

[illegible]

TOTAL		BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	=	+2	+3	+0	+0	0	
RANGED attack bonus	+4	=	+2	+2	+0	+0	0	
CMB attack bonus	+5	=	+2	+3	+0			
GRAPPLE		TRIP		DISARM		SUNDER		BULL RUSH
CMB	+5	+5	+5	+5		+5	+5	
CMD	17	22	17	17		22	17	

*Masterwork Warhammer	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x3	5 ft.
	DAMAGE				
TOTAL ATTACK BONUS					
+7	1d8+3				

*Masterwork Shield (Heavy/Steel)	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	20/x2	5 ft.
	DAMAGE				
TOTAL ATTACK BONUS					
+5	1d4+3				

Hammer (Light)				Hand	Type	Size	Critical	Reach
				Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+5				1d4+3				
Range: 20 ft.		To Hit: +4			Damage: 1d4+3			
	30 ft.	40 ft.	60 ft.	80 ft.		100 ft.		
TH	+2	+2	+0	-2		-4		
Dam	1d4+3	1d4+3	1d4+3	1d4+3		1d4+3		

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Masterwork Chainmail	Medium	+6	+2	-4	30
*Masterwork Shield (Heavy/Steel)	Heavy	+2		-1	15

TOTAL SKILLPOINTS: 6		SKILLS		MAX RANKS: 2/2	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-3	= 2	+	-5
✓ Acrobatics (Jump)	DEX	-7	= 2	+	-9
✓ Appraise	INT	1	= 1		
✓ Appraise (Precious metals and gemstones)	INT	3	= 1	+	2
✓ Bluff	CHA	-1	= -1		
✓ Climb	STR	-2	= 3	+	-5
✓ Craft (Untrained)	INT	1	= 1		
Craft (Weapons)	INT	5	= 1	+	1 + 3
✓ Diplomacy	CHA	-1	= -1		
✓ Disguise	CHA	-1	= -1		
✓ Escape Artist	DEX	-3	= 2	+	-5
✓ Fly	DEX	-3	= 2	+	-5
Handle Animal	CHA	3	= -1	+	1 + 3
✓ Heal	WIS	1	= 1		
✓ Intimidate	CHA	7	= -1	+	2 + 6
Knowledge (Dungeoneering)	INT	5	= 1	+	1 + 3
✓ Perception	WIS	1	= 1		
✓ Perception (Notice unusual stonework)	WIS	3	= 1	+	2
✓ Perform (Untrained)	CHA	-1	= -1		
✓ Ride	DEX	-3	= 2	+	-5
✓ Sense Motive	WIS	1	= 1		
✓ Stealth	DEX	-3	= 2	+	-5
✓ Survival	WIS	6	= 1	+	2 + 3
			=	+	+
			=	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Masterwork Warhammer	Equipped	1	5 / 312	
Outfit (Explorer's)	Equipped	1	8 / 0	
Masterwork Chainmail	Equipped	1	40 / 300	
Masterwork Shield (Heavy/Steel)	Equipped	1	15 / 170	
Backpack, Common	Equipped	1	2 / 2	
0 lbs., 1 Flint and Steel				
Flint and Steel	Backpack, Common	1	0 / 1	
Flint and Steel	Belt Pouch	1	0 / 1	
Belt Pouch	Equipped	2	0.5 (1) / 1 (2)	
0 lbs., 1 Flint and Steel				
Canteen	Carried	1	1 / 2	
Hammer (Light)	Carried	2	2 (4) / 1 (2)	
TOTAL WEIGHT CARRIED/VALUE		75.5 lbs.	792gp	

WEIGHT ALLOWANCE					
Light 76		Medium 153		Heavy 230	
Lift over head 230		Lift off ground 460		Push / Drag 1150	

MONEY	
Total= 0 gp [Unspent Funds = 21.5 gp]	

MAGIC	
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Languages	
Common, Dwarven, Goblin	

Other Companions	
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Archetypes	
Foehammer	[Paizo Inc. - Advanced Race Guide, p.15]
While the axe is the most famous dwarven weapon, the hammer is at the heart of dwarves' heritage as forgemasters and warriors alike.	

Traits	
Birthmark	[Paizo Inc. - Advanced Player's Guide, p.328]
You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. You gain a +2 trait bonus on all saving throws against charm and compulsion effects as a result.	
Clearheaded	[Paizo Inc. - Dwarves of Golarion, p.10]
You see through deception and lies. You gain a +1 trait bonus on opposed checks against the Bluff and Disguise skills and a +1 trait bonus on saving throws against illusion effects.	

Special Qualities	
Bonus CMD (Bull Rush & Trip)	[Paizo Inc. - Advanced Race Guide]
Add +1 to the fighter's CMD when resisting a bull rush or trip.	
Bonus Feats	[Paizo Inc. - Core Rulebook]
At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.	
Bravery (Ex)	[Paizo Inc. - Core Rulebook, p.55]
You gain a +1 bonus to Will saves against fear effects.	
Darkvision (Ex)	[Paizo Inc. - Bestiary]
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.

Defensive Training (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.	
Greed (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.	
Hardy (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.	
Hatred (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.	
Stability (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.	
Steady (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves never have their speed reduced by armor or encumbrance.	
Stonecunning (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.	

Feats	
Fortified Armor Training	[Paizo Inc. - Ultimate Combat, p.102]
You have learned to let your armor bear the brunt of the worst attacks.	
If an opponent scores a critical hit against you, you can turn the critical hit into a normal hit. If you do, either your armor or your shield gains the broken condition (your choice).	
Intimidating Prowess	[Paizo Inc. - Core Rulebook, p.128]
Your physical might is intimidating to others.	
Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.	
Weapon Focus (Warhammer)	[Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	

Proficiencies	
Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Boarding), Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cat-O'-Nine-Tails, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Dorn-Dergar (Dwarven), Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Helmet (Dwarven Boulder), Hook Hand, Hooked Lance, Horsecopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longaxe (Dwarven), Longbow, Longhammer (Dwarven), Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickie, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Urgrosh (Dwarven), War Razor, Waraxe (Dwarven Double), Waraxe (Dwarven), Warhammer, Wushu Dart	

Ivan Hammerstrike

Dwarf

RACE

40

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

4' 3"

HEIGHT

192 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Varisia

REGION

Torag

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: