

II Rob Spitbeard

Male dwarf fighter 5

NG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft., stonecunning; Perception +1

Languages Common, Draconic, Dwarven, Giant, Gnoll, Goblin, Orc, Terran, Undercommon

DEFENSE

AC 26, touch 11, flat-footed 25 (+11 armor, +1 Dex, +4 shield)

hp 70 (5 HD)

Fort +9, **Ref** +2, **Will** +2; +1 vs. fear, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities bravery +1, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft. (4 squares)

Melee +1 *dwarven waraxe* +10 (1d10+6/×3) or
+1 *heavy shield* +8 (1d4+3)

Ranged masterwork light crossbow +6 (1d8/19-20)

Special Attacks +1 on attack rolls against giant humanoids, weapon training (axes +1)

STATISTICS

Abilities Str 16 (+3), Dex 12 (+1), Con 20 (+5), Int 14 (+2), Wis 12 (+1), Cha 6 (–2)

Base Atk +5; **CMB** +8 (+11 with dwarven waraxe); **CMD** 19 (23 vs. bull rush/trip)

Feats Armor Focus (full plate), Improved Shield Bash^B, Power Attack, Shield Focus, Weapon Focus (dwarven waraxe^B), Weapon Specialization (dwarven waraxe^B)

Skills Acrobatics +1 (–3 when jumping), Climb +6, Linguistics +7, Ride +4; **Armor Check Penalty** –5; **Racial Modifiers** +2 Appraise relating to metals/minerals, +2 Perception to notice unusual stonework, +2 Survival to track giants

SQ armor training +1, weapon familiarity

Combat Gear crossbow bolts (10); **Other Gear** +1 *full plate*, +1 *dwarven waraxe*, +1 *heavy steel shield*, *belt of mighty constitution* +2, masterwork light crossbow, tender (14gp)

Encumbrance light 76 lb., medium 153 lb., heavy 230 lb.; **Weight Carried** 79 lb. (excluding tender)

SPECIAL ABILITIES

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 1 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 1 (included above).

Bravery (Ex) You gain a +1 bonus on Will saves against fear effects (not included above).

Defensive Training You gain a +4 dodge bonus to AC against attacks made by Giants (not included above).

Giant Hunter You gain a +1 bonus on attack rolls against humanoids with the giant subtype. Furthermore, you gain a +2 bonus on Survival checks to find and follow tracks made by humanoids with the giant subtype.

Greed You gain a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones (not included above).

Hardy You receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities (not included above).

Stability You receive a +4 racial bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground (included above).

Stonecunning You receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. You receive a check to notice such features whenever you pass within 10 feet of them, whether or not you are actively looking (not included above).

Weapon Familiarity You are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.



Weapon Training (Ex) You receive a +1 bonus to attack and damage rolls when using axes, to any combat maneuver checks made with axes, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against axes (included above).