

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Outfit (Cold Weather)	Equipped	1	7	8
<small>+2 circumstance bonus on Fort saves vs cold</small>				
Battleaxe	Equipped	1	7	10
Leather	Equipped	1	15	10
Shield (Small/Wooden)	Equipped	1	5	3
TOTAL WEIGHT CARRIED/VALUE		27.0 lbs		93 gp

WEIGHT ALLOWANCE

Light	100.0	Medium	200.0	Heavy	300.0
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MONEY

SPECIAL ABILITIES

Rage 2/day
Uncanny Dodge (can't be flanked)
Uncanny Dodge (Dex bonus to AC)

FEATS

Armor Proficiency (Light)
Armor Proficiency (Medium)
Blind-Fight
Martial Weapon Proficiency
Power Attack
Quick Draw
Shield Proficiency
Simple Weapon Proficiency

PROFICIENCIES

Armor Spikes, Axe, Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Light), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kusari-gama, Lance, Longbow, Longbow (Composite), Longspear, Longsword, MARTIAL, Mace, Mace (Heavy), Mind-blade, Morningstar, Pick, Quarterstaff, Ranseur, Rapier, SIMPLE, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Sickle, Sling, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common