

Grigor Steelbrow

Character Name: **Grigor Steelbrow** | Player Name: **Dwarf (Hill) / Humanoid** | Deity: **None** | Region: **None**
 Fighter 2 | RACE: **Dwarf (Hill) / Humanoid** | Size / Face: **Medium / 5 ft.** | Height / Weight: **4' 3" / 172 lbs.** | Alignment: **Darkvision (60 ft.)**
 CLASS: **Fighter 2** | RACE: **Dwarf (Hill) / Humanoid** | Size / Face: **Medium / 5 ft.** | Height / Weight: **4' 3" / 172 lbs.** | VISION: **DARKVISION**

Character Level (CR): **2 (2)** | EXP/NEXT LEVEL: **1000 / 3000** | AGE: **88** | GENDER: **Male** | EYES: **None** | HAIR: **None** | Points: **None**

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3		
DEX Dexterity	14	+2	14	+2		
CON Constitution	17	+3	17	+3		
INT Intelligence	10	+0	10	+0		
WIS Wisdom	5	-3	5	-3		
CHA Charisma	4	-3	4	-3		

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
HP hit points: 26			Walk 20 ft.

INITIATIVE	ENCUMBRANCE	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
+6	Medium (rules applied)	75	-14	0					

Conditional Save Modifiers:
 +2 racial bonus on saving throws against poison
 +2 racial bonus on saving throws against spells and spell-like effects

Conditional Combat Modifiers:
 +1 racial bonus on attack rolls against orcs and goblinoids
 +4 Dodge bonus to Armor Class against monsters of the giant type
 +4 on ability checks to resist being bull rushed or tripped.

MELEE	RANGED	GRAPPLE
+3	+2	+3

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

*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	Dam	TH	Dam			
-2	1d4+3	-6	1d4+3			
-4	1d4+3	-8	1d4+3			
-6	1d4+3	-10	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.

*: weapon is equipped
 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					

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.

Hammer, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+3	1d4+3	2W-P-(OH)	-3	1d4+3	
1H-O	-1	1d4+1	2W-P-(OL)	-1	1d4+3	
2H	+3	1d4+3	2W-OH	-5	1d4+1	
Range: 20 ft.		To Hit: +2		Damage: 1d4+3		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+0	+0	-2	-4	-6	
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3	

Special Properties: This is a small sledge light enough to throw. It is favored by dwarves.

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Gauntlet	Equipped	1	1 / 2		
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.					
Scale Mail	Equipped	1	30 / 50		
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	Equipped	1	45 / 30		
Tower shields can grant full cover, however you then cannot attack. It does not provide cover against targeted spells.					
Backpack	Equipped	1	2 / 2		
33 lbs., 1 Artisan's Tools (Armorsmithing/Masterwork), 1 Artisan's Tools (Weaponsmithing/Masterwork), 1 Bedroll, 2 Rations (Trail/Per Day), 1 Flint and Steel, 10 Chalk (1 piece), 10 Candle, 5 Whetstone, 1 Grappling Hook, 1 Cold Weather Outfit					
Artisan's Tools (Armorsmithing/Masterwork)	Backpack	1	5 / 5		
Artisan's Tools (Weaponsmithing/Masterwork)	Backpack	1	5 / 5		
Bedroll	Backpack	1	5 / 0.1		
You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.					
Rations (Trail/Per Day)	Backpack	2	1 (2) / 0.5 (1)		
Flint and Steel	Backpack	1	0 / 1		
Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.					
Chalk (1 piece)	Backpack	10	0 (0) / 0 (0.1)		
Candle	Backpack	10	0 (0) / 0 (0.1)		
A candle dimly illuminates a 5-foot radius and burns for 1 hour. See page 164 for more rules on illumination. Duration: 1 hr., Shadowy Illumination: 5 ft.					
Whetstone	Backpack	5	1 (5) / 0 (0.1)		
Grappling Hook	Backpack	1	4 / 1		
When tied to the end of a rope, a grappling hook can secure the rope to a battlement, window ledge, tree limb, or other protrusion. Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).					
Cold Weather Outfit	Backpack	1	7 / 8		
A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather (see the Dungeon Master's Guide for information on cold dangers).					
Waterskin (Filled)	Equipped	1	4 / 1		
A waterskin is a leather pouch with a narrow neck that is used for holding water.					
Ram, Portable	Equipped	1	20 / 10		
This iron-shod wooden beam is the perfect tool for battering down a door. Not only does it give you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2 (see Breaking Items, page 167).					
Waraxe, Dwarven	Carried	1	8 / 30		
A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.					
Sack	Carried	1	0.5 / 0.1		
This item is made of burlap or a similar material and has a drawstring so it can be closed.					
Bolas	Carried	1	2 / 5		
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.					
Hammer, Light	Carried	1	2 / 1		
This is a small sledge light enough to throw. It is favored by dwarves.					
Rope, Hemen	Carried	1	10 / 1		
This rope has 2 hit points and can be burst with a DC 23 Strength check.					
TOTAL WEIGHT CARRIED/VALUE		157.5 lbs.	153.5gp		

WEIGHT ALLOWANCE			
Light	86	Medium	173
Heavy	260	Lift over head	260
Lift off ground	520	Push / Drag	1300

MONEY
Total= 0 gp [Unspent Funds = 900 gp]

MAGIC

Languages
Common, Dwarven

Other Companions

Special Qualities

Bonus Feats [Wizards of the Coast - Players Handbook, p.38]

a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter

Darkvision (Ex) [Universal Rules, p.165]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Dwarf Racial Traits (Ex) [Wizards of the Coast - Players Handbook]

Dwarves can see in the dark up to 60 feet with Darkvision. Dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons.

Stonemasonry: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing firmly on the ground.

+2 racial bonus on saving throws against poison
+2 racial bonus on saving throws against spells and spell-like effects
+1 racial bonus on attack rolls against orcs and goblinoids
+4 Dodge bonus to Armor Class against monsters of the giant type
+2 racial bonus on Appraise checks that are related to stone or metal items.
+2 racial bonus on Craft checks that are related to stone or metal.

Weapon and Armor Proficiency [Wizards of the Coast - Players Handbook, p.38]

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Feats

Blind-Fight [Wizards of the Coast - Complete Champion, p.89]

You know how to fight in melee without being able to see your foes. In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit (see Concealment, page 152). An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible (see PH p.151). The invisible attacker's bonuses do still apply for ranged attacks, however. You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half (see PH p.163).

Improved Initiative [Book of Vile Darkness, p.96]

You can react more quickly than normal in a fight. You get a +4 bonus on initiative checks.

Weapon Focus (Waraxe (Dwarven)) [Wizards of the Coast - Draconomicon, p.102]

You are especially good at using this specified weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ransour, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortsword, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Trident, Truncheon, Unarmed Strike, Urgrosh (Dwarven), Wakizashi, Waraxe (Dwarven), Warhammer, Warmace

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: