

Character Name Fighter 2		Player Name Dwarf (Hill) / Humanoid		Deity Medium / 5 ft.		Region 4' 3" / 172 lbs.																																																																																																														
CLASS 2 (2)		RACE 88		SIZE / FACE Male		HEIGHT / WEIGHT Alignment																																																																																																														
Character Level (CR) 1000 / 3000		AGE Male		EYES HAIR		Points Darkvision (60 ft.)																																																																																																														
EXP/NEXT LEVEL		GENDER		WOUNDS/CURRENT HP		SPEED																																																																																																														
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	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+2	+3	+0	-2	+0	
RANGED attack bonus	+2	=	+2	+2	+0	-2	+0	
GRAPPLE attack bonus	+3	=	+2	+3	+0	-2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+3	1d3+3	20/x2	5 ft.
Special Properties:				

*Gauntlet				Hand	Type	Size	Critical	Reach
				Primary	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+3	1d3+3	2W-P-(OH)	-3			1d3+3	
1H-O	-1	1d3+1	2W-P-(OL)	-1			1d3+3	
2H	+3	1d3+3	2W-OH	-5			1d3+1	

Special Properties: This metal glove protects your hands and lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Waraxe, Dwarven				Hand	Type	Size	Critical	Reach
				Carried	S	M	20/x3	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+4	1d10+3	2W-P-(OH)	-2			1d10+3	
1H-O	+0	1d10+1	2W-P-(OL)	+0			1d10+3	
2H	+4	1d10+3	2W-OH	-4			1d10+1	

Special Properties: A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Bolas				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B	M	20/x2	5 ft.
TH	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.	
	-2	-4	-6	-8			-10	
Dam	1d4+3	1d4+3	1d4+3	1d4+3			1d4+3	

Special Properties: A set of bolas consists of two or three heavy wooden spheres connected by lengths of cord. Because the bolas can wrap around an enemy's leg or other limb, you can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

1H-P: One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Scale Mail	Medium	+4	+3	-4	25
This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.					
*Tower Shield	Shield	+4	+2	-10	50
Tower shields can grant full cover, however you then cannot attack. It does not provide cover against targeted spells					

Diagram illustrating the calculation of AC Bonus:

AC Bonus = 4 (Base) + 4 (Subdual Damage) + 2 (Stat) + 0 (Size) + 0 (Natural Armor) + 0 (Deflection) + 0 (Dodge) + 0 (Morale) + 0 (Insight) + 0 (Sacred) + 0 (Profane) + 0 (Misc) = 20

Walk 20 ft. (Action) = 0

Final AC Bonus = 20

TOTAL SKILLPOINTS: 10		FAILURE PENALTY		SKILLS		MAX RANKS: 5/2.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Appraise	INT	0	= 0			
✓	Balance	DEX	-12	= 2			+ -14
✓	Bluff	CHA	-3	= -3			
✓	Climb	STR	-9	= 3	+ 2		+ -14
✓	Concentration	CON	3	= 3			
✓	Concentration (Cast defensively)		0	= 0			
	Craft (Armorsmithing)	INT	4	= 0	+ 2		+ 2
✓	Craft (Untrained)	INT	0	= 0			
	Craft (Weaponsmithing)	INT	4	= 0	+ 2		+ 2
✓	Diplomacy	CHA	-3	= -3			
✓	Disguise	CHA	-3	= -3			
✓	Escape Artist	DEX	-12	= 2			+ -14
✓	Forgery	INT	0	= 0			
✓	Gather Information	CHA	-3	= -3			
✓	Heal	WIS	-3	= -3			
✓	Hide	DEX	-12	= 2			+ -14
✓	Intimidate	CHA	-3	= -3			
✓	Jump	STR	-15	= 3	+ 2		+ -20
✓	Knowledge (Untrained)	INT	0	= 0			
✓	Listen	WIS	-3	= -3			
✓	Move Silently	DEX	-12	= 2			+ -14
✓	Ride	DEX	2	= 2			
✓	Search	INT	0	= 0			
✓	Search (Notice unusual stonework)	INT	2	= 0			+ 2
✓	Sense Motive	WIS	-3	= -3			
✓	Spot	WIS	-3	= -3			
✓	Survival	WIS	-3	= -3			
✓	Swim	STR	-23	= 3	+ 2		+ -28
✓	Use Rope	DEX	2	= 2			
				=		+	+
				=		+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

- +2 on Appraise checks related to stone or metal items.
- +2 on Craft checks related to stone or metal.
- +2 racial bonus on Search checks to notice unusual stonework.

Grigor Steelbrow

Dwarf (Hill)

RACE

88

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

None

ALIGNMENT

Right

DOMINANT HAND

4' 3"

HEIGHT

172 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: