

## Joshua the Red

Player: Josh

Male middle-aged human druid (bear shaman)

13/unchained monk 13/gestalt 13 - CL13 - CR 38

Lawful Neutral Humanoid (Human); Deity: Erastil; Age: 18;

Height: 7'; Weight: 250 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	13/15	+1/+2	
<b>Endurance:</b> +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
<b>INT</b> INTELLIGENCE	13	+1	
<b>WIS</b> WISDOM	20/22	+5/+6	
<b>CHA</b> CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+13 =	+8	+2		+3		

**Endurance:** +4 vs. hot or cold environments and to resist damage from suffocation, **Still Mind:** +2 vs. enchantments, **Resist Nature's Lure:** +4 vs. fey and plant-targeted effects

<b>REFLEX</b> (DEXTERITY)	+12 =	+8	+4				
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**Still Mind:** +2 vs. enchantments, **Resist Nature's Lure:** +4 vs. fey and plant-targeted effects

<b>WILL</b> (WISDOM)	+14 =	+8	+6				
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**Still Mind:** +2 vs. enchantments, **Resist Nature's Lure:** +4 vs. fey and plant-targeted effects

Energy Resistance, Cold (2)	Immunity to Disease
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	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	33 = 10	+2	+1	+4		+5		+1	+4

<b>Touch AC</b>	<b>25</b>	<b>Flat-Footed AC</b>	<b>28</b>	
		BAB	Strength	Size
				Misc

<b>CM Bonus</b>	+14 =	+13	+2	-	-
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<b>CM Defense</b>	41 = 10	+13	+2	+4	-
		BAB	Strength	Dexterity	Size

<b>Base Attack</b>	+13	<b>HP</b>	182
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<b>Initiative</b>	+4	Damage / Current HP	
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<b>Speed</b>	30 / 70 ft
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+1 handwraps

Main hand: +17/+17/+17/+12/+7, Crit: 19-20/x2  
2d8+12 Light, B, See Text



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+10	DEX (4)	3	
Speed greater/less than 30 ft.: +16 to jump				
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+6	STR (2)	1	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disable Device</b>	+6	DEX (4)	2	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+4	DEX (4)	-	
<b>Fly</b>	+4	DEX (4)	-	
<b>Handle Animal</b>	+5	CHA (0)	2	
<b>Animal Companion Link:</b> +4 circumstance bonus to checks made regarding an animal companion				
<b>Heal</b>	+15	WIS (6)	4	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Knowledge (geography)</b>	+9	INT (1)	5	
<b>Knowledge (history)</b>	+10	INT (1)	1	
<b>Knowledge (local)</b>	+5	INT (1)	4	
<b>Knowledge (nature)</b>	+17	INT (1)	11	
<b>Knowledge (religion)</b>	+7	INT (1)	3	
<b>Linguistics</b>	+2	INT (1)	1	
<b>Perception</b>	+22	WIS (6)	13	
<b>Ride</b>	+4	DEX (4)	-	
<b>Sense Motive</b>	+6	WIS (6)	-	
<b>Spellcraft</b>	+5	INT (1)	1	
<b>Stealth</b>	+7	DEX (4)	2	
<b>Survival</b>	+23	WIS (6)	12	
<b>Swim</b>	+2	STR (2)	-	

**Endurance:** +4 to resist nonlethal damage from exhaustion

### Activated Abilities & Adjustments

Ability Score (Permanent): +2

Age Effects

Age Resistance

Endure Elements

Flanking (+2 Melee)

Natural Weapon: Claw: +2

Power Attack -4/+8

Snapping Turtle Style +1

### Feats

Armor Proficiency (Light)

Armor Proficiency (Medium)

Combat Reflexes (5 AoO/round)

Dodge

Druid Weapon Proficiencies

Endurance

Feral Combat Training (Claw)

Great Fortitude

Improved Critical (Unarmed strike)

Improved Unarmed Strike

## Feats

Ki Diversity (Zen Combatant)  
 Monk Weapon Proficiencies  
 Power Attack -4/+8  
 Powerful Shape  
 Shield Proficiency  
 Snapping Turtle Style +1  
 Stunning Fist (14/day, DC 22)  
 Toughness  
 Weapon Finesse  
 Weapon Focus (Claw)  
 Weapon Focus (Unarmed strike)  
 Wild Speech

## Traits

Northern Ancestry  
 Quain Martial Artist

## Claw (Natural Weapon: Claw)

Main hand: **+11, 1d4+5** Crit: x2  
 Light, B/S

## Claw x2

Main hand: **+17/+17/+17/+12/+7, 2d8+12** Crit: 19-20/x2  
 Light, B, See Text

## Unarmed strike

Main hand: **+16/+16/+16/+11/+6, 2d8+11** Crit: 19-20/x2  
 Light, B

## Gear

**Total Weight Carried: 14/175 lbs, Encumbrance Ignored**

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

+1 handwraps -  
 Amulet of natural armor +2 -  
 Belt of mighty constitution +2 1 lb  
 Bracers of armor +2 1 lb  
 Claw x2 -  
 Cloak of the yeti 5 lbs  
 Cold weather outfit (Free) -  
 Flying ointment x2 -  
 Goodberry -  
 Headband of inspired wisdom +2 1 lb  
 Healer's kit 1 lb  
 Money -  
 Monk's robe 1 lb  
 Potion of cure light wounds x3 -  
 Potion of cure moderate wounds x2 -  
 Potion of feather step -  
 Scholar's ring -  
 Snowshoes 4 lbs

## Experience & Wealth

Current Cash: **1,692 gp, 8 sp**

## Special Abilities

Abundant Step (Su)  
 Animal Companion Link (Ex)  
 Bear's Totem Transformation (Swift Action, 13 minutes/day) (Su)  
 Bear's Totemic Summons (Su)  
 Ethereal Fists  
 Fast Movement (Unchained) (+40 ft.)  
 Flurry of Blows (Unchained) (Ex)  
 Flying Kick (max 40 ft.)  
 Hammerblow  
 Improved Evasion (Ex)  
 Ki Flurry (Su)  
 Ki Metabolism (Su)  
 Ki Pool (12/day) (Su)  
 Ki Strike, Cold Iron/Silver (Su)  
 Ki Strike, Lawful (Su)  
 Ki Strike, Magic (Su)  
 Resist Nature's Lure (Ex)  
 Share Spells with Companion (Ex)  
 Slow Fall (Su)  
 Spin Kick  
 Spontaneous Casting  
 Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex)  
 Style Strike (1/round) (Ex)  
 Tongue of the Sun and Moon (Ex)  
 Trackless Step (Ex)  
 Unarmed Strike (2d8)  
 Wholeness of Body (1d8+13 hp) (Su)  
 Wild Empathy +13 (Ex)  
 Wild Shape (11 hours, 5/day) (Su)  
 Wild Shape (Beast Shape III: Diminutive - Huge animal)  
 Wild Shape (Beast Shape III: Diminutive - Huge animal)  
 Wild Shape (Elemental Body IV: Small - Huge elemental)  
 Wild Shape (Plant Shape III: Small - Huge plant creature)  
 Woodland Stride (Ex)

## Tracked Resources

Bear's Totem Transformation (Swift Action, 13 minutes/day) (Su) ☐☐☐☐☐☐☐☐☐☐  
 Flying ointment ☐☐  
 Goodberry ☐  
 Healer's kit ☐☐☐☐☐☐☐☐  
 Ki Pool (12/day) (Su) ☐☐☐☐☐☐☐☐  
 Legend Lore (on studied subject, 1/five days) ☐  
 Potion of cure light wounds ☐☐☐  
 Potion of cure moderate wounds ☐☐  
 Potion of feather step ☐

## Validation Report

**Validation Report (2 issues):** Background: You are taller than normal for your race. Normal height maximum: 78 in.; Background: You are heavier than normal for your race. Normal weight maximum: 220 lbs.

**Adjustments Active:** Ability Score (Permanent): +2 Dexterity; Age Effects: Middle Age; Age Resistance:; Endure Elements:; Flanking (+2 Melee): 0; Natural Weapon: Claw: +2 Claw x2

## Tracked Resources

Stunning Fist (14/day, DC 22) ☐☐☐☐☐☐☐☐  
☐☐☐☐  
 Style Strike (1/round) (Ex) ☐  
 Wild Shape (11 hours, 5/day) (Su) ☐☐☐☐☐

## Languages

Common Sylvan  
 Druidic Triaxian

## Spells & Powers

**Druid (Bear Shaman) spells memorized** (CL 13th; concentration +19)  
**Melee Touch** +15 **Ranged Touch** +17  
**7th**—*greater age resistance*<sup>UM</sup>  
**6th**—*greater dispel magic*, *communal stonesskin*<sup>UC</sup>, *transport via plants*  
**5th**—*animal growth* (DC 21), *stonesskin* (2), *wind blades*<sup>ARG</sup> (DC 21)  
**4th**—*communal protection from energy*<sup>UC</sup>, *protection from natural attacks* (2), *strong jaw*<sup>APG</sup> (DC 20), *thorn body*<sup>APG</sup>  
**3rd**—*earth tremor*<sup>UW</sup> (DC 19), *greater magic fang* (2), *communal resist energy*<sup>UC</sup> (2)  
**2nd**—*barkskin*, *bear's endurance*, *carry companion* (2), *ironskin*, *pinecone bomb*  
**1st**—*ray of sickening*<sup>UM</sup> (DC 17), *windy escape*<sup>ARG</sup> (5)  
**0th (at will)**—*create water*, *detect magic*, *detect poison*, *light*, *purify food and drink* (DC 16), *stabilize*

## Companions

**Titan** CR –  
 Dire polar bear (*Pathfinder RPG Bestiary* 5 313)  
 N Medium animal  
**Init** +4; **Senses** low-light vision, scent; Perception +12

## Defense

**AC** 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, -2 untyped penalty)  
**hp** 110 (11d8+22) (currently 60)  
**Fort** +9, **Ref** +11, **Will** +4 (+4 morale bonus vs. enchantment effects)  
**Defensive Abilities** evasion; **Resist** cold 30

## Offense

**Speed** 40 ft.  
**Melee** unarmed strike +17/+12 (1d3+7 nonlethal) or 2 *claws* +19 (1d6+8), bite +18 (1d6+7)

## Statistics

**Str** 24, **Dex** 18, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6  
**Base Atk** +8; **CMB** +18 (+20 bull rush); **CMD** 28 (32 vs. trip)  
**Feats** Hefty Brute, Improved Natural Attack (claw), Intimidating Prowess, Weapon Focus (bite), Weapon Focus (claw)  
**Tricks** Attack, Attack, Attack, Attack Any Target, Defend, Defend, Down, Flank, Guard, Guard, Guarding, Intimidate, Protect, Quiet Watch, Speak, Track  
**Skills** Acrobatics +4 (+8 to jump), Intimidate +5, Perception +12, Stealth +8, Survival +2  
**SQ** attack, attack any target, defend, devotion, flank, guard, guarding, intimidate, protect, quiet watch, speak, track

## Sourcebooks Used

- **Advanced Player's Guide** - Bear Shaman (archetype); Feather Step (spell); Strong Jaw (spell); Thorn Body (spell)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Snowshoes (equipment)
- **Advanced Player's Guide / Magical Marketplace** - Bear's Toughness (special ability)
- **Advanced Player's Guide / Ultimate Equipment** - Flying ointment (equipment)
- **Advanced Race Guide** - Wind Blades (spell); Windy Escape (spell)
- **Dark Markets: A Guide to Katapesh / Ultimate Magic** - Ray of Sickening (spell)
- **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)
- **Knights of the Inner Sea** - Carry Companion (spell)
- **Martial Arts Handbook** - Handwraps (weapon); Handwraps (weapon); Ethereal Fists (special ability)
- **Monster Codex** - Ironskin (spell)
- **Monster Hunter's Handbook** - Protection from Natural Attacks (spell)
- **People of the North / Reign of Winter** - Northern Ancestry (trait)
- **Reign of Winter** - Cloak of the yeti (equipment)
- **Ultimate Combat** - Feral Combat Training (feat); Protection from Energy, Communal (spell); Resist Energy, Communal (spell); Snapping Turtle Style (feat); Stoneskin, Communal (spell)
- **Ultimate Equipment** - Scholar's ring (equipment)
- **Ultimate Magic** - Age Resistance, Greater (spell); Powerful Shape (feat); Wild Speech (feat)
- **Ultimate Wilderness** - Earth Tremor (spell)
- **Unchained Classes** - Monk (Unchained) (class)
- **Wilderness Origins** - Pinecone Bomb (spell)