

Horsk Beardhammer

Player: Surts

Dwarf fighter 1 - CR 1/2

Neutral Good Humanoid (Dwarf); Atheist; Age: 51; Height: 4'; Weight: 155 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
Portable ram : +2 circumstance bonus to break open doors with a ram			
DEX DEXTERITY	10	0	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	6	-2	
WIS WISDOM	16	+3	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+2	+3				
Hardy +2 : +2 vs. poison, spells, and spell-like abilities							
REFLEX (DEXTERITY)	+0 =						
Hardy +2 : +2 vs. poison, spells, and spell-like abilities							
WILL (WISDOM)	+3 =		+3				
Hardy +2 : +2 vs. poison, spells, and spell-like abilities							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =	+5	+2						

Touch AC 10 **Flat-Footed AC** 17

Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	BAB	Strength	Size	Misc
+3 =	+1	+2	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
13 = 10	+1	+2	+0	-

17 vs. Bull Rush; 17 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+1	HP	17
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Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Initiative	+0	Damage / Current HP
Speed	20 ft	

Warhammer

Main hand: +4, 1d8+2

Crit: x3
1-hand, B

Both hands: +4, 1d8+3

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-2	INT (-2)	-	
Greed : +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-2	CHA (-2)	-	
Climb	-4	STR (2)	-	
Diplomacy	-2	CHA (-2)	-	
Xenophobic : -2 vs. creatures of a different race or culture				
Disguise	-2	CHA (-2)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+3	WIS (3)	-	
Intimidate	+2	CHA (-2)	1	
Perception	+3	WIS (3)	-	
Stonecunning : +2 racial bonus to notice unusual stonework				
Ride	-6	DEX (0)	-	
Sense Motive	+3	WIS (3)	-	
Xenophobic : -2 vs. creatures of a different race or culture				
Stealth	-6	DEX (0)	-	
Survival	+3	WIS (3)	-	
Swim	-4	STR (2)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Toughness
Tower Shield Proficiency
Weapon Focus (Warhammer)

Traits

Axe to Grind

Drawbacks

Xenophobic

Special Abilities

Darkvision (60 feet)
Defensive Training +4
Greed
Hardy +2
Hatred +1
Slow and Steady
Stability +4
Stonecunning +2

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Experience & Wealth

Experience Points: 0/2000
Current Cash: 41 gp, 5 sp, 5 cp

Gear

Total Weight Carried: 46/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Ale (per gallon) x10 <In: Backpack (42 @ 243.02 lbs)>	8 lbs
Backpack (42 @ 243.02 lbs) <In: Dropped to ground	2 lbs
Bedroll <In: Backpack (42 @ 243.02 lbs)>	5 lbs
Caltrops x5 <In: Backpack (42 @ 243.02 lbs)>	2 lbs
Cauldron <In: Backpack (42 @ 243.02 lbs)>	5 lbs
Flint and steel <In: Backpack (42 @ 243.02 lbs)>	-
Grappling hook <In: Backpack (42 @ 243.02 lbs)>	4 lbs
Hammer <In: Backpack (42 @ 243.02 lbs)>	2 lbs
Heavy shield bash	-
Heavy wooden shield	10 lbs
Money <In: Backpack (42 @ 243.02 lbs)>	1.02 lbs
Pole <In: Backpack (42 @ 243.02 lbs)>	8 lbs
Portable ram <In: Backpack (42 @ 243.02 lbs)>	20 lbs
Pot <In: Backpack (42 @ 243.02 lbs)>	4 lbs
Rope x5 <In: Backpack (42 @ 243.02 lbs)>	10 lbs
Scale mail	30 lbs
Tent, large <In: Backpack (42 @ 243.02 lbs)>	40 lbs
Trail rations x10 <In: Backpack (42 @ 243.02 lbs)>	1 lb
Traveller's outfit (Free) <In: Backpack (42 @ 243.02 lbs)>	-
Warhammer	5 lbs
Waterskin <In: Backpack (42 @ 243.02 lbs)>	4 lbs

Tracked Resources

Trail rations

Languages

Common

Dwarven

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Tent, large (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Cauldron (equipment)
- **Ultimate Campaign** - Axe to Grind (trait); Xenophobic (???)