


| 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 gives 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, Hempen | | 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.
- Stonecunning: 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). | |
| Combat Reflexes | [Wizards of the Coast - Player's Handbook, p.92] |
| You can respond quickly and repeatedly to opponents who let their defenses down. | |
| When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed. | |
| 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 | |
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| 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, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, 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: