

Ivan Hammerstrike

Character Name

Fighter (Foehammer) 1

CLASS

1 (1/2)

0 / 2000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

16

+3

DEX

Dexterity

14

+2

CON

Constitution

17

+3

INT

Intelligence

12

+1

WIS

Wisdom

12

+1

CHA

Charisma

9

-1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

Player Name

Dwarf / Humanoid

RACE

40

Male

GENDER

AGE

Torag

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

Varisia

Region

4' 3" / 192 lbs.

HEIGHT / WEIGHT

Neutral Good

Alignment

Darkvision (60 ft.)

VISION

25

Points

WOUNDS/CURRENT HP

HP

hit points

13

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

AC

armor class

19

:

17

:

12

=

10

+

5

+

2

+

2

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+2

=

+2

+

+0

MISS CHANCE

40

Arcane Spell Failure

ARMOR CHECK PENALTY

-6

0

SPELL RESIST

TOTAL

DEX MODIFIER

MISC MODIFIER

Encumbrance

Medium

Conditional Save Modifiers:

+2 trait bonus vs. charm and compulsion effects.

+2 vs. poison, spells, and spell-like abilities

Conditional Combat Modifiers:

+4 dodge bonus to AC against humanoid creatures of the giant subtype.

+1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

+4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

MELEE

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+1

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+1

+

STAT

+3

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+4

TRIP

+4

DISARM

+4

SUNDER

+4

BULL RUSH

+4

OVERRUN

+4

CMD

16

21

16

16

21

16

*Warhammer

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

M

20/x3

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d8+3

*Shield, Heavy Steel

HAND

TYPE

SIZE

CRITICAL

REACH

Equipped

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+4

1d4+3

Handaxe

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x3

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+4

1d6+3

*: 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

*Scale Mail

Medium

+5

+3

-4

25

*Shield, Heavy Steel

Heavy

+2

-2

15

Skills

TOTAL SKILLPOINTS: 3

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 1/1

✓ Acrobatics

DEX

-4

=

2

+

-6

✓ Acrobatics (Jump)

DEX

-8

=

2

+

-10

✓ Appraise

INT

1

=

1

✓ Appraise (Precious metals and gemstones)

INT

3

=

1

+

2

✓ Bluff

CHA

-1

=

-1

✓ Climb

STR

-3

=

3

+

-6

✓ Craft (Untrained)

INT

1

=

1

✓ Craft (Weapons)

INT

5

=

1

+

1

+

3

✓ Diplomacy

CHA

-1

=

-1

✓ Disguise

CHA

-1

=

-1

✓ Escape Artist

DEX

-4

=

2

+

-6

✓ Fly

DEX

-4

=

2

+

-6

✓ Heal

WIS

1

=

1

✓ Intimidate

CHA

3

=

-1

+

1

+

3

✓ Perception

WIS

1

=

1

✓ Perception (Notice unusual stonework)

WIS

3

=

1

+

2

✓ Perform (Untrained)

CHA

-1

=

-1

✓ Ride

DEX

-4

=

2

+

-6

✓ Sense Motive

WIS

1

=

1

✓ Stealth

DEX

-4

=

2

+

-6

✓ Survival

WIS

5

=

1

+

1

+

3

=

+

+

=

+

+

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

Conditional Skill Modifiers:

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.

Character: Ivan Hammerstrike

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).

Player:

Created using PCGen v6.05.00 on Dec 28, 2014 at 11:20:55 AM

Level:1 (CR:1/2)

Page 1

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Warhammer	Carried	1	5 / 12	
Warhammer	Equipped	1	5 / 12	
Scale Mail	Equipped	1	30 / 50	
Outfit (Explorer's)	Equipped	1	8 / 0	
Shield, Heavy Steel	Equipped	1	15 / 20	
Backpack, Common	Equipped	1	2 / 2	
15 lbs., 1 Artisan's Tools (Weaponsmithing), 1 Flint and Steel, 1 Rope (Hemp/50 ft.)				
Artisan's Tools (Weaponsmithing)	Backpack, Common	1	5 / 5	
Flint and Steel	Backpack, Common	1	0 / 1	
Rope (Hemp/50 ft.)	Backpack, Common	1	10 / 1	
Belt Pouch	Equipped	2	0.5 (1) / 1 (2)	
Handaxe	Carried	1	3 / 6	
Canteen	Carried	1	1 / 2	
TOTAL WEIGHT CARRIED/VALUE		85 lbs.	113gp	

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 = 126.6 gp]	

MAGIC

Languages
Common, Dwarven, Goblin

Other Companions

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.	
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).	
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, Horsehopper, 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, Shieldsbash, 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: