

Horsk Beardhammer – Abilities & Gear

Toughness

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Warhammer)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Axe to Grind

Trait

There is a fire in your heart that can't be quenched. You gain a +1 trait bonus on damage against foes who are threatened by only you.

Appears In : Ultimate Campaign

Darkvision (60 feet)

Racial Ability,Senses (Dwarf)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Defensive Training +4

Racial Ability (Dwarf)

+4 dodge bonus to AC against monsters of the Giant subtype.

Greed

Racial Ability (Dwarf)

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2

Racial Ability (Dwarf)

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred +1

Racial Ability (Dwarf)

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

Slow and Steady

Racial Ability,Movement (Dwarf)

Your base speed is never modified by armor or encumbrance.

Stability +4

Racial Ability (Dwarf)

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

Stonecunning +2

Racial Ability (Dwarf)

+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not they are actively looking.

Portable ram

Gear

This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and allows a second person to help, automatically increasing your bonus by 2.