

Dwarf Fighter

Male Dwarf Fighter 7 - CR 6

Neutral Good Humanoid (Dwarf); Age: 51; Height: 4' 2"; Weight: 185lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18/20	+4/+5	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	20	+5	
INT INTELLIGENCE	8	-1	
WIS WISDOM	14	+2	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11 =	+5	+5	+1			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+6 =	+2	+3	+1			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+5 =	+2	+2	+1			
	Bravery: +2 vs. fear, Hardy +2: +2 vs. poison, spells, and spell-like abilities						

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	29 =	+11	+5	+3					
Touch AC	13	Flat-Footed AC		26					

	Total	BAB	Strength	Size	Misc
CM Bonus	+12 =	+7	+5*	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

	Total	BAB	Strength	Dexterity	Size
CM Defense	25 = 10	+7	+5*	+3	-

25 vs. Bull Rush (Stability: +4 CMD while standing on the ground); 25 vs. Trip (Stability: +4 CMD while standing on the ground)
See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+7	HP	112
Hatred +1: +1 vs. Goblinoids and Orcs		Damage / Current HP	
Initiative	+3		
Speed	20 ft		

Heavy Shield Bash

Mainhand: +12/+7, 1d4+5 Crit: x2
Both Hands: +12/+7, 1d4+7 1-Hand, B

Hatred +1: +1 vs. Goblinoids and Orcs

+1 Keen Dwarven waraxe

Mainhand: +15/+10, 1d10+9 Crit: 19-20/x3
Both Hands: +15/+10, 1d10+11 1-Hand, S

Hatred +1: +1 vs. Goblinoids and Orcs



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (3)	-	
Speed less than 30': -4 jump				
Appraise	-1	INT (-1)	-	
Greed: +2 to determine the price of nonmagic items with precious metals or gemstones				
Bluff	-1	CHA (-1)	-	
Climb	+5	STR (5)	1	
Diplomacy	-1	CHA (-1)	-	
Disable Device	-	DEX (3)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-1	DEX (3)	-	
Fly	-1	DEX (3)	-	
Handle Animal	-	CHA (-1)	-	
Heal	+2	WIS (2)	-	
Intimidate	+3	CHA (-1)	1	
Linguistics	-	INT (-1)	-	
Perception	+4	WIS (2)	2	
Stonecunning: +2 bonus to notice unusual stonework, such as traps and hidden doors in stone walls or floors				
Ride	-1	DEX (3)	-	
Sense Motive	+2	WIS (2)	-	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (-1)	-	
Stealth	+0	DEX (3)	1	
Survival	+6	WIS (2)	1	
Swim	+5	STR (5)	1	
Use Magic Device	-	CHA (-1)	-	

Feats, Traits & Flaws

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Combat Reflexes (4 AoO/round)

You can make extra attacks of opportunity.

Deadly Aim -2/+4

Trade a penalty to ranged attacks for a bonus to ranged damage.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Shield Focus

+1 Shield AC

Shield Proficiency

You can use a shield and take only the standard penalties.

Feats, Traits & Flaws

Simple Weapon Proficiency - All
Proficient with all simple weapons.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Vital Strike

Standard action: x2 weapon damage dice.

Weapon Focus (Dwarven waraxe)

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

Weapon Specialization (Dwarven waraxe)

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Dagger

Mainhand: **+12/+7, 1d4+5**

Crit: 19-20/x2

Rng: 10'

Ranged: **+10/+5, 1d4+5**

Light, P/S

Hatred +1: +1 vs. Goblinoids and Orcs

Masterwork Composite longbow (Str +5)

Ranged, Both Hands: **+11/+6, 1d8+5**

Crit: x3

Rng: 110'

2-Hand, P

Hatred +1: +1 vs. Goblinoids and Orcs

+2 Full plate

+11

Max Dex: +3, Armor Check: -3

Spell Fail: 35%, Heavy

+2 Heavy steel shield

+5

Max Dex: -, Armor Check: -1

Spell Fail: 15%, Shield

Gear

Total Weight Carried: 91/400lbs, Light Load
(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)

Heavy Shield Bash	-
+1 Keen Dwarven waraxe	8 lbs
+2 Full plate	50 lbs
+2 Heavy steel shield	15 lbs
Arrows x40 <In: Handy haversack (60 @ 20.9 lbs)>	0.15 lbs
Bedroll	5 lbs
Belt of giant strength +2	1 lb
Cloak of resistance +1	1 lb
Dagger	1 lb
Explorer's Outfit (Free)	-
Handy haversack (60 @ 20.9 lbs)	5 lbs
Masterwork Composite longbow (Str +5) <In: Handy	3 lbs
Money <In: Handy haversack (60 @ 20.9 lbs)>	1.9 lbs
Potion of barkskin +3 <In: Handy haversack (60 @ 20.9	-
Potion of bear's endurance <In: Handy haversack (60 @	-
Potion of cure moderate wounds x2 <In: Handy haversack	-
Potion of displacement <In: Handy haversack (60 @ 20.9	-
Potion of enlarge person <In: Handy haversack (60 @	-
Potion of fly <In: Handy haversack (60 @ 20.9 lbs)>	-
Potion of haste <In: Handy haversack (60 @ 20.9 lbs)>	-
Potion of jump <In: Handy haversack (60 @ 20.9 lbs)>	-
Silk rope <In: Handy haversack (60 @ 20.9 lbs)>	5 lbs
Tindertwig x3 <In: Handy haversack (60 @ 20.9 lbs)>	-
Torch x3 <In: Handy haversack (60 @ 20.9 lbs)>	1 lb
Trail rations x2 <In: Handy haversack (60 @ 20.9 lbs)>	1 lb

Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **80 GP, 8 SP, 7 CP**

Gear

Total Weight Carried: 91/400lbs, Light Load
(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)

Waterskin

4 lbs

Special Abilities

Bravery +2 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear.

This bonus increases by +1 for every four levels beyond 2nd.

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

Greed

+2 to Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2

Gain a racial bonus to saves vs Poison, Spells and Spell-Like effects.

Hatred +1

+1 racial bonus to attacks against Goblinoids and Orcs.

Slow and Steady

Your base speed is never modified by encumbrance.

Stability +4

+4 CMD against bull rushes and trips while standing on the ground.

Stonecunning +2

+2 racial bonus to Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. You receive a check to notice such things when you pass within 10', even if not actively looking.

Weapon Training (Axes) +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Tracked Resources

Arrows	<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"/>
Dagger	<input type="checkbox"/>
Potion of barkskin +3	<input type="checkbox"/>
Potion of bear's endurance	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of displacement	<input type="checkbox"/>
Potion of enlarge person	<input type="checkbox"/>
Potion of fly	<input type="checkbox"/>
Potion of haste	<input type="checkbox"/>
Potion of jump	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Dwarven