

Xael

Male half-orc bloodrager (urban bloodrager) 1/paladin (faithful wanderer) 5 - CL6 - CR 5

Lawful Good Humanoid (Human, Orc); Deity: **Ancestors**;
Age: **20**; Height: **7' 10"**; Weight: **530 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	10	0	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	8	-1	
WIS WISDOM	10	0	
CHA CHARISMA	12	+1	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+6	+3		+1		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Shadowhunter**: +2 bonus vs. negative levels, **Filter scarf**: +1 resistance bonus vs. inhaled poisons and other airborne effects that require breathing.

REFLEX (DEXTERITY)	+3 =	+1			+2		
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Shadowhunter: +2 bonus vs. negative levels, **Filter scarf**: +1 resistance bonus vs. inhaled poisons and other airborne effects that require breathing.

WILL (WISDOM)	+6 =	+4			+2		
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Shadowhunter: +2 bonus vs. negative levels, **Filter scarf**: +1 resistance bonus vs. inhaled poisons and other airborne effects that require breathing.

Immunity to Disease		Immunity to Fear (Ex)							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16 =	+6							

Touch AC	10	Flat-Footed AC	16		
		BAB	Strength	Size	Misc

CM Bonus	+10 =	+6	+4	-	-
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CM Defense	20 =	10	+6	+4	+0	-
		BAB	Strength	Dexterity	Size	

Base Attack	+6	HP	69
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Initiative	+4	Damage / Current HP
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Speed	30 / 20 ft
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Dagger

Main hand: **+10/+5, 1d4+4**

Crit: 19-20/x2

Rng: 10'

Ranged: **+6, 1d4+4**

Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	1	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+2	CHA (1)	-	
Signature Moves : +1 trait bonus while wielding Falchion - Rend				
Climb	+4	STR (4)	1	
Diplomacy	+10	CHA (1)	6	
Pride : -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
Disguise	+1	CHA (1)	-	
Escape Artist	-4	DEX (0)	-	
Fly	-4	DEX (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+2	CHA (1)	-	
Signature Moves : +1 trait bonus while wielding Falchion - Rend				
Perception	+11	WIS (0)	6	
Stalk Evil : +4 vs. evil outsiders				
Profession (sailor)	+4	WIS (0)	1	
Profession (Tattoo Artist)	+4	WIS (0)	1	
Ride	-4	DEX (0)	-	
Sense Motive	+4	WIS (0)	1	
Pride : -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized, Stalk Evil : +4 vs. evil outsiders				
Stealth	-4	DEX (0)	-	
Stalk Evil : +4 vs. evil outsiders				
Survival	+4	WIS (0)	1	
Stalk Evil : +4 vs. evil outsiders				
Swim	+4	STR (4)	1	
Endurance : +4 to resist nonlethal damage from exhaustion				

Activated Abilities & Adjustments

Class Skill
Skill Bonus: +1
Skill Bonus: +1

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Endurance
Improved Initiative
Martial Weapon Proficiency - All
Power Attack -2/+4
Shield Proficiency
Simple Weapon Proficiency - All
Toughness
Weapon Focus (Falchion)

Traits

Auspicious Tattoo (Shoanti)
Deft Dodger
Signature Moves (Falchion - Rend)

Drawbacks

Pride

Halberd

Both hands: **+10/+5, 1d10+6**

Crit: x3
2-hand, P/S, Brace,

Handaxe

Main hand: **+10/+5, 1d6+4**

Crit: x3
Light, S

Rend

Both hands: **+12/+7, 2d4+7**

Crit: 18-20/x2
2-hand, S

Armored kilt scale mail

+6

Max Dex: +2, Armor Check: -4
Spell Fail: 25%, Heavy, Slows

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Gear

**Total Weight Carried: 97.5/350 lbs, Light Load
(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

Armored kilt scale mail	40 lbs
Backpack (8 @ 21.5 lbs)	2 lbs
Bedroll <In: Backpack (8 @ 21.5 lbs)>	5 lbs
Blanket <In: Backpack (8 @ 21.5 lbs)>	1 lb
Caltrops <In: Dropped to ground (7 @ 84 lbs)>	2 lbs
Candle x20	-
Dagger <In: Dropped to ground (7 @ 84 lbs)>	1 lb
Filter scarf	-
Flint and steel <In: Backpack (8 @ 21.5 lbs)>	-
Halberd	12 lbs
Handaxe <In: Dropped to ground (7 @ 84 lbs)>	3 lbs
Heavy shield bash	-
Heavy wooden shield	10 lbs
Iron spike x5	1 lb
Mess kit	1 lb
Mirror	0.5 lbs
Money <In: Backpack (8 @ 21.5 lbs)>	-
Piton x5	0.5 lbs
Rend <In: Dropped to ground (7 @ 84 lbs)>	8 lbs
Rope <In: Backpack (8 @ 21.5 lbs)>	10 lbs
Soap <In: Backpack (8 @ 21.5 lbs)>	0.5 lbs
Tattoo Gear <In: Backpack (8 @ 21.5 lbs)>	1 lb
Tent, medium <In: Dropped to ground (7 @ 84 lbs)>	30 lbs
Tent, small x2 <In: Dropped to ground (7 @ 84 lbs)>	20 lbs
Torch x3	1 lb
Traveler's outfit (Free)	-
Waterskin <In: Backpack (8 @ 21.5 lbs)>	4 lbs

Special Abilities

Aura of Courage +4 (self only) (Su)
Bloodrage (7 rounds/day) (Su)
Controlled Bloodrage
Darkvision (60 feet)
Disruptive Bloodrage (Su)
Divine Bond (Weapon +1, 5 mins, 1/day) (Sp)
[N/A] Fast Movement +10 (Ex)

Experience & Wealth

Experience Points: **32733/35,000**
Current Cash: **You have no money!**

Special Abilities

Frostkin
Hidden Aura (Su)
Lay on Hands (2d6 hit points, 3/day) (Su)
Mercy (Fatigued) (Su)
Orc Blood
Paladin Channel Positive Energy 3d6 (1/day, DC 13)
Shadowhunter
Stalk Evil +4 (evil outsiders) (Su)

Tracked Resources

Bloodrage (7 rounds/day) (Su)
Dagger
Divine Bond (Weapon +1, 5 mins, 1/day) (Sp)
Lay on Hands (2d6 hit points, 3/day) (Su)
Paladin Channel Positive Energy 3d6 (1/day, DC 13) (Su)
Torch

Languages

Common
Orc
Sylvan

Spells & Powers

Bloodrager (Urban Bloodrager) spells known (CL 0th; concentration +1)
Melee Touch +10 Ranged Touch +6
Paladin (Faithful Wanderer) spells memorized (CL 2nd; concentration +3)
Melee Touch +10 Ranged Touch +6
1st—fastidiousness, preserve grace

Xael – Abilities & Gear

Endurance

Feat

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Power Attack -2/+4

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Toughness

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Falchion)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Auspicious Tattoo (Shoanti)

Trait

You bear a tattoo depicting one of the totems listed for your quah that favors you with good fortune. You gain a +1 trait bonus on Will saving throws.

Appears In : Humans of Golarion

Deft Dodger

Trait

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Signature Moves (Falchion - Rend)

Trait

You're known for some unique item that has become your trademark. Your starting equipment includes a single masterwork item worth less than 900 gp, and you gain a +1 trait bonus on Bluff and Intimidate checks while wielding this item in one or both hands.

Appears In : Bastards of Golarion

Darkvision (60 feet)

Racial Ability,Senses (Half-Orc)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Frostkin

Racial Ability

The frostkin's struggle for acceptance is a fight for survival, for few can endure the frostbitten north without allies.

Winter half-orcs are native to the Crown of the World and the lands just south of its borders. Their skin often has a bluish tinge rather than green (where not marked by frostbite), but they are otherwise quite varied in their appearance, as their human parentage ranges from tall, fair Ulfen to short, darker Erutaki to Varki, who mix both of these influences with Tian blood.

Winter half-orcs born into orc tribes struggle to thrive. During the appalling cold of endless winter nights, orc tribes huddle for warmth; the weak and disfavored are pushed to the edge of the group, where exposure and hypothermia can quickly take their toll. During the warmer times, half-orcs who've lost fingers and toes to frostbite are furthermore disadvantaged. While a few exceptional half-orcs thrive in this environment, most who survive long enough slip away to seek better lives.

Such half-orcs get a chilly welcome in most of the Linnorm Kingdoms, but word of mouth may lead them to better opportunities in the Ironbound Islands. Orcs are uncommon in Irrisen, but winter orcs who migrate south in search of an easier life often find Irrisen's climate and the small but growing half-orc community agreeable, though few have much chance of upward mobility unless they excel at witchcraft.

Winter half-orcs fare better among the Varki and Erutaki. Life in the far north is precarious, so these tribes are open to trading with or even taking in any with the skill and stamina to make themselves useful and a willingness to respect their complex customs and traditions.

Appears In : Bastards of Golarion, Heroes from the Fringe

Immunity to Disease

Unknown

You are immune to diseases.

Immunity to Fear (Ex)

Unknown

You are immune to all fear effects.

Orc Blood

Racial Ability (Half-Orc)

Half-orcs count as both humans and orcs for any effect related to race.

Xael – Abilities & Gear

Paladin Channel Positive Energy 3d6 (1/da Class Ability (Paladin)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Shadowhunter Unknown

Those who understand the connection between shadows and the Negative Energy Plane know how to fight the spirits of darkness. Characters with this trait deal 50% weapon damage to incorporeal creatures when using nonmagical weapons (including natural and unarmed attacks), as if using magic weapons. They also gain a +2 bonus on saving throws to remove negative levels, and recover physical ability damage from attacks by undead creatures at a rate of 2 points per ability score per day (rather than the normal 1 point per ability score per day).

Half-orcs can take this trait in place of weapon familiarity.

Appears In : Blood of Shadows

Aura of Courage +4 (self only) (Su) Class Ability (Paladin)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Modification from Hidden Aura : Aura affects only yourself, not any allies.

Bloodrage (7 rounds/day) (Su) Class Ability (Bloodrager)

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

In addition, upon entering a bloodrage, the bloodrager can apply the effects up to two bloodrager spells he knows of 2nd level or lower to himself. The spells must each have a range of touch or personal. If a spell's duration is greater than 1 round, it instead lasts for the duration of the bloodrage. This use consumes bloodrager spell slots, as if he had cast the spells; he must have the spell slots available to take advantage of this effect.

Controlled Bloodrage Class Ability (Bloodrager)

When an urban bloodrager rages, she does not gain the normal benefits. Instead, she can apply a +4 morale bonus to her Constitution, Dexterity, or Strength. This bonus increases to +6 when she gains greater bloodrage and to +8 when she gains mighty bloodrage. She can apply the full bonus to one ability score or split the bonus between several scores in increments of 2. When using a controlled bloodrage, an urban bloodrager gains no bonus on Will saves, takes no penalties to AC, and can still use Charisma-, Dexterity-, and Intelligence-based skills. A controlled bloodrage still counts as a bloodrage for the purposes of any spells, feats, and other effects. This ability alters bloodrage.

Note: To implement this ability, use the activated abilities on the In-Play tab, dividing up the bonus as desired. As you increase the other statistics, the Strength bonus will decrease. If you want a controlled bloodrage with only a strength bonus, and no Dexterity or Constitution modifiers (and no AC penalty or Will save bonus), activate this ability on the In-Play tab, then activate Rage.

Disruptive Bloodrage (Su) Class Ability (Bloodrager,Hag-

At 1st level, the DC to cast spells defensively increases by 2 for enemies within your threatened area. This increase stacks with that granted by the Disruptive feat.

Divine Bond (Weapon +1, 5 mins, 1/day) (S) Class Ability (Paladin)

This bond allows a paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *axiomatic*, *brilliant energy*, *defending*, *disruption*, *flaming*, *flaming burst*, *holy*, *keen*, *merciful*, and *speed*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15-9). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

Xael – Abilities & Gear

Fast Movement +10 (Ex) Class Ability (Bloodrager)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

Hidden Aura (Su) Class Ability (Paladin)

A faithful wanderer doesn't have an aura of good like other paladins do, as this would give her presence away to hostile denizens of the Abyssal wastelands. Her other auras likewise don't reveal her presence. The benefits of her aura of courage, aura of resolve, aura of faith, and aura of righteousness affect only her. At 3rd level, her alignment aura emulates the alignment planar traits of her current location (chaotic evil in the Worldwound or the Abyss) for the purposes of alignment-detection effects, though this doesn't change her actual alignment. At 8th level, she takes no penalties from the mildly chaos-aligned and mildly evil-aligned planar traits and treats all opposed strongly aligned planar traits as if they were only mildly aligned. At 11th level, she takes no penalties even in areas with strongly chaos- and evil-aligned planar traits. At 14th level, she leaves no trail in areas with chaos- and evil-aligned planar traits, can't be tracked in such terrain, and can use Stealth to hide in such terrain, even if the terrain doesn't grant cover

Lay on Hands (2d6 hit points, 3/day) (Su) Class Ability (Paladin)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Mercy (Fatigued) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also removes the fatigued condition.

Stalk Evil +4 (evil outsiders) (Su) Class Ability (Paladin)

A faithful wanderer isn't interested in going out in a blaze of glory after exhausting a limited ability to smite evil. Instead, she has developed techniques to evade, stalk, and punish evil whenever necessary. She gains a +2 bonus on Knowledge, Perception, Sense Motive, Stealth, and Survival checks against evil outsiders, as well as a +2 bonus on weapon attack and damage rolls against them. These bonuses don't stack with favored enemy bonuses. At 5th level and every 5 levels thereafter, these bonuses increase by 2 (to a maximum of +10 at 20th level). At 7th level, the faithful wanderer also gains these bonuses against undead, and at 13th level, she also gains these bonuses against evil dragons.

This replaces smite evil.

Filter scarf Gear

Made of heavy material, this scarf filters out dust, sand, smoke, and other airborne contaminants. When worn over your nose and mouth, this scarf grants you a +1 resistance bonus on saving throws against inhaled poisons and other airborne effects that require breathing.

Appears In : Ultimate Wilderness

Background

Backstory - co authored with EB

"Large" is the first word that comes to mind when staring at this grey dire wolf. Towering about 7 feet, this powerful looking beast tends to capture the attention of whatever room he lumbers into, whether he notices or not. Clad in scraps of armored mail, the mega wolf appears to value defense as only an afterthought in his attire. Striking runes carved in arcane symbols adorn his body, occasionally seeming to arc with bolts of purple light as they shift in color. Hefting his falchion, Rend, across his shoulder, he sets out to his next battle, the only trace of his passing the massive paw prints in the dirt.

Xael hails from a tribe primarily located in a hidden glen between the mountain peaks of Eastern Kapsia. Called the Howling Jaws from the unending glacial storms that blow through, this small valley has been the ancestral home for the gigantic Vaelhrathi tribe as far back as the story teller's spin their yarns. While the details have been lost to the sands of time, tribal legend tells of hunting primordial beasts that ravaged the land in epic battles and unending glory.

The stories of the elders are impressive, but have become less believable in modern times. Either the land is much safer now, or ancestors of old had an habit of exaggeration. Either way, the tribe retains the trophies of their past hunts used: twin tools of destruction handed down from generation to generation. The first, colossal weapons made of bone larger than any beast seen in modern day and the will to skill to wield them. The second, an art lost to the ages of distilling magic essence from slain beasts into a potent ink, which, when inscribed to flesh in the correct patterns, bestow the wearer with fantastic arcane power.

Recent times have been peaceful, with more and more tribesmen content to live off the land, hunting small game and beginning to integrate into a society they once raided. The first diplomatic mission out of seclusion to establish ties with the neighboring Udroid, led by the Great Chief Dathrun, held promise, but upon arrival, they found only a sunken crater in the ground, and talk of the great red dragon responsible for it's destruction. Upon the Chief's return, the story of the red dragon spread to the Tribe.

13 Years have passed since then, and with the stories of old mingling with tales of winged tyrants, more than a few have begun to dream of conquering the beast. Heart blazing with the promise of glory and the thrill of battle, Xael has completed his training in the ancestral ways of war and hunt. Now, armed with the fresh arcane tattoos, crackling with power, and a massive slab of a sword carved passed down his family line, Xael makes his own way out of the shelter of his past to claim his own story. Following a dream vision from the elders, he heads north east to track the ultimate quarry.

Sourcebooks Used

- **Advanced Class Guide** - Arcane (special ability); Bloodrager (class)
- **Advanced Player's Guide / Advanced Race Guide** - Bestial (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Iron spike (equipment); Tent, medium (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Deft Dodger (trait)
- **Advanced Race Guide** - Shaman's Apprentice (alternate racial trait)
- **Adventurer's Armory** - Armored kilt (item power)
- **Adventurer's Guide** - Preserve Grace (spell)
- **Bastards of Golarion** - Signature Moves (trait)
- **Bastards of Golarion / Heroes from the Fringe** - Frostkin (race option)
- **Blood of Shadows** - Shadowhunter (alternate racial trait)
- **Disciple's Doctrine** - Fastidiousness (spell)
- **Heroes of the Streets** - Urban Bloodrager (archetype)
- **Humans of Golarion** - Auspicious Tattoo (Shoanti) (trait)
- **People of the Wastes** - Faithful Wanderer (archetype)
- **Ultimate Campaign** - Pride (???)
- **Ultimate Equipment** - Mess kit (equipment)
- **Ultimate Wilderness** - Filter scarf (equipment)

Title - Xael (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/09/04

XP Reward: 32733 XP; **Net Cash:** 5 gp

- no notes -