	+2	-	-
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CM Defense	20	=	10	+1	+2	+3	-
		BAB	Strength	Dexterity	Size		

Base Attack	+1	HP	12
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Initiative	+3	Damage / Current HP	
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Speed	30 ft
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Masterwork handwraps

Main hand: **+5/+5, 1d6+3** Crit: x2
Light, B, See Text

Unarmed strike

Main hand: **+4/+4, 1d6+3** Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+2	STR (2)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Handle Animal	+4	CHA (0)	1	
Animal Companion Link: +4 circumstance bonus to checks made regarding an animal companion				
Heal	+7	WIS (3)	1	
Intimidate	+0	CHA (0)	-	
Perception	+7	WIS (3)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	+5	DEX (3)	1	
Survival	+9	WIS (3)	1	
Swim	+2	STR (2)	-	

Activated Abilities & Adjustments

Snapping Turtle Style +1

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Druid Weapon Proficiencies
Improved Unarmed Strike
Ki Diversity (Zen Combatant)
Monk Weapon Proficiencies
Shield Proficiency
Snapping Turtle Style +1
Stunning Fist (1/day, DC 13)
Weapon Focus (Unarmed strike)

Traits

Northern Ancestry
Quain Martial Artist

Special Abilities

Animal Companion Link (Ex)
Flurry of Blows (Unchained) (Ex)
Share Spells with Companion (Ex)
Spontaneous Casting
Stunning Fist (Ex)
Unarmed Strike (1d6)
Wild Empathy +1 (Ex)

Gear

Total Weight Carried: 0/175 lbs, Encumbrance Ignored

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Cold weather outfit (Free)

Masterwork handwraps

Money

Tracked Resources

Stunning Fist (1/day, DC 13)

Languages

Common

Russian

Druidic

Spells & Powers

Druid (Bear Shaman) spells memorized (CL 1st; concentration +4)

Melee Touch +3 **Ranged Touch** +4

1st—*cure light wounds, obscuring mist*

0th (at will)—*create water, detect magic, light, stabilize*

Companions

Titan CR –

Dire polar bear (*Pathfinder RPG Bestiary 5* 313)

N Small animal

Init +2; **Senses** low-light vision, scent; **Perception** +5

Defense

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 18 (2d8+2)

Fort +4, **Ref** +5, **Will** +1

Offense

Speed 40 ft.

Melee unarmed strike +4 (1d2+2 nonlethal) or bite +4 (1d4+2), 2 claws +4 (1d3+2)

Statistics

Str 15, **Dex** 15, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Hefty Brute

Tricks Attack, Defend, Flank, Guard, Intimidate, Protect, Speak

Skills Acrobatics +2 (+6 to jump), Perception +5, Survival +2

SQ attack, defend, flank, guard, intimidate, protect, speak

Experience & Wealth

Current Cash: 199 gp, 9 sp

Sourcebooks Used

- • **Advanced Player's Guide** - Bear Shaman (archetype)
- • **Dragon Empires Primer** - Quain Martial Artist (trait)
- • **Faction Guide** - Ki Diversity (Zen Combatant) (feat)
- • **Gestalt Variant Core** - Gestalt (class)
- • **Horror Adventures** - Giant Ancestry (alternate racial trait)
- • **Martial Arts Handbook** - Handwraps (weapon)
- • **People of the North / Reign of Winter** - Northern Ancestry (trait)
- • **Reign of Winter** - Russian (language)
- • **Ultimate Combat** - Snapping Turtle Style (feat)
- • **Unchained Classes** - Monk (Unchained) (class)

Validation Report

Validation Report (0 issues): Nothing identified