

Scott H.

Neutral Good

ALIGNMENT

Darkvision (60'),
Normal
VISION
-1
POINTS

Skill Name		Skills					7/3.5	
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	Misc Modifier		
✓	Appraise	INT	1	=	1	+	+	
✓	Balance	DEX	-2	=	3	+	+ -5	
✓	Bluff	CHA	0	=	0	+	+	
✓	Climb	STR	4	=	2	+	+ 7.0 + -5	
✓	Concentration	CON	3	=	3	+	+	
✓	Craft (Untrained)	INT	1	=	1	+	+	
	Craft (Weaponsmithing)	INT	7	=	1	+	+ 4.0 + 2	
✓	Diplomacy	CHA	0	=	0	+	+	
✓	Disguise	CHA	0	=	0	+	+	
✓	Escape Artist	DEX	-2	=	3	+	+ -5	
✓	Forgery	INT	1	=	1	+	+	
✓	Gather Information	CHA	0	=	0	+	+	
✓	Heal	WIS	1	=	1	+	+	
✓	Hide	DEX	-2	=	3	+	+ -5	
✓	Intimidate	CHA	3	=	0	+	+ 3.0 +	
✓	Jump	STR	-9	=	2	+	+ -11	
✓	Listen	WIS	1	=	1	+	+	
✓	Move Silently	DEX	-2	=	3	+	+ -5	
✓	Ride	DEX	3	=	3	+	+	
✓	Search	INT	1	=	1	+	+	
✓	Sense Motive	WIS	1	=	1	+	+	
✓	Spot	WIS	1	=	1	+	+	
✓	Survival	WIS	1	=	1	+	+	
✓	Swim	STR	-1	=	2	+	+ 7.0 + -10	
✓	Use Rope	DEX	3	=	3	+	+	
				=		+	+	
				=		+	+	
✓ : can be used untrained. X : exclusive skills								

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+2	20/x2

Axe (Throwing) of Frost				Current Hand	Type	Size	Critical
				Carried	S	M	20/x2
	To Hit		Dam		To Hit		Dam
1H-P	+6		1d6+2	2W-P-(OH)	+0		1d6+2
1H-O	+2		1d6+1	2W-P-(OL)	+2		1d6+2
2H	+6		1d6+2	2W-OH	-2		1d6+1
	10'	20'	30'	40'	50'		
To Hit	+7		+5	+3	+1		-1
Dam	1d6+2		1d6+2	1d6+2	1d6+2		1d6+2
Special Properties		+1d6 Frost damage, (Axe (Throwing))					

Battleaxe			Current Hand	Type	Size	Critical
			Carried	S	M	20/x3
	To Hit	Dam		To Hit		Dam
1H-P	+6	1d8+2	2W-P-(OH)	+0		1d8+2
1H-O	+2	1d8+1	2W-P-(OL)	+2		1d8+2
2H	+6	1d8+3	2W-OH	-4		1d8+1
Special Properties						

Handaxe			Current Hand	Type	Size	Critical
			Carried	S	M	20/x3
	To Hit	Dam		To Hit		Dam
1H-P	+6	1d6+2	2W-P-(OH)	+0		1d6+2
1H-O	+2	1d6+1	2W-P-(OL)	+2		1d6+2
2H	+6	1d6+2	2W-OH	-2		1d6+1
Special Properties						

*: 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	+4	+3	-4	25
*Shield, Light	Light	+1		-1	5

*Waraxe +1 (Dwarven)			CURRENT HAND	TYPE	SIZE	CRITICAL
			Primary	S	M	20/x3
	To Hit	Dam		To Hit		Dam
1H-P	+8	1d10+5	2W-P-(OH)	+2		1d10+5
1H-O	+4	N/A	2W-P-(OL)	+4		1d10+5
2H	+8	1d10+6	2W-OH	-2		N/A
Special Properties		+1 attack and damage				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Axe (Throwing) of Frost	Backpack	1	2.0	8.0	
+1d6 Frost damage, (Axe (Throwing))					
Backpack		1	2.0	2.0	
20 lbs., 1 Bedroll, 1 Blanket (Winter), 2 Potion (Cure Light Wounds), 1 Axe (Throwing) of Frost, 1 Flint and Steel, 1 Rations (Trail/Per Day), 1 Handaxe, 1 Waterskin, 1 Sack, 1 Rope (Silk/50 Ft.), 1 Mirror (Small/Steel), 1 Holy Symbol (Wooden)					
Battleaxe	Carried	1	6.0	10.0	
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Flint and Steel	Backpack	1	0.0	1.0	
Handaxe	Backpack	1	3.0	6.0	
Holy Symbol (Wooden)	Backpack	1	0.0	1.0	
Mirror (Small/Steel)	Backpack	1	0.5	10.0	
Explorer's Outfit	Equipped	1	8.0	10.0	
Potion of Cure Light Wounds	Backpack	2	0.0 (0.0)	50.0 (100.0)	
☐☐					
Rations (Trail/Per Day)	Backpack	1	1.0	0.5	
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Sack	Backpack	1	0.5	0.1	
0 lbs.					
Scale Mail	Equipped	1	30.0	50.0	
Shield, Light	Equipped	1	6.0	9.0	
Waraxe +1 (Dwarven)	Equipped	1	15.0	2330.0	
+1 attack and damage					
Waterskin	Backpack	1	0.0	1.0	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			57 lbs.	2549.2 gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY	
8 gold	
Total = 0.0 gp	

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Stability	
Stonecunning	

FEATS	
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Weapon Focus (Waraxe (Dwarven/Martial), Waraxe (Dwarven/Exotic))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Waraxe (Dwarven/Martial), Waraxe (Dwarven/Exotic))	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind Blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Ugrgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer	

LANGUAGES	
Common, Dwarven	

Notes:

Character Sheet Notes: