

Orca

S:16 D:16 C:14 I:16 W:13 Ch:9

BaB: +5

Melee: Dual Short Sword +8/+8 (1d6+8 19-20/x2)

Heron Helm (3/day Free Action +8 1d6+stun)

Ranged: Sling +8 1d4+3

HP: 28

AC: 21/17/13 (+4 Armor, +2 martial, +3 Dex, +1 dodge, +2 two weapon, -1 helm)

Saves: F:+6/R:+8/W:+5

Prof: light Armor, Ranged Weapon (sling), Melee (1 Light Martial)

Feats:

- Dodge
- Great Fort/Iron Will/Lightning Ref
- Nat Athlete(+2stealth/athletics)
- Poisoner
- Sharp Witted (+2 alch/Science)
- Sneak Attack (+2 to hit & Max Base dmg – flat foot, unaware, flanked in addition to other bonuses)
- 2 Weapon Fighting
- Weapon Focus (Light Martial)
- Weapon Spec (Light Martial)

Skills:

- Acrobatics: (1+3): 4
- Alchemy: (4+2+3): 9
- Appraise: (1+3): 4
- Athletics: (3+2+3): 8
- Decipher: (1+3): 4
- Heal: (1+1): 2
- Manipulate Device: (6+3): 9 (+1 w/tools)
- Perception: (6+1): 7 (Trapfinding)
- Ride: (1+3) 4
- Science: (4+2+3): 9
- Sense Motive: (1+1): 2
- Spellcraft: (1+3) 4
- Stealth: (4+2+3) 9 (Hide in plain sight)
- Survival: (1+1) 2
- Use Magical Device: (1+3) 4

Martial Adept: 4 Ranks Chi: 3pts

- Die Hard (to ½ con conscious, full con dead)
- Deadly Blows: (1 chi: +1d6 + 1d6/2ranks: Net +3d6)
- Martial Defender: (1chi: May choose -1 to -5 penalty to hit for bonus to AC)
- My Armor is my skin: (+1 to AC, +1/3ranks to ac, check reduced by 1 +1/3rnks, net: +2ac -2 penalty reduction)
- Two Weapon Defense: (+1 +1/3rnk dex bonus to ac)
- Second Wind: (3 chi: Heal 1d6 +1d6/2 ranks: net 3d6heal)
- Weapon Mastery: (+1 to hit, +2 damage w/ short sword)
- Power Surge: (1chi, move, 3+1/3rnk chi at end of round)

Equipment:

Chain Shirt (+4AC, +4dex cap, -2 check, -1 move)

2 Kogani Steel Short Swords (+1 dmg)

Silver Short Sword

Sling & 20 Bullets

Silver Armband: It's silver inlaid bronze with the croc teeth inlaid on the outer side. The trinkets didn't really fit the design, but the jeweler accepted them as part of the payment for the silver and the detailed inlay. It cost you an additional 30 GP total (plus the trinkets obviously). - 6 crocolist teeth

Thieves Tools +1 (0/1)

Backpack (0/2)

2 sets of rugged clothes (0/donkey)

sandles (0/1), light cloak (0/2), bedroll (0/donkey), messkit (0/2), 5 days rations (0/5), waterskin (0/4), cooking gear, flint and steel (0/donkey), 10 flasks oil (1/10), bullseye lantern (12/3), 10 pitons (1/.5), 2 belt pouches (2/1), Silk rope 50' (10/5), 10 empty sacks (1/donkey), 18 torches (.18/18), whetstone (.02/-), 10 pieces chalk (.1/-), hammer (.5/2), signal whistle (.8/-), soap 1lb (.5/donkey)

horse, bit bridle, saddle, saddlebags

(- 280 gp (after part distribution)

- 1 injected poison, very powerful (4 doses DC 16, 4d6 damage)

2 high quality Vitas Draught (1d8+2)

2 high quality smoke bombs

2 lumina oil

2 vials of liquid fire (+1 damage per die rolled)

2 doses of paralytic poison (2d6 rounds paralyzed, Fort DC 12 ends)

3x 1st inorganic metal

2x 1st inorganic salt

1x 2nd inorganic metal

Helm of the Heron

This helm is fashioned from dull blue-gray metal. The back and sides cover the rear of the skull and are fitted with silvery chains covered in two to three inch long feathers made from the same metal as the main helm. A large crest in the form of a heron's neck and head runs down the center of the helm.

-The helm is ungainly when worn, -1 AC

-It grants a +1 bonus to stealth checks

-Once per day, the wearer can invoke water walking, to traverse any unstable surface. Lasts 1 hour.

Max weight 250 lbs.

-Thrice per day the wearer can command the helm to animate and strike their immediate foe using the wearer's melee BAB and doing 1d6 damage. The attack stuns the target DC 15 Will save ends. Activation is a free action.