

Pollivar “Caltrop” Mormont

Male halfling fighter 16

LG Small humanoid (halfling)

Init +7; **Senses** Perception +3

Languages Common, Halfling

DEFENSE

AC 39, touch 23, flat-footed 31 (+13 armor, +3 deflection, +7 Dex, +1 dodge, +1 insight, +3 natural, +1 size); +1 dodge bonus vs. larger creatures, Mobility

hp 145 (16 HD)

Fort +16, **Ref** +16, **Will** +14; +9 vs. fear, +1 vs. trample, roll twice vs. mind-affecting effects

Defensive Abilities bravery +5, fearless, underfoot

OFFENSE

Speed 30 ft. (6 squares)

Melee +4 *mithral greataxe* +35/+30/+25/+20 (1d10+21/×3) or +4 *mithral greataxe* +30/+25/+20/+15 (1d10+36/×3) with Power Attack, or mwk throwing axe +30/+25/+20/+15 (1d4+12) or mwk throwing axe +25/+20/+15/+10 (1d4+22) with Power Attack

Ranged +4 *adaptive composite longbow* +33/+28/+23/+18 (1d6+15/19-20/×3) or mwk throwing axe +30 (1d4+12)

Special Attacks advanced weapon training (axes; armed bravery), low blow, weapon training (axes +5, bows +4)

STATISTICS

Abilities Str 24 (+7), Dex 24 (+7), Con 14 (+2), Int 10 (+0), Wis 10 (+0), Cha 12 (+1)

Base Atk +16; **CMB** +22 (+33 with battleaxe); **CMD** 44 (53 vs. disarm/sunder against axe, 52 disarm/sunder against bow, 60 vs. grapple/trip)

Feats Circling Mongoose^B, Dodge, Following Step, Greater Weapon Focus (greataxe^B), Improved Sidestep, Juke^B, Lightning Stance, Mobility, Power Attack^B, Risky Striker^B, Sidestep, Spring Attack, Step Up^B, Steadfast Slayer^B, Weapon Focus (greataxe^B), Weapon Specialization (greataxe^B), Wind Stance

Skills Climb +12, Intimidate +20, Perform (dance) +5, Stealth +24, Swim +12

SQ armor training 4, fleet of foot

Combat Gear durable arrows (60), *potions of fly* (5); **Other Gear** +4 *adaptive composite longbow*, +4 *mithral greataxe*, +4 *shadow mithral full plate*, *amulet of natural armor* +3, *band of the stalwart warrior*, *belt of physical might* +6 (strength, dexterity), *boots of speed*, *bracers of falcon's aim*, *cap of the free thinker*, *cloak of resistance* +4, *dusty rose prism ioun stone* (imbedded), fighter's kit, *gloves of dueling*, *knight's pennons* (battle, honor), masterwork throwing axe, *quick runner's shirt*, *ring of protection* +3, tender (50pp, 23gp)

Encumbrance light 174 lb. 12 oz., medium 349 lb. 8 oz., heavy 525 lb.; **Weight Carried** 51 lb. 1 oz. (excluding tender)

SPECIAL ABILITIES

Armed Bravery (Ex) You apply your bravery bonus to Will saving throws. In addition, the DC of Intimidate checks to demoralize you increases by an amount equal to twice your bonus from bravery.

Armor Training (Ex) Whenever you wear armor, you reduce the armor check penalty by 4 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by your armor by 4. Additionally, you can also move at your normal speed while wearing medium or heavy armor.

Bravery (Ex) You gain a +5 bonus on Will saves against fear.

Fearless You receive a +2 racial bonus on all saving throws against fear.

Fleet of Foot You have a base speed of 30 feet, rather than 20 feet.

Low Blow You gain a +1 bonus on critical confirmation rolls against opponents larger than yourself.



Underfoot You gain a +1 dodge bonus to AC against foes larger than yourself (not included above) and a +1 bonus on Reflex saving throws to avoid trample attacks.

Weapon Training (Ex) You receive a +5 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. You get similar bonuses with bows, but only at +4.