

Dreg Jawbreaker

Male dwarf fighter 9

N Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft., stonecunning; Perception +7

Languages Common, Dwarven

DEFENSE

AC 26, touch 12, flat-footed 25 (+11 armor, +1 deflection, +1 Dex, +3 shield)

hp 106 (9 HD)

Fort +11, **Ref** +7, **Will** +6; +2 vs. poison, +4 vs. spells and spell-like abilities

Defensive Abilities bravery +2, defensive training (+4 dodge bonus to AC vs. giants); **DR** 3/–

OFFENSE

Speed 30 ft. (6 squares)

Melee +3 *bane earthbreaker* +21/+16 (4d6+15/×3) with Warrior Spirit, or
+3 *bane earthbreaker* +21/+13 (4d6+24/×3) with Warrior Spirit and Power Attack

Ranged +1 *composite shortbow* +11/+6 (1d8+5/×3)

Special Attacks +2 on attack rolls against goblinoid and orc humanoids, advanced weapon training (hammers; warrior spirit +2 [3/day]), weapon training (hammers +2)

STATISTICS

Abilities Str 19 (+4), Dex 12 (+1), Con 18 (+4), Int 10 (+0), Wis 10 (+0), Cha 8 (–1)

Base Atk +9; **CMB** +13 (+18 with earthbreaker); **CMD** 25 (29 vs. bull rush/trip)

Feats Dwarven Fury^B, Dwarven Hatred Style^B, Dwarven Seething^B, Furious Focus, Greater Weapon Focus (earthbreaker), Iron Will, Power Attack, Steel Soul, Weapon Focus (earthbreaker^B), Weapon Specialization (earthbreaker^B)

Skills Acrobatics +1 (+6 when jumping), Climb +5, Intimidate +11, Perception +7 (+9 to notice unusual stonework), Swim +5; **Armor Check Penalty** –3; **Racial Modifiers** +2 Appraise relating to metals/minerals, +2 Perception to notice unusual stonework

SQ armor training +2, weapon familiarity

Combat Gear arrows (20), *potions of bull's strength* (5); **Other Gear** +2 buckler, +2 Dwarven plate, +2 earth breaker, +1 *composite shortbow* (+4 strength bonus), *boots of striding and springing*, *cloak of resistance* +1, *ring of protection* +1, tender (219gp)

Encumbrance light 116 lb., medium 233 lb., heavy 350 lb.; **Weight Carried** 75 lb. (excluding tender)

SPECIAL ABILITIES

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 2 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 2 (included above).

Bravery (Ex) You gain a +2 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).

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).

Hatred You receive a +1 bonus on attack rolls against Humanoid creatures of the Orc and Goblinoid subtypes due to special training against these hated foes (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).

Warrior Spirit (Su) Each day, you may designate one weapon in the hammer group and gain a number of points of spiritual energy equal to 1 + your weapon training bonus. While wielding this weapon, you can



spend 1 point of spiritual energy to grant the weapon an enhancement bonus equal to your weapon training bonus. Enhancement bonuses gained by this advanced weapon training option stack with those of the weapon, to a maximum of +5. You can also imbue the weapon with any one weapon special ability with an equivalent enhancement bonus less than or equal to his maximum bonus by reducing the granted enhancement bonus by the amount of the equivalent enhancement bonus. The item must have an enhancement bonus of at least +1 (from the item itself or from warrior spirit) to gain a weapon special ability. In either case, these bonuses last for 1 minute.

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 +2 bonus to attack and damage rolls when using hammers, to any combat maneuver checks made with hammers, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against hammers.