

## Ola the Blue Wave

Player: Justin

Male human (Varisian) brawler 1, Grand Lodge faction - CR 1/2

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **25**; Height: **5' 11"**; Weight: **150lb.**; Eyes: **Blue**; Hair: **Black**; Skin: **Tanned**

Ability	Score	Modifier	Temporary
<b>STR</b> <small>STRENGTH</small>	<b>18</b>	<b>+4</b>	
<b>DEX</b> <small>DEXTERITY</small>	<b>14</b>	<b>+2</b>	
<b>CON</b> <small>CONSTITUTION</small>	<b>16</b>	<b>+3</b>	
<b>INT</b> <small>INTELLIGENCE</small>	<b>9</b>	<b>-1</b>	
<b>WIS</b> <small>WISDOM</small>	<b>10</b>	<b>0</b>	
<b>CHA</b> <small>CHARISMA</small>	<b>7</b>	<b>-2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> <small>(CONSTITUTION)</small>	<b>+5</b>	=	<b>+2</b>	<b>+3</b>			
<b>REFLEX</b> <small>(DEXTERITY)</small>	<b>+4</b>	=	<b>+2</b>	<b>+2</b>			
<b>WILL</b> <small>(WISDOM)</small>	<b>+0</b>	=					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>15</b>	=	<b>+3</b>		<b>+2</b>			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>13</b>				

<b>CM Bonus</b>	<b>+5</b>	=	<b>+1</b>	<b>+4</b>	<b>-</b>	<b>-</b>
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CM Defense	Total	BAB	Strength	Dexterity	Size
<b>17</b>	= <b>10</b>	<b>+1</b>	<b>+4</b>	<b>+2</b>	<b>-</b>

<b>Base Attack</b>	<b>+1</b>	<b>HP</b>	<b>14</b>
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Initiative	Speed	Damage / Current HP
<b>+2</b>	<b>30 ft</b>	

### Shuriken

Ranged: **-1, 1d2+4** Crit: x2  
Rng: 10'  
Light, P, Monk

### Unarmed strike

Main hand: **+5, 1d6+4** Crit: x2  
Light, B

**Bullied**: +1 trait bonus on Attacks of Opportunity

### Masterwork studded leather

**+3** Max Dex: +5, Armor Check: -  
Spell Fail: 15%, Light

## Character Number: 198696 - 1



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+6</b>	DEX (2)	1	
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-2</b>	CHA (-2)	-	
<b>Climb</b>	<b>+4</b>	STR (4)	-	
<b>Diplomacy</b>	<b>-2</b>	CHA (-2)	-	
<b>Disguise</b>	<b>-2</b>	CHA (-2)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>-2</b>	CHA (-2)	-	
<b>Knowledge (local)</b>	<b>+3</b>	INT (-1)	1	
<b>Perception</b>	<b>+4</b>	WIS (0)	1	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>+9</b>	STR (4)	1	

### Feats

Armor Proficiency (Light)  
Combat Expertise +/-1  
Improved Unarmed Strike  
Power Attack -1/+2  
Shield Proficiency  
Simple Weapon Proficiency - All

### Traits

Bullied  
Sea-Souled (Coastline or Island)

### Special Abilities

Martial Flexibility (move action, 4/day) (Ex)  
Unarmed Strike (1d6)

## Gear

**Total Weight Carried: 64/300 lbs, Light Load**  
**(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)**

Acid x2	1 lb
Alchemist's fire x2	1 lb
Backpack (empty)	2 lbs
Belt pouch (10 @ 1 lbs)	0.5 lbs
Blanket	1 lb
Blue Pants	2 lbs
Box of fishing tackle	2 lbs
Fishing pole, simple	1 lb
Masterwork studded leather	20 lbs
Monk's outfit (Free)	-
Potion of cure light wounds x2	-
Rope	10 lbs
Shuriken x10 <In: Belt pouch (10 @ 1 lbs)>	0.1 lbs
Soap	0.5 lbs
Torch x9	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs
White and Blue Hood	2 lbs

## Tracked Resources

Acid	<input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Martial Flexibility (move action, 4/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/>
Shuriken	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Varisian

## Experience & Wealth

Experience Points: 2/3  
Current Cash: **68 pp, 5 gp, 1 sp**  
Grand Lodge: **Fame: 2, PP: 2**

## Background

Ola the Blue Wave (birth name: Devan Elustrade) was born the son of simple fishermen in one of the outlying fishing villages of Magnimar. Though his family was never considered well-to-do, there was always food on the table and his family life could be considered a happy one.

However, little Devan was one of the smaller children in his village and thus was prone to getting bullied by the much bigger kids. He grew up relatively friendless and took solace in the tales he would hear the fishermen tell.

Some visitors would describe tales of distant lands ruled by powerful men called 'shoguns', their stealthy warriors known as 'ninja', the honorable 'samurai', and the strange martial arts of their wise old monks. Years of hearing these tales awakened something within Devan, and soon he began formulating his own peculiar brand of martial arts.

Lacking a venerable teacher, a dojo, or even any training gear, Devan made do with what was available. Instead of weights, he lifted barrels of fresh-caught mahi. Instead of a teacher, he had tall tales and the occasional book. Instead of an ancient martial art steeped in mysticism and history, he observed.

Eventually, this "fighting style"--charitably described as one-part secondhand knowledge and one-part dirty fighting--started to actually become a formidable weapon. Evildoers and ruffians who took Devan would soon find their feet kicked out from under them, or their eyes gouged, or their legs locked.

His final task before leaving the village where he grew up was to sew his own mask in the blue and white colors of the Master of Masters Irori. If it worked for the ninjas, it'd work for him, right?

And so at the age of 25, after nearly a decade of martial arts "practice", Devan decided to go out into the world to find adventure. Taking the name 'Ola' after a bit of regional vernacular for a mighty wave, Devan resolved to one day visit the strange land he has only heard about.

## Sourcebooks Used

- **Advanced Class Guide** - Brawler (class)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Bullied (trait)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)
- **Inner Sea World Guide** - Varisian (race option)
- **Ultimate Campaign** - Sea-Souled (Coastline or Island) (trait)