

## Joshua the Red

Player: Josh

Male human druid (bear shaman) 5/unchained monk  
5/gestalt 5 - CL5 - CR 14

Lawful Neutral Humanoid (Human); Deity: Erastil; Age: 18;  
Height: 7'; Weight: 250 lb.

| Ability                    | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| <b>STR</b><br>STRENGTH     | 14    | +2       |           |
| <b>DEX</b><br>DEXTERITY    | 18    | +4       |           |
| <b>CON</b><br>CONSTITUTION | 13    | +1       |           |
| <b>INT</b><br>INTELLIGENCE | 12    | +1       |           |
| <b>WIS</b><br>WISDOM       | 17    | +3       |           |
| <b>CHA</b><br>CHARISMA     | 10    | 0        |           |

| Saving Throw                       | Total  | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|--|------|---------|--------|------|------|-------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | +6 =   | +4   | +1      |        | +1   |      |       |
|                                    | Still Mind: +2 vs. enchantments, Resist Nature's Lure: +4 vs. fey and plant-targeted effects |      |         |        |      |      |       |
| <b>REFLEX</b><br>(DEXTERITY)       | +8 =   | +4   | +4      |        |      |      |       |
|                                    | Still Mind: +2 vs. enchantments, Resist Nature's Lure: +4 vs. fey and plant-targeted effects |      |         |        |      |      |       |
| <b>WILL</b><br>(WISDOM)            | +7 =   | +4   | +3      |        |      |      |       |
|                                    | Still Mind: +2 vs. enchantments, Resist Nature's Lure: +4 vs. fey and plant-targeted effects |      |         |        |      |      |       |

| Energy Resistance, Cold (2) |            | Immunity to Disease   |                     |           |       |        |       |      |
|-----------------------------|------------|-----------------------|---------------------|-----------|-------|--------|-------|------|
| Total                       | Armor      | Shield                | Dex                 | Size      | Natur | Deflec | Dodge | Misc |
| <b>AC</b>                   | 20 = 10    |                       | +4                  |           | +1    |        | +1    | +1   |
| <b>Touch AC</b>             | 19         | <b>Flat-Footed AC</b> |                     | 15        |       |        |       |      |
|                             |            | BAB                   | Strength            | Size      | Misc  |        |       |      |
| <b>CM Bonus</b>             | +8 =       | +5                    | +2                  | -         | -     |        |       |      |
|                             |            | BAB                   | Strength            | Dexterity | Size  |        |       |      |
| <b>CM Defense</b>           | 27 = 10    | +5                    | +2                  | +4        | -     |        |       |      |
| <b>Base Attack</b>          | +5         |                       | <b>HP</b>           |           | 60    |        |       |      |
| <b>Initiative</b>           | +4         |                       | Damage / Current HP |           |       |        |       |      |
| <b>Speed</b>                | 30 / 40 ft |                       |                     |           |       |        |       |      |

### Masterwork handwraps

Main hand: **+9/+9, 1d8+3** Crit: x2  
Light, B, See Text

### Unarmed strike

Main hand: **+8/+8, 1d8+3** Crit: x2  
Light, B



| Skill Name  | Total      | Ability | Ranks | Temp |
|---|------------|---------|-------|------|
| <b>Acrobatics</b>   | <b>+8</b>  | DEX (4) | 1     |      |
| Speed greater/less than 30 ft.: +4 to jump  |            |         |       |      |
| <b>Appraise</b>   | <b>+1</b>  | INT (1) | -     |      |
| <b>Bluff</b>  | <b>+0</b>  | CHA (0) | -     |      |
| <b>Climb</b>  | <b>+2</b>  | STR (2) | -     |      |
| <b>Diplomacy</b>  | <b>+0</b>  | CHA (0) | -     |      |
| <b>Disable Device</b>   | <b>+3</b>  | DEX (4) | 1     |      |
| <b>Disguise</b>   | <b>+0</b>  | CHA (0) | -     |      |
| <b>Escape Artist</b>  | <b>+4</b>  | DEX (4) | -     |      |
| <b>Fly</b>  | <b>+4</b>  | DEX (4) | -     |      |
| <b>Handle Animal</b>  | <b>+4</b>  | CHA (0) | 1     |      |
| Animal Companion Link: +4 circumstance bonus to checks made regarding an animal companion |            |         |       |      |
| <b>Heal</b>   | <b>+10</b> | WIS (3) | 2     |      |
| <b>Intimidate</b>   | <b>+0</b>  | CHA (0) | -     |      |
| <b>Knowledge (geography)</b>  | <b>+6</b>  | INT (1) | 2     |      |
| <b>Knowledge (history)</b>  | <b>+5</b>  | INT (1) | 1     |      |
| <b>Knowledge (local)</b>  | <b>+4</b>  | INT (1) | 3     |      |
| <b>Knowledge (nature)</b>   | <b>+9</b>  | INT (1) | 3     |      |
| <b>Knowledge (religion)</b>   | <b>+6</b>  | INT (1) | 2     |      |
| <b>Perception</b>   | <b>+11</b> | WIS (3) | 5     |      |
| <b>Ride</b>   | <b>+4</b>  | DEX (4) | -     |      |
| <b>Sense Motive</b>   | <b>+3</b>  | WIS (3) | -     |      |
| <b>Stealth</b>  | <b>+7</b>  | DEX (4) | 2     |      |
| <b>Survival</b>   | <b>+10</b> | WIS (3) | 2     |      |
| <b>Swim</b>   | <b>+2</b>  | STR (2) | -     |      |

### Activated Abilities & Adjustments

Ability Score (Permanent): +2  
Endure Elements

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Dodge  
Druid Weapon Proficiencies  
Eschew Materials  
Improved Unarmed Strike  
Ki Diversity (Zen Combatant)  
Monk Weapon Proficiencies  
Power Attack -2/+4  
Shield Proficiency  
Snapping Turtle Style +1  
Stunning Fist (5/day, DC 15)  
Weapon Focus (Unarmed strike)

### Traits

Northern Ancestry  
Quain Martial Artist

### Special Abilities

Animal Companion Link (Ex)

## Gear

**Total Weight Carried: 10/175 lbs, Encumbrance Ignored**

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

|                                |       |
|--------------------------------|-------|
| Cloak of the yeti              | 5 lbs |
| Cold weather outfit (Free)     | -     |
| Healer's kit                   | 1 lb  |
| Masterwork handwraps           | -     |
| Money                          | -     |
| Potion of cure moderate wounds | -     |
| Potion of feather step         | -     |
| Snowshoes                      | 4 lbs |

## Special Abilities

Bear's Totem Transformation (Standard Action, 5  
Bear's Totemic Summons (Su)  
Evasion (Ex)  
Fast Movement (Unchained) (+10 ft.)  
Flurry of Blows (Unchained) (Ex)  
Ki Flurry (Su)  
Ki Metabolism (Su)  
Ki Pool (5/day) (Su)  
Ki Strike, Magic (Su)  
Resist Nature's Lure (Ex)  
Share Spells with Companion (Ex)  
Spin Kick  
Spontaneous Casting  
Stunning Fist (Stun, Fatigue) (Ex)  
Style Strike (1/round) (Ex)  
Trackless Step (Ex)  
Unarmed Strike (1d8)  
Wild Empathy +5 (Ex)  
Woodland Stride (Ex)

## Tracked Resources

|   |                          |                          |                          |                          |                          |
|---|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bear's Totem Transformation (Standard Action, 5 minutes/day) (Su) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Healer's kit  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Ki Pool (5/day) (Su)  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Potion of cure moderate wounds                                    | <input type="checkbox"/> |                          |                          |                          |                          |
| Potion of feather step  | <input type="checkbox"/> |                          |                          |                          |                          |
| Stunning Fist (5/day, DC 15)                                      | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Style Strike (1/round) (Ex)                                       | <input type="checkbox"/> |                          |                          |                          |                          |

## Languages

Common  
Druidic

Sylvan

## Experience & Wealth

Current Cash: 486 gp, 9 sp

## Spells & Powers

**Druid (Bear Shaman) spells memorized** (CL 5th; concentration +8)  
**Melee Touch +7 Ranged Touch +9**  
**3rd**—*call lightning* (DC 16), *ice spears* (DC 16)  
**2nd**—*flurry of snowballs* (DC 15), *pinecone bomb*, *lesser restoration*  
**1st**—*cure light wounds*, *entangle* (DC 14), *faerie fire*, *windy escape*<sup>ARG</sup>  
**0th (at will)**—*create water*, *detect magic*, *light*, *purify food and drink* (DC 13), *stabilize*

## Companions

**Titan** CR –  
Dire polar bear (*Pathfinder RPG Bestiary* 5 313)  
N Medium animal  
**Init** +2; **Senses** low-light vision, scent; Perception +7

### Defense

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)  
**hp** 50 (5d8+10)  
**Fort** +6, **Ref** +6, **Will** +2  
**Defensive Abilities** evasion

### Offense

**Speed** 5 ft.  
**Melee** unarmed strike +4 (1d3+5 nonlethal) or bite +4 (1d6+5), 2 claws +5 (1d4+5)

### Statistics

**Str** 20, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6  
**Base Atk** +3; **CMB** +5; **CMD** 21 (25 vs. trip)  
**Feats** Hefty Brute, Intimidating Prowess, Weapon Focus (claw)  
**Tricks** Attack, Attack, Defend, Defend, Down, Flank, Guard, Guard, Guarding, Intimidate, Protect, Speak  
**Skills** Acrobatics +2 (+6 to jump), Intimidate +3, Perception +7, Stealth +6, Survival +2  
**SQ** attack, defend, flank, guard, guarding, intimidate, protect, speak

## 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; Endure Elements:

## Sourcebooks Used

- **Advanced Player's Guide** - Bear Shaman (archetype); Feather Step (spell)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Snowshoes (equipment)
- **Advanced Race Guide** - Windy Escape (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)
- **Inner Sea Magic / Reign of Winter** - Ice Spears (spell)
- **Martial Arts Handbook** - Handwraps (weapon)
- **People of the North / Reign of Winter** - Flurry of Snowballs (spell); Northern Ancestry (trait)
- **Reign of Winter** - Cloak of the yeti (equipment)
- **Ultimate Combat** - Snapping Turtle Style (feat)
- **Unchained Classes** - Monk (Unchained) (class)
- **Wilderness Origins** - Pinecone Bomb (spell)