

D'artil

Player: Jeff

Male Dwarf Fighter 9 - CR 8

Lawful Neutral Humanoid (Dwarf); Age: 51; Height: 4' 1";
Weight: 195lb.; Eyes: Black; Hair: Black

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	15	+2	
WIS WISDOM	16	+3	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+6	+4				
REFLEX (DEXTERITY)	+6 =	+3	+3				
WILL (WISDOM)	+6 =	+3	+3				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 26 =	+7	+3	+3		+1	+1	+1	

Touch AC	15	Flat-Footed AC	22
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CM Bonus	BAB	Strength	Size	Misc
+13 =	+9	+4	-	-

CM Defense	BAB	Strength	Dexterity	Size
28 = 10	+9	+4	+3	-

Total	Damage / Current HP
HP 119	

Base Attack	+9	Initiative	+3
		Speed	20 ft

Heavy Shield Bash

Mainhand: +13/+8, 1d4+4 Crit: 20/x2
Both Hands: +13/+8, 1d4+6 1-Hand, B

+1 Waraxe, Dwarven

Mainhand: +18/+13, 1d10+9 Crit: 19-20/x3
Both Hands: +18/+13, 1d10+11 1-Hand, S

Dagger

Mainhand: +13/+8, 1d4+4 Crit: 19-20/x2
Ranged: +12/+7, 1d4+4 Rng: 10'
Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (3)	9	
Appraise	+4	INT (2)	2	
Bluff	+0	CHA (0)	-	
Climb	+7	STR (4)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+1	DEX (3)	-	
Heal	+3	WIS (3)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (Dungeoneering)	+11	INT (2)	6	
Knowledge (Engineering)	+11	INT (2)	6	
Perception	+12	WIS (3)	9	
Ride	+1	DEX (3)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	+1	DEX (3)	-	
Survival	+12	WIS (3)	6	
Swim	+7	STR (4)	-	

Feats, Traits & Flaws

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Blind-Fight
Cleave
Dodge
Greater Weapon Focus: Waraxe, Dwarven
Improved Critical: Waraxe, Dwarven
Martial Weapon Proficiency - All
Power Attack -3/+6
Run
Shield Proficiency
Simple Weapon Proficiency - All
Swap Places (Teamwork)
Tower Shield Proficiency
Weapon Focus: Waraxe, Dwarven
Weapon Specialization: Waraxe, Dwarven

Special Abilities

Armor Training 2 (Ex)
Bravery +2 (Ex)
Darkvision (60 feet)
Defensive Training (+4)
Greed
Hardy +2
Hatred
Slow and Steady
Stability
Stonecunning +2
Weapon Training: Axes +2 (Ex)
Weapon Training: Hammers +1 (Ex)

Gear

Heavy Shield Bash	-
+1 Breastplate	30 lbs
+1 Shield, Heavy Steel	15 lbs
+1 Waraxe, Dwarven	8 lbs
Amulet of Natural Armor +1	-
Arrows x70	0.15 lbs
Backpack (6 @ 34 lbs)	2 lbs
Block and tackle <In: Backpack (6 @ 34 lbs)>	5 lbs
Crowbar <In: Backpack (6 @ 34 lbs)>	5 lbs
Dagger x2	1 lb
Explorer's Outfit (Free)	-
Gloves of Swimming and Climbing	-
Grappling hook <In: Backpack (6 @ 34 lbs)>	4 lbs
Lifting Belt	-
Money	0.44 lbs
Pick, miner's	10 lbs
Potion of Bear's Endurance	-
Potion of Cure Light Wounds x2	-
Potion of Cure Moderate Wounds x2	-
Ring of Feather Falling	-
Ring of Protection, +1	-
Rope, hempen (50 ft.) <In: Backpack (6 @ 34 lbs)>	10 lbs
Rope, silk (50 ft.) x2 <In: Backpack (6 @ 34 lbs)>	5 lbs
Shortbow	2 lbs
Silver Dagger, Masterwork	1 lb
Stone Longsword	4 lbs
Warhammer	5 lbs

Shortbow

Silver Dagger Masterwork

Stone Longsword, Longsword

Unarmed Strike

Unarmed Strike

Warhammer

Warhammer

+1 Breastplate

+7 Max Dex: +5, Armor Check: -1
Spell Fail: 25%, Medicine

Experience & Wealth

+1 Shield, Heavy Steel

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Tracked Resources

Dagger	<input type="checkbox"/> <input type="checkbox"/>
Potion of Bear's Endurance	<input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of Cure Moderate Wounds	<input type="checkbox"/> <input type="checkbox"/>
Silver Dagger, Masterwork	<input type="checkbox"/>

Languages

Common	Gnome
Dwarven	Orc