

ARMOR		Mithril Mail		Adj.	Check Adj.:	
Light	Max Dex: 6	Bonus: +6	Armor Check:		Spell Fail: 10%	10 lb.
Desc: Extremely light chain shirt made of very fine mithril links						
Notes:						

SHIELD	None	Adj.	Check Adj.:
Max Dex:		Armor Check:	Spell Fail:
Desc:			
Notes:			

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

[illegible]

Total Weight	Load Class	Max Dex	Chk Pen.	ENCUMBRANCE					Total Value
Selection List:	All Feats and Traits			58.3	116.7	175.0	350.0	875.0	

[illegible]

COINS	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp

GEMS	

LOCATIONS		
HH	88.1	lb
PB	0.3	lb

Tag Weight

SPELLS			Arcane Spell Failure: 10% Adj.: []							
Casting Class:										
Caster Level:										
Caster level adj:	[]	[]	[]	[]	[]	[]	[]	[]	[]	
Spell / day adj:										
Spell known adj:	[]	[]	[]	[]	[]	[]	[]	[]	[]	
[] TIONS 88.1 lb. 0.3 lb.	Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
	0									
	1									
	2									
	3									
	4									
	5									
	6									
	7									
8										
9										
Weight										

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Racial Traits: Dwarf (P)

Slow and Steady: Dwarves have a base speed of 20', but their speed is never modified by armor or encumbrance

Stonecunning: Free Perception check to notice unusual stonework, such as traps and hidden doors whenever passing within 10' of those

Weapon Familiarity: Proficient with battleaxes, heavy picks, and warhammers. Treat any weapon with the word "dwarven" in its name as a martial weapon

Vision & Senses

Darkvision 60 ft.

Class Features: Rogue (P) 3rd

Weapon & Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields

Sneak Attack: +2d6 damage

Evasion (Ex): Take no damage on successful Reflex save

Rogue Talents: 1x talent. *: Affects sneak atk, max. 1/sneak atk

- Resiliency (Ex): 1/day as an imm. action, gain 3 Temp. HPs when brought below 0 HP

Class Features: Fighter (P) 2nd

Weapon & Armor Proficiency: Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)

2x bonus combat feat

Conditional Bonus - Rogue (P) Class

- +1 to Perception to locate Traps [Trapfinding]
- +1 to Disable Device vs Traps [Trapfinding]
- +1 to Reflex to avoid traps [Trap Sense]
- +1 to AC vs attacks made by traps [Trap Sense]

Conditional Bonus - Fighter (P) Class

- +1 to Will saves vs fear [Bravery]

Conditional Bonus - Dwarf (P) Race

- +1 to attack vs Orcs and Goblinoids [Hatred]
- +2 to Appraise made to determine the price of nonmagical goods that contain precious metals or gemstones [Greed]
- +4 to AC vs creatures of the Giant type [Defensive Training]
- +2 to saves vs poison, spells, and spell-like abilities [Hardy]
- +4 to CMD vs bull rush or trip while standing on the ground [Stability]
- +2 to Perception vs unusual stonework/trap/hidden door [Stonecunning]

Conditional Bonus - Weapons

- +1 to CMB when using your Giantsbane Dwarven Waraxe

Conditional Skill

- 4 on Acrobatics checks made to jump [Base Speed]

Trackers

Wand of Cure Light (10 / 10)

Languages (x4)

Common, Dwarven, Draconic, Elven, Giant, Orc

CHARACTER STATUS

No errors detected

Slate Ironhand

NOTES

Dwarf (P), Rogue (P) 3rd, Fighter (P) 2nd

Medium Humanoid (Dwarf)

Alignment: Chaotic Good [Vergadain]

Hit Dice: 3d8+6, 2d10+4 (45 hp)

Initiative: +6

Speed: 20' (4 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 18 (+6 Armor, +2 Dex), Touch 12, Flat-Footed 16

Saves: Fort +6, Ref +6, Will +2

Abilities: Str 14, Dex 15, Con 14, Int 14, Wis 12, Cha 11

Base Att/CMB/CMD: +4 / +6(+1*) / 18(+4*)

Single Attack:

Giantsbane Dwarven Waraxe: +8 melee (1d10+3/20/x3)

Handaxe: +6 melee (1d6+2/20/x3)

Throwing Axe: +6 thrown (1d6+2/20)

Full Attack:

Giantsbane Dwarven Waraxe: +8 melee (1d10+3/20/x3)

Handaxe: +6 melee (1d6+2/20/x3)

Throwing Axe: +6 thrown (1d6+2/20)

————| FEATS |————

Deft Dodger Trait, Dwarf: Tunnel Fighter Trait, Wpn Focus: Dwarven Waraxe, Power Attack, Improved Initiative, Skill Focus: Disable Device-p, Stealthy.

————| SKILLS |————

Acrobatics +8-4, Appraise +7+2, Bluff +5, Climb +7, Diplomacy +4, Disable Device +15+1, Disguise +4, Escape Art +9, Fly +2, Heal +1, Intimidate +0, Perception +9+3, Ride +2, Sense Motive +7, Sleight of Hand +8, Stealth +10, Survival +5, Swim +6, Use Magic Dev. +8, Cr:Gemcut +6.

————| EQUIPMENT |————

ARMOR WORN: Mithril Mail.

Basic Equipment List, Potion Belt, Pouch, Explorer's outfit,

Artisan's Tools, Masterwork Thieves' Tools, Giantsbane Dwarven Waraxe, Handaxe,

3xThrowing Axe, Potion of Cure moderate wounds, Potion of Enlarge Person, Potion of Gaseous Form, Handy Haversack, Wand of Cure Light

————| TOTAL CHARACTER VALUE |————

11,403 gp.

————| Racial Traits: Dwarf (P) |————

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Stonecunning: Free Perception check to notice unusual stonework, such as traps and hidden doors whenever passing within 10' of those

Weapon Familiarity: Proficient with battleaxes, heavy picks, and warhammers. Treat any weapon with the word "dwarven" in its name as a martial weapon

————| Vision & Senses |————

Darkvision 60 ft.

————| Class Features: Rogue (P) 3rd |————

Weapon & Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields

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Evasion (Ex): Take no damage on successful Reflex save

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————| Conditional Skill |————

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————| Trackers |————

Wand of Cure Light (10 / 10)

————| Languages (x4) |————

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