

Denarg

Male Hobgoblin Barbarian (Superstitious) 2 - CR 1
 Chaotic Neutral Humanoid (Goblinoid); Deity: **Traveler, The The**; Age: **15**; Height: **7'**; Weight: **300lb.**; Eyes: **Green**;
 Hair: **White**; Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+3	+1			

Superstition: +2 morale bonus vs. spells, supernatural abilities, and spell-like abilities while raging but must resist all spells, even allies'

REFLEX (DEXTERITY)	+1	=		+1			
------------------------------	-----------	---	--	-----------	--	--	--

Superstition: +2 morale bonus vs. spells, supernatural abilities, and spell-like abilities while raging but must resist all spells, even allies'

WILL (WISDOM)	+1	=		+1			
-------------------------	-----------	---	--	-----------	--	--	--

Superstition: +2 morale bonus vs. spells, supernatural abilities, and spell-like abilities while raging but must resist all spells, even allies'

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+6		+1				

Touch AC 11	Flat-Footed AC 16		
BAB	Strength	Size	Misc

CM Bonus +4	=	+2	+2	-	-
---------------------------	---	-----------	-----------	---	---

CM Defense	Total	BAB	Strength	Dexterity	Size
15	= 10	+2	+2	+1	-

Base Attack +2	HP 26
------------------------------	---------------------

Initiative +3	Damage / Current HP
Speed 40 / 30 ft	

Masterwork Dwarven double waraxe

Main hand: **+5, 1d10+2** Crit: **x3**
 Both hands: **+5, 1d10+3** 1-hand, S

Masterwork Breastplate

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (1)	2	
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
Climb	+6	STR (2)	2	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-2	DEX (1)	-	
Fly	-2	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+10	CHA (1)	2	
Perception	+6	WIS (1)	2	
Ride	-2	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+3	DEX (1)	2	
Survival	+6	WIS (1)	2	
Swim	-1	STR (2)	-	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Exotic Weapon Proficiency (Dwarven double waraxe)

You make attack rolls with the weapon normally.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Reactionary
 +2 Initiative

Special Abilities

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Fast Movement +10 (Ex)

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the

Rage (7 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

Superstition +2 (Ex)

The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian

Uncanny Dodge (Ex)

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

Gear

**Total Weight Carried: 71.18/230lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Artisan's outfit (Free)	-
Backpack, masterwork (7 @ 23.5 lbs)	4 lbs
Belt pouch (1 @ 0 lbs)	0.5 lbs
Blanket <In: Backpack, masterwork (7 @ 23.5 lbs)>	1 lb
Climber's kit <In: Backpack, masterwork (7 @ 23.5 lbs)>	5 lbs
Flint and steel <In: Belt pouch (1 @ 0 lbs)>	-
Grappling hook <In: Backpack, masterwork (7 @ 23.5 lbs)>	4 lbs
Masterwork Breastplate	30 lbs
Masterwork Dwarven double waraxe	12 lbs
Money	1.18 lbs
Pot <In: Backpack, masterwork (7 @ 23.5 lbs)>	4 lbs
Silk rope <In: Backpack, masterwork (7 @ 23.5 lbs)>	5 lbs
Soap <In: Backpack, masterwork (7 @ 23.5 lbs)>	0.5 lbs
Waterskin <In: Backpack, masterwork (7 @ 23.5 lbs)>	4 lbs

Tracked Resources

Rage (7 rounds/day) (Ex)

Languages

Common
Dwarven

Goblin

Background

Even for a hobgoblin, Denarg is tall, standing 7', with a solid build and heavy muscles. Unlike his southern kin with their shaggy, coarse fur, he is covered head to toe in thick, white fur giving him the appearance of a small polar bear or similar. He generally dresses in a loincloth and boots (to protect his feet), since he already is in danger of overheating thanks to his protective coat most of the time.

Denarg hails from a tribe of hobgoblins adapted to arctic life. He left after a disagreement with their chieftain on the matter of succession and has been migrating steadily southwards through Khorvaire, making a living selling his services as a warrior. The manner of his defeat, using (in his view) unfair aid by the tribal shaman have left him deeply suspicious of all things magical, seeking to learn as much as he can on how to overcome spellcasters and the results of their activity. Most recently, he has answered a call by the Sharn Watch for recruits; for all its magical nature, Sharn is an interesting place, and despite his misgivings about a regimented and regulated lifestyle, he believes it /is/ a place worth defending.

Experience & Wealth

Experience Points: **1300/3300**

Current Cash: **44 GP, 6 SP, 9 CP**

Reputation: **Fame: 3, PP: 3, 100 miles.**