Player: Jeff

Male Dwarf Fighter 9 - CR 8

Lawful Neutral Humanoid (Dwarf); Age: **51**; Height: **4' 1"**; Weight: **1951b.**; Eyes: **Black**; Hair: **Black**

Weight. 1931b.,	EVES. DIACK, I		
Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	15	+2	
WISDOM	16	+3	
CHA CHARISMA	10	0	
Saving Throw	Total Base	Ability Resist Mis	c Temp Notes
FORTITUDE (CONSTITUTION)	+10 = +6	+4	
REFLEX (DEXTERITY)	+6 = +3	+3	
WILL (WISDOM)	+6 = +3	+3	
Total	Armor Shield De	ex Size Natur De	flec Dodge Misc
AC 26 =	= +7 +3 +3	3 +1 +	·1 +1
Touch AC 15 Flat-Footed AC 22			
	BAB	Strength S	ize Misc
CM Bonus	BAB +13 = +9	Strength S	Size Misc
CM Bonus	+13 = +9		ize Misc
CM Bonus CM Defense	+13 = +9	+4	
	+13 = +9 $28 = 10$	3AB Strength	Dexterity Size
CM Defense	+13 = +9 $28 = 10$	+4 BAB Strength +9	Dexterity Size
CM Defense	+13 = +9 $28 = 10$	+4 BAB Strength +9	Dexterity Size
CM Defense Total HP 119	+13 = +9 $28 = 10$	+4 BAB Strength +9 +4 ramage / Current HP	
CM Defense Total HP 119	+13 = +9	+4 BAB Strength +9 +4 ramage / Current HP Initiative Speed	
CM Defense Total HP 119 Base Attack	+13 = +9	+4 BAB Strength +9 +4 Hamage / Current HP Initiative Speed ield Bash	
CM Defense Total HP 119 Base Attack Mainhand: +	+13 = +9 28 = 10 +9 Heavy Sh 13/+8, 1d4+4	+4 BAB Strength +9 +4 ramage / Current HP Initiative Speed ield Bash I	
CM Defense Total HP 119 Base Attack Mainhand: +	+13 = +9 28 = 10 +9 Heavy Shi 13/+8, 1d4+4 +13/+8, 1d4	+4 BAB Strength +9 +4 hamage / Current HP Initiative Speed ield Bash 1 +6	
CM Defense Total HP 119 Base Attack Mainhand: + Both Hands:	+13 = +9 28 = 10 - +9 Heavy Sh 13/+8, 1d4+4 +13/+8, 1d4 +1 Waraxe,	i+4 AB Strength +9 +4 amage / Current HP Initiative Speed ield Bash ield Bash i+6 Dwarven	
CM Defense Total HP 119 [Base Attack Mainhand: + Both Hands: Mainhand: +	+13 = +9 28 = 10 28 = 10 Heavy Sh 13/+8, 1d4+4 +13/+8, 1d4 +1 Waraxe, 18/+13, 1d1(i+4 BAB Strength +9 +4 Hamage / Current HP Initiative Speed ield Bash +6 Dwarven)+9	
CM Defense Total HP 119 [Base Attack Mainhand: + Both Hands: Mainhand: +	+13 = +9 28 = 10 28 = 10 49 Heavy Sh 13/+8, 1d4+4 +13/+8, 1d4 +1 Waraxe, 18/+13, 1d10 +18/+13, 1d10	i+4 AB Strength +9 +4 amage / Current HP Initiative Speed ield Bash ield Bash i+6 Dwarven)+9 10+11	
CM Defense Total HP 119 [Base Attack Mainhand: + Both Hands: Mainhand: +	+13 = +9 28 = 10 - 28 = 10 - 	+4 BAB Strength +9 +4 bamage / Current HP Initiative Speed ield Bash +6 Dwarven)+9 10+11 ger	
CM Defense Total HP 119 [Base Attack Mainhand: + Both Hands: Mainhand: +	+13 = +9 28 = 10 28 = 10 10 13/+8, 104+4 +13/+8, 104 +1 Waraxe, 18/+13, 1010 +18/+13, 1010 Dage 13/+8, 104+4	+4 BAB Strength +9 +4 bamage / Current HP Initiative Speed ield Bash +6 Dwarven)+9 10+11 ger	



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	
⁹ Ride	+1	DEX (3)	-	
Sense Motive	+3	WIS (3)	-	
⁹ 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

Total Weight Carried: 123.94/400lbs, Light Load
(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)
Howay Shield Book

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: (6="" 34="" @="" backpack="" lbs)=""></in:>	5 lbs
Dagger x2	1 lb
Explorer's Outfit (Free)	-
Gloves of Swimming and Climbing	-
Grappling hook <in: (6="" 34="" @="" backpack="" lbs)=""></in:>	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.) < <i>In: Backpack (6 @ 34 lbs)</i> >	
Rope, silk (50 ft.) x2 < <i>In: Backpack (6 @ 34 lbs)</i> >	5 lbs
Shortbow	2 lbs
Silver Dagger, Masterwork	1 lb
Stone Longsword	4 lbs
Warhammer	5 lbs

Shortbow

Ranged,	Both I	Hands:	+12/+7 ,	1d6

Silver Dagger, Masterwork

Mainhand: +14/+9 , 1d4+3	Crit: 19-20/x2
Ranged: +13/+8, 1d4+3	Rng: 10' Light, P/S

Stone Longsword, Longsword Mainhand: +13/+8, 1d8+4 Crit: 19-20/x2

Unarmod Striko	
Both Hands: +13/+8, 1d8+6	1-Hand, S

Unarmed Strike

		(Crit:	20/x2
	Light,	Β,	Nor	nletha
or				

Crit: 20/x3 1-Hand, B

Crit: 20/x3 Rng: 60' 2-Hand, P

Warhammer

Mainhand: **+14/+9**, **1d8+5** Both Hands: **+14/+9**, **1d8+7**

Mainhand: +13/+8, 1d3+4

+1 Breastplate

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

Experience & Wealth

Experience Points: **85000**/105000 Current Cash: **8 GP, 9 SP, 5 CP**

+1 Sh	ield, Heavy Steel		
+3	Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield		
Tracked Resources			
Arrows			
Dagger			
Potion of Bear's End	urance 🗌		
Potion of Cure Light	Wounds		
Potion of Cure Mode	rate Wounds		
Silver Dagger, Maste	rwork		

Languages

Common	Gnome
Dwarven	Orc