

Tordek Durinheart

Character Name

Fighter 4, Monk 8

CLASS

12 (12)

66000 / 78000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	20	+5		
DEX Dexterity	14	+2	16	+3		
CON Constitution	16	+3	16	+3		
INT Intelligence	14	+2	14	+2		
WIS Wisdom	16	+3	18	+4		
CHA Charisma	8	-1	8	-1		

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE
(constitution)

+14

=

+10

+

+3

+

+1

+

+0

+

+0

+

REFLEX
(dexterity)

+11

=

+7

+

+3

+

+1

+

+0

+

+0

+

WILL
(wisdom)

+12

=

+7

+

+4

+

+1

+

+0

+

+0

+

Roberto

Player Name

Dwarf (Hill) / Humanoid

RACE

85

Uomo

GENDER

AGE

WOUNDS/CURRENT HP

HP
hit points

99

AC
armor class

24/25

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

INITIATIVE
modifier

+3

=

+3

+

+0

MISC MODIFIER

MISS CHANCE

0

Arcane Spell Failure

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Moradin

Deity

Medium / 1,5 m

SIZE / FACE

Waterdeep

Region

114 cm / 87,5 kg

HEIGHT / WEIGHT

Lawful Neutral

Alignment

Darkvision (18 m)

VISION

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

+1 AC versus designated opponent (Dodge Feat)

+4 Dodge bonus to Armor Class against monsters of the giant type

+4 on ability checks to resist being bull rushed or tripped.

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+15/+10	=	+10/+5	+	+5	+	+0	+	+0	+	0	+	
RANGED attack bonus	+13/+8	=	+10/+5	+	+3	+	+0	+	+0	+	0	+	
GRAPPLE attack bonus	+15/+10	=	+10/+5	+	+5	+	+0	+	+0	+	+0	+	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+16/+11	1d10+5	19-20/x2	1,5 m

Special Properties:

Flurry of Blows

TOTAL ATTACK BONUS

+15/ +15/ +10

*Masterwork Longbow, Composite (+4)	HAND	TYPE	SIZE	CRITICAL	REACH
	Entrambe	P	M	20/x3	1,5 m

Range: 9 m	To Hit: +14/+9	Damage: 1d8+4
33 m	66 m	99 m
TH	+14/+9	+12/+7
Dam	1d8+4	1d8+4
TH	+14/-1	+2/-3
Dam	1d8+4	1d8+4

Special Properties: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., STR bonus to damage

Masterwork Battleaxe	HAND	TYPE	SIZE	CRITICAL	REACH
	Trasportata	S	M	20/x3	1,5 m

To Hit	Dam	To Hit	Dam
1H-P	+16/+11	1d8+5	2W-P-(OH)
1H-O	+12/+7	1d8+2	2W-P-(OL)
2H	+16/+11	1d8+7	2W-OH

Special Properties: The battleaxe is the most common melee weapon among dwarves.

Flurry of Blows	HAND	TYPE	SIZE	CRITICAL	REACH
	Trasportata	B	M	19-20/x2	1,5 m

TOTAL ATTACK BONUS	DAMAGE
+15/+15/+10	1d10+5

Special Properties: Gain this extra attack during a full attack action, with all attacks taking a penalty

*: 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
*Amulet of Natural Armor +1		+1	+0	0	
This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1. Faint transmutation; CL 5th					
*Ring of Protection +3		+3	+0	0	
This ring offers continual magical protection in the form of a deflection bonus of +3 to AC. Faint abjuration; CL 5th					

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 12 m

24/25	21	21	10	2	0	3	0	1	3	0	0	0	0	0	0	0	5
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC		

+3	+3	+0	0	+0	0	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST							

TOTAL SKILLPOINTS: 66		MAX RANKS: 15/7.5			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	2	=	2	
✓ Balance	DEX	5	=	3	+ 2
✓ Bluff	CHA	-1	=	-1	
✓ Climb	STR	8	=	5	+ 3
✓ Concentration	CON	3	=	3	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	-1	=	-1	
✓ Disguise	CHA	-1	=	-1	
✓ Escape Artist	DEX	4	=	3	+ 1
✓ Forgery	INT	2	=	2	
✓ Gather Information	CHA	-1	=	-1	
✓ Heal	WIS	4	=	4	
✓ Hide	DEX	8	=	3	+ 5
✓ Intimidate	CHA	-1	=	-1	
✓ Jump	STR	23	=	5	+ 12 + 6
✓ Knowledge (Archit)	INT	2	=	2	+ 1
✓ Listen	WIS	13	=	4	+ 9
✓ Move Silently	DEX	10	=	3	+ 7
✓ Ride	DEX	3	=	3	
✓ Search	INT	2	=	2	
✓ Search (Notice unusual stonework)	INT	4	=	2	+ 2
✓ Sense Motive	WIS	4	=	4	
✓ Spot	WIS	13	=	4	+ 9
✓ Survival	WIS	4	=	4	
✓ Swim	STR	5	=	5	
✓ Tumble	DEX	18	=	3	+ 13 + 2
✓ Use Rope	DEX	3	=	3	
			=	+	+
			=	+	+

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

Conditional Skill Modifiers:

+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.

SPECIAL COMBO ATTACK:

Carica (+2 TP, -2 CA) +
Attacco Poderoso +2 (-2 TP, +2 HP) +
Attacco in Salto (2X HP Attacco Poderoso) +
Calcio Volante (+1D12 HP) =
1D10 + 5 + 4 + 1D12 con -2 CA e = TC

variante:

come sopra +
Maestria +2 (-2 TC, +2 CA) =
1D10 + 5 + 4 + 1D12 con = CA e -2 TC

requisiti:

attacco senz'armi caricando e salto in lungo 3m
(CD10 con 6m di rincorsa altrimenti CD20 senza rincorsa)
finendo in un quadretto da cui minaccio il bersaglio;
il personaggio ignora il terreno accidentato in qualsiasi quadretto su cui salta

CINTURA DEVASTAZIONE 3 HIT/DAY:

1 CARICA --> + 2D6
2 CARICHE --> + 3D6
3 CARICHE --> + 4D6
si attiva con il critico ma va dichiarato prima

CALCIO ROTANTE

con un critico a segno ho un ulteriore attacco contro lo stesso obiettivo e con lo stesso BAB

RECUPERO 16 PF/DAY

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Headband (WIS +2)	Equipped	1	0 / 4,000
Enhancement bonus to ability WIS +2			
Amulet of Natural Armor +1	Equipped	1	0 / 2,000
This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1. Faint transmutation; CL 5th			
Bracers (Armor Bonus (Enhancement) (+2))	Equipped	1	0 / 4,000
Enhancement bonus to armor class of +2			
Gauntlets of Ogre Power	Equipped	1	2 / 4,000
These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +2 enhancement bonus to his Strength score. Both gauntlets must be worn for the magic to be effective. Faint transmutation; CL 6th			
Masterwork Longbow, Composite (+4)	Equipped	1	NaN / 800
You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., STR bonus to damage			
Ring of Protection +3	Equipped	1	0 / 18,000
This ring offers continual magical protection in the form of a deflection bonus of +3 to AC. Faint abjuration; CL 5th			
Cloak of Resistance +1	Equipped	1	NaN / 1,000
These garments offer magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will). Faint abjuration; CL 5th			
Monk's Outfit	Equipped	1	1 / 5
This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.			
Belt (Keen Edge/Wizard/5th)	Equipped	1	0 / 27,000
Boots (DEX +2)	Equipped	1	0 / 4,000
Enhancement bonus to ability DEX +2			
Bandoleer, Masterwork	Equipped	1	NaN / 50
This well-crafted bandoleer holds twelve items.0 kg, 1 Flint and Steel			
Flint and Steel	Bandoleer, Masterwork	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.			
Potion Belt, Masterwork	Equipped	1	NaN / 60
This sturdy leather belt similar to a bandoleer has pockets shaped to hold potion vials and is fitted with ties or flaps to keep the potions from falling out. It holds ten potions. Retrieving a potion from a potion belt is a free action once per round.0 kg, 2 Potion of Cure Light Wounds, 2 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds			
Potion of Cure Light Wounds	Potion Belt, Masterwork	2	0 (0) / 50 (100)
<div></div> <div>Cures 1d8 +1 damage (PH P.216)</div>			
Potion of Cure Moderate Wounds	Potion Belt, Masterwork	2	0 (0) / 300 (600)
<div></div> <div>Cures 2d8 +3 damage (PH P.216)</div>			
Potion of Cure Serious Wounds	Potion Belt, Masterwork	1	0 / 750
<div></div> <div>Cures 3d8+5 damage (PH P.216)</div>			
Bedroll	Equipped	1	NaN / 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.			
Arrow (20)	Equipped	1	NaN / 1
<div></div> <div>An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of it's size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hit's its target is destroyed; one that misses has a 50% chance of being destroyed or lost.</div>			
Potion of Fly	Equipped	1	0 / 750
<div></div>			
Potion of Invisibility	Equipped	1	0 / 300
<div></div> <div>Invisible for 3 minutes or until you attack (PH P.245)</div>			
Heward's Handy Haversack	Equipped	1	NaN / 2,000
A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds. While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does. Moderate conjuration; CL 9th3,5 kg, 1 Everlasting Rations, 1 Rope, Silk, 1 Everfull Mug			
Everlasting Rations	Heward's Handy Haversack	1	1 / 350
This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.			
Rope, Silk	Heward's Handy Haversack	1	NaN / 10
This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.			
Everfull Mug	Heward's Handy Haversack	1	0 / 200
Masterwork Battleaxe	Carried	1	3 / 310
The battleaxe is the most common melee weapon among dwarves.			
Flurry of Blows	Carried	1	0 / 0
Gain this extra attack during a full attack action, with all attacks taking a penalty			
TOTAL WEIGHT CARRIED/VALUE	14,25 kg	70,287.1gp	

WEIGHT ALLOWANCE			
Light	66,5	Medium	133
Lift over head	200	Lift off ground	400
		Heavy	200
		Push / Drag	1000

MONEY	
Total= 0 gp [Unspent Funds = 102,119 gp]	

MAGIC

Languages
Common, Dwarven, Orc

Other Companions

Special Qualities
AC Bonus (Ex) [PH] <div>A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmed and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.</div>
Bonus Feat [PH] <div>A Monk can choose certain bonus combat feats at certain levels, without meeting their pre-requisites</div>
Bonus Feats [PH] <div>a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter</div>
Darkvision (Ex) [PH] <div>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.</div>
Dwarf Racial Traits (Ex) [PH] <div>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.</div>
Evasion (Ex) [PH] <div>A monk of 2nd level or higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk (such as one who is unconscious or paralysed) does not gain the benefit of evasion.</div>
Fast Movement (Ex) [PH] <div>At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table 3-10. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed.</div>
Flurry of Blows (Ex) [PH] <div>When unarmed, as a full attack action using unarmed or special monk weapons, a monk may strike with a flurry of blows at the expense of accuracy. Making one extra attack at your highest attack bonus, but with a -1 penalty to all attacks (including attacks of opportunity) that round. When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.</div>
Ki Strike (Su) [PH] <div>At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction (see Damage Reduction, page 291 of the Dungeon Master's Guide). Ki strike improves with the character's monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness (see Smashing an Object, page 165). Magic</div>
Purity of Body (Ex) [PH]

At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

Slow Fall (Ex) [PH]
a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 60 feet shorter than it actually is.

Still Mind (Ex) [PH]
A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since her meditation and training improve her resistance to mind-affecting attacks.

Unarmed Strike [PH]
Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so. At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the magic fang and magic weapon spells). A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table 3-10: The Monk. The unarmed damage on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

Weapon and Armor Proficiency [PH]
A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Weapon and Armor Proficiency [PH]
Monks are proficient with certain basic peasant weapons and some special weapons that are part of monk training. Monks are not proficient with any armor or shields-in fact, many of the monk's special powers require unfettered movement. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

Wholeness of Body (Su) [PH]
At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

You are especially good at using this specified weapon.
You gain a +1 bonus on all attack rolls you make using the selected weapon.
Improved Unarmed Strike [Book of Vile Darkness, p.96]

You are skilled at fighting while unarmed.
You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Combat Reflexes (Granted) [PH]
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.

Improved Grapple (Granted) [UNA]
You are skilled in martial arts that emphasize holds and throws.

You do not incur an attack of opportunity when you make a touch attack to start to grapple. You also gain a +4 bonus on all grapple checks.

Improved Trip (Granted) [PH]
You are trained not only in tripping opponents safely but also in following through with an attack.

You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Ice Axe, Javelin, Kama, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Maul, Morningstar, Nekode, Nunchaku, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sai, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Shuriken, Siangham, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Steel Fins, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Urgrosh (Dwarven), Wakizashi, Waraxe (Dwarven), Warhammer, Warmace

Feats

Combat Expertise [PH]
You are trained at using your combat skill for defense as well as offense.

When you use the attack action or the full attack action in melee, you can take a penalty of as much as 5 on your attack roll and add the same number as a dodge bonus to your Armor Class.

Dodge [PH]
You are adept at dodging blows.

During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses (such as this one and a dwarf's racial bonus on dodge attempts against giants) stack with each other, unlike most other types of bonuses.

Flying Kick [CW]
+1d12 damage on unarmed attacks when charging.

Improved Critical (Unarmed Strike) [PH]
Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.
When using the weapon you selected, your threat range is doubled.

Leap Attack [CAd]
You can combine a powerful charge and a mighty leap into one devastating attack.
You can combine a jump with a charge against an opponent.If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you deal +100% the normal bonus damage from your use of the Power Attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack. This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any squares you jump over.

Power Attack [PH]
You can make exceptionally powerful melee attacks.
On your action, before making attack rolls for a round, you may choose to subtract up to 10 from all melee attack rolls and add the same number to all melee damage rolls.

Roundabout Kick [CW]
Additional unarmed attack against opponent on which you have just scored a critical hit.

Weapon Focus (Unarmed Strike) [PH]

Tordek Durinheart

Dwarf (Hill)

RACE

85

AGE

Uomo

GENDER

Darkvision (18 m)

VISION

Lawful Neutral

ALIGNMENT

Destro

DOMINANT HAND

114 cm

HEIGHT

87,5 kg

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Waterdeep

REGION

Moradin

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: