

Name	Rebo Flavin	Race	Dwarf	Alignment	Chaotic Good						
Level	4	Classes	Ftr 4	XP	8000	Next Level	10000				
Physical	Male, 49 yrs. old, 4ft. 5in., 226 lb.			Size	Medium	Deity					
STR	DEX	CON	INT	WIS	CHA	Speed/Run	20 ft./x4	Base Spd/Run	20 ft./x4		
16	15	17	11	8	6	Fortitude	+7	Reflex	+3	Will	+2
+3	+2	+3	0	-1	-2						

Armor Max DEX: +2

AC	19	Touch	12	Flatfooted	17	Helpless	15	Armor	+5 (Chainmail)
SR	0	DR Resist		HP	39	Shield	+2 (Shield, Heavy Steel)	Subdual:	

BAB	+4	Melee	+3	Ranged	+2	Grapple	+3	Initiative	+2
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ATTACKS

Battleaxe, One-Handed - Attacks: +8; Damage: 1d8+5 (Slashing); Critical: x3 Shield, Heavy Steel
Crossbow, Light, Two-Handed - Attacks: +6; Damage: 1d8 (Piercing); Critical: 19-20/x2; Range: 80 ft. Off-hand in use.
Ammo

SKILLS Check Penalties: Armor -5, Shield -2, Encumbrance -3

Appraise	0	Balance	+2	Bluff	-2	Climb	+7
0 Ranks, INT		0 Ranks, DEX, Check Penalty		0 Ranks, CHA		4 Ranks, STR, Check Penalty	
Concentration	+3	Craft (Armorsmithing)	+2	Craft (Blacksmithing)	+2	Craft (Gunsmithing)	+2
0 Ranks, CON		0 Ranks, INT		0 Ranks, INT		0 Ranks, INT	
Craft (Jewelcraft)	+2	Craft (Locksmithing)	+2	Craft (Stonemasonry)	+2	Craft (Weaponsmithing)	+2
0 Ranks, INT		0 Ranks, INT		0 Ranks, INT		0 Ranks, INT	
Diplomacy	-2	Disguise	-2	Escape Artist	+2	Forgery	0
0 Ranks, CHA		0 Ranks, CHA		0 Ranks, DEX, Check Penalty		0 Ranks, INT	
Gather Information	-2	Heal	-1	Hide	+2	Intimidate	-2
0 Ranks, CHA		0 Ranks, WIS		0 Ranks, DEX, Check Penalty		0 Ranks, CHA	
Jump	+7	Listen	-1	Move Silently	+2	Ride	+6
4 Ranks, STR, Check Penalty		0 Ranks, WIS		0 Ranks, DEX, Check Penalty		4 Ranks, DEX	
Search	0	Sense Motive	-1	Spot	-1	Survival	-1
0 Ranks, INT		0 Ranks, WIS		0 Ranks, WIS		0 Ranks, WIS	
Swim	+5	Use Rope	+2				
2 Ranks, STR, 2xCheck Pena		0 Ranks, DEX					

Languages	Common, Dwarven
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CONDITIONAL MODIFIERS Type Source

CONDITIONAL MODIFIERS		Type	Source
<i>against attacks from designated opponent</i>	+1 Armor Class	Dodge	Dodge
<i>related to stone or metal items</i>	+2 Skill (Appraise)	Racial	Dwarf
<i>to notice unusual stonework, stonework traps</i>	+2 Skill (Search)	Racial	Stonecunning
<i>vs. Humanoid (Goblinoid)</i>	+1 Attack Roll vs. Monster Type	Racial	Dwarf
<i>vs. Humanoid (Orc)</i>	+1 Attack Roll vs. Monster Type	Racial	Dwarf
<i>vs. attacks of opportunity when moving into or out of</i>	+4 Armor Class		Mobility
<i>vs. poison</i>	+2 Fortitude Saving Throw	Racial	Dwarf
<i>vs. spells and spell-like effects</i>	+2 Reflex Saving Throw	Racial	Dwarf
<i>vs. spells and spell-like effects</i>	+2 Fortitude Saving Throw	Racial	Dwarf
<i>vs. spells and spell-like effects</i>	+2 Will Saving Throw	Racial	Dwarf
<i>when standing on the ground</i>	+4 Bull Rush Opposed Roll	Racial	Stability
<i>when standing on the ground</i>	+4 Trip Opposed Roll	Racial	Stability

FEATS	
Armor Proficiency (Heavy)	<i>Proficient in the wearing of all heavy armors.</i>
Armor Proficiency (Light)	<i>Proficient in the wearing of all light armors.</i>
Armor Proficiency (Medium)	<i>Proficient in the wearing of all medium armors.</i>
Dodge	<i>+1 dodge bonus to AC against attacks from a nominated enemy.</i>
Iron Will	<i>+2 on all Will saving throws.</i>
Mobility	<i>+4 dodge bonus to AC against attacks of opportunity caused by moving into/out of threatened area.</i>
Shield Proficiency	<i>Proficient with all shields except tower shields.</i>
Simple Weapons Proficiency	<i>Proficient with simple weapons.</i>
Tower Shield Proficiency	<i>Proficient with tower shields.</i>
Weapon Focus (Battleaxe)	<i>+1 bonus on all attack rolls with selected weapon.</i>
Weapon Specialization (Battleaxe)	<i>+2 bonus on all damage rolls with selected weapon.</i>

FEATURES	
Darkvision 60ft.	<i>Can see in the dark up to 60ft. No light is required. Darkvision is black and white only.</i>
Ignore Encumbrance	<i>Can move at base speed even when carrying a medium or heavy load.</i>
Martial Weapons Proficiency	<i>Proficient with all martial weapons.</i>
Stability	<i>+4 on ability checks to resist being bull rushed or tripped when standing on ground.</i>
Stonecunning	<i>Can detect unusual stonework inc. traps. Can sense approximate depth underground.</i>

INVENTORY	Weight	Cost	Weight	Cost
3 gp, 87 sp	1.8 lb.	11 gp	Rations, Trail, 1 day x3	3 lb., 1 gp, 5 sp
Backpack	2 lb.	2 gp	Rope, Hempen (50 ft.)	10 lb., 1 gp
Battleaxe	6 lb.	10 gp	Waterskin	4 lb., 1 gp
Bolt, Crossbow x30	3 lb.	3 gp	Whetstone	1 lb., 2 cp
Chainmail	40 lb.	150 gp		
Crossbow, Light	4 lb.	35 gp		
Explorer's Outfit	8 lb.	10 gp		
Shield, Heavy Steel	15 lb.	20 gp		
Backpack	32 lb.			
Bedroll	5 lb.	1 sp		
Blanket, Winter	3 lb.	5 sp		
Flint and Steel		1 gp		
Grappling Hook	4 lb.	1 gp		

Light Load: 0 to 76 lb., Medium Load: 77 to 153 lb., Heavy Load: 154 to 230 lb.

		Max DEX	Check Penalty	Speed	Run
Weight	109.8 lb.				
Load	Medium	+3	-3	20 ft.	x4
		+1	-6	20 ft.	x3

Money	3 gp, 87 sp	100 Coins = 2 lb.
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ASSETS	Weight	Cost	Weight	Cost
Pony		30 gp		

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Assets	30 gp
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NOTES

Appearance:
Hair Color:
Eye Color:
Skin Tone:

BACKGROUND

Armor Spell Failure	30%	Shield Spell Failure	15%
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dc = Domain & Cleric Spell, d = Domain Only