



CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	SCORE	MOD.	TEMP. SCORE	TEMP. MOD.	HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
STR STRENGTH							
DEX DEXTERITY							
CON CONSTITUTION							
INT INTELLIGENCE							
WIS WISDOM							
CHA CHARISMA							
AC ARMOR CLASS							
TOUCH AC							
FLAT FOOTED AC							

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC. MOD.	TEMP. MOD.
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						
B.A.B.						
CMB						
CMD						

WEAPON	CRITICAL	TYPE	RANGE	AMMO	ATTACK	DAMAGE

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MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	
FLY	MANEUVERABILITY	SWIM	CLIMB
TEMP. MODS			

SKILLS

SKILL NAMES	TOTAL	ABILIT	RANKS	MISC
<input checked="" type="checkbox"/> ACROBATICS	=DEX		+	+
<input type="checkbox"/> APPRAISE	=INT		+	+
<input checked="" type="checkbox"/> ARTISTRY	=INT		+	+
<input type="checkbox"/> BLUFF	=CHA		+	+
<input checked="" type="checkbox"/> CLIMB	=STR		+	+
<input checked="" type="checkbox"/> CRAFT (A)	=INT		+	+
<input checked="" type="checkbox"/> CRAFT (B)	=INT		+	+
<input checked="" type="checkbox"/> CRAFT (C)	=INT		+	+
<input checked="" type="checkbox"/> DIPLOMACY	=CHA		+	+
<input type="checkbox"/> DISABLE DEVICE*	=DEX		+	+
<input type="checkbox"/> DISGUISE	=CHA		+	+
<input type="checkbox"/> ESCAPE ARTIST	=DEX		+	+
<input type="checkbox"/> FLY	=DEX		+	+
<input checked="" type="checkbox"/> HANDLE ANIMAL*	=CHA		+	+
<input checked="" type="checkbox"/> HEAL	=WIS		+	+
<input checked="" type="checkbox"/> INTIMIDATE	=CHA		+	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	=INT		+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (NATURE)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (PLANES)*	=INT		+	+
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	=INT		+	+
<input type="checkbox"/> LINGUISTICS*	=INT		+	+
<input checked="" type="checkbox"/> LORE*	=INT		+	+
<input checked="" type="checkbox"/> PERCEPTION	=WIS		+	+
<input type="checkbox"/> PERFORM (A)	=CHA		+	+
<input type="checkbox"/> PERFORM (B)	=CHA		+	+
<input checked="" type="checkbox"/> PROFESSION (A)*	=WIS		+	+
<input checked="" type="checkbox"/> PROFESSION (B)*	=WIS		+	+
<input checked="" type="checkbox"/> RIDE	=DEX		+	+
<input checked="" type="checkbox"/> SENSE MOTIVE	=WIS		+	+
<input type="checkbox"/> SLEIGHT OF HAND*	=DEX		+	+
<input checked="" type="checkbox"/> SPELLCRAFT*	=INT		+	+
<input type="checkbox"/> STEALTH	=DEX		+	+
<input checked="" type="checkbox"/> SURVIVAL	=WIS		+	+
<input checked="" type="checkbox"/> SWIM	=STR		+	+
<input type="checkbox"/> USE MAGIC DEVICE*	=CHA		+	+

X CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS

LANGUAGES

COMMON, DWARVEN, TERRAN, UNDERCOMMON

FEATS

ARMOR PROFICIENCY, HEAVY

Requirements: Light Armor Proficiency, Armor Proficiency, Medium.

See Armor Proficiency, Light.

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ARMOR PROFICIENCY, LIGHT

Requirements: None

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.

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ARMOR PROFICIENCY, MEDIUM

Requirements: Light Armor Proficiency.

See Armor Proficiency, Light.

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CLEAVE

Requirements: Str 13, Power Attack, base attack bonus +1.

As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

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COMBAT REFLEXES

Requirements: None

You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

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POWER ATTACK

Requirements: Str 13, base attack bonus +1.

You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. the bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

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SHIELD PROFICIENCY

Requirements: None

When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

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TOUGHNESS

Requirements: None

You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

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TWO-WEAPON FIGHTING

Requirements: Dex 15.

Your penalties on attack rolls for fighting with two weapons are reduced. the penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

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WEAPON FOCUS

Requirements: Proficiency with selected weapon, base attack bonus +1.

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

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WEAPON PROFICIENCY, MARTIAL(ALL)

Requirements: Awarded by class.

Proficiency with all martial weapons.

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WEAPON PROFICIENCY, SIMPLE

Requirements: None

You make attack rolls with simple weapons without penalty.

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Description

A PFRPG character build.

Notes

Dwarven Boulder Helm: +2 to bill rush but staggered till the end of next turn. +2 to AC against critical confirmation.

Dex 2 was added 1/19/2020 via use of PRPs.

dex 1 was added via spending prps

Dwarven axe weapon focus due to it being a sacred weapon