

# Torvin

Character Name  
**Fighter 6**  
 CLASS  
 6 (6) 15000 / 21000  
 Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	16		+3		
<b>DEX</b> Dexterity	15		+2		
<b>CON</b> Constitution	13		+1		
<b>INT</b> Intelligence	15		+2		
<b>WIS</b> Wisdom	15	17	+3		
<b>CHA</b> Charisma	14		+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (Constitution)	+9	+5	+1	+3	+0	+0	
<b>REFLEX</b> (Dexterity)	+7	+2	+2	+3	+0	+0	
<b>WILL</b> (Wisdom)	+8	+2	+3	+3	+0	+0	

**Conditional Save Modifiers:**  
 +2 racial bonus on saving throws against poison  
 +2 racial bonus on saving throws against spells and spell-like effects  
**Conditional Combat Modifiers:**  
 +1 racial bonus on attack rolls against orcs and goblinoids  
 +4 Dodge bonus to Armor Class against monsters of the giant type  
 +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+9/+4	+6/+1	+3	+0	+0	0	
<b>RANGED</b> attack bonus	+8/+3	+6/+1	+2	+0	+0	0	
<b>GRAPPLE</b> attack bonus	+9/+4	+6/+1	+3	+0	+0	+0	

*Warhammer +1		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Primary	B	M	20/x3	5 ft.
DAMAGE		1d8+6				

Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	S	M	19-20/x2	5 ft.
DAMAGE		1d8+3				

Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.		Carried	P	M	20/x3	5 ft.
To Hit: +8/+3		Damage: 1d8				
TH	+8/+3	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.
Dam	1d8	+6/+1	+4/-1	+2/-3	+0/-5	
	1d8	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.
TH	-2/-7	-4/-9	-6/-11	-8/-13	-10/-15	
Dam	1d8	1d8	1d8	1d8	1d8	

\*: 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
*Chainmail	Medium	+5	+2	-5	30
*Shield (Heavy/Metal)	Heavy	+2		-2	15

# Lawrence Horsfall

Player Name  
**Dwarf (Hill) / Humanoid**  
 RACE  
 56 Male  
 AGE GENDER  
 Deity None  
 Region None  
 Medium / 5 ft. 4' 4" / 186 lbs.  
 SIZE / FACE HEIGHT / WEIGHT  
 Darkvision (60 ft.)  
 ALIGNMENT  
 VISION

HP	AC	INITIATIVE	ENCUMBRANCE	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
60	19	+6	Light				Walk 20 ft.
17	12	+2					
10	5	+4					
2	2	45					
0	0	-7					
0	0	0					
0	0	0					
0	0	0					
0	0	0					
0	0	0					
0	0	0					
0	0	0					
0	0	0					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	TOTAL SKILLPOINTS: 36	MAX RANKS: 9/4/5
✓ Appraise	INT	2	=	2			
✓ Balance	DEX	-5	=	2	+ -7		
✓ Bluff	CHA	2	=	2			
✓ Climb	STR	0	=	3 + 4	+ -7		
✓ Concentration	CON	1	=	1			
✓ Craft (Armorsmithing)	INT	6	=	2 + 2	+ 2		
✓ Craft (Blacksmithing)	INT	6	=	2 + 2	+ 2		
✓ Craft (Metalworking)	INT	4	=	2	+ 2		
✓ Craft (Stonemasonry)	INT	6	=	2	+ 4		
✓ Craft (Stoneworking)	INT	4	=	2	+ 2		
✓ Craft (Untrained)	INT	2	=	2			
✓ Craft (Weaponsmithing)	INT	4	=	2	+ 2		
✓ Diplomacy	CHA	2	=	2			
✓ Disguise	CHA	2	=	2			
✓ Escape Artist	DEX	-5	=	2	+ -7		
✓ Forgery	INT	2	=	2			
✓ Gather Information	CHA	2	=	2			
✓ Heal	WIS	3	=	3			
✓ Hide	DEX	-5	=	2	+ -7		
✓ Intimidate	CHA	8	=	2 + 6			
✓ Jump	STR	-7	=	3 + 3	+ -13		
✓ Listen	WIS	7	=	3 + 4			
✓ Move Silently	DEX	-5	=	2	+ -7		
✓ Perform (Untrained)	CHA	2	=	2			
✓ Ride	DEX	2	=	2			
✓ Search	INT	4	=	2 + 2			
✓ Search (Notice unusual stonework)	INT	6	=	2 + 2	+ 2		
✓ Sense Motive	WIS	3	=	3			
✓ Spot	WIS	6	=	3 + 3			
✓ Survival	WIS	3	=	3			
✓ Swim	STR	-10	=	3 + 1	+ -14		
✓ Use Rope	DEX	2	=	2			
			=		+ +		
			=		+ +		

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

**Conditional Skill Modifiers:**  
 +2 racial bonus on Appraise checks that are related to stone or metal items.  
 +2 racial bonus on Craft checks that are related to stone or metal.  
 +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

<b>Warhammer</b>	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x3	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+10/+5			1d8+5		

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Warhammer +1	Equipped	1	5 / 2,312	
Outfit (Explorer's)	Equipped	1	8 / 0	
Chainmail	Equipped	1	40 / 150	
Cloak of Resistance +3	Equipped	1	1 / 9,000	
Shield (Heavy/Metal)	Equipped	1	15 / 20	
Horse (Light)	Equipped	1	0 / 75	
Ioun Stone, Incandescent Blue Sphere	Equipped	1	0 / 8,000	
+2 enhancement bonus to Wisdom				
Longsword	Carried	1	4 / 15	
Longbow	Carried	1	3 / 75	
Warhammer	Carried	1	5 / 12	
TOTAL WEIGHT CARRIED/VALUE		73 lbs.	19,659gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

MONEY	
	Total= 0 gp

### MAGIC

Languages	
Common, Dwarven, Goblin, Orc	

### Other Companions

### Special Qualities

**Bonus Feats** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.

**Weapon and Armor Proficiency** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

**Darkvision (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Range 60; 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.

**Dwarf Racial Traits (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

- +2 racial bonus on saving throws against poison
- +2 racial bonus on saving throws against spells and spell-like effects
- +1 racial bonus on attack rolls against orcs and goblinoids
- +4 Dodge bonus to Armor Class against monsters of the giant type

- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.

### Feats

**Cleave** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

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.

**Dodge** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

**Great Cleave** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

**Improved Initiative** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +4 bonus on initiative checks.

**Power Attack** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

On your action, before making attack rolls for a round, you may choose to subtract up to 6 from all melee attack rolls and add the same number to all melee damage rolls.

**Weapon Focus (Warhammer)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

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

**Weapon Specialization (Warhammer)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You gain a +2 bonus on all damage rolls you make using the selected weapon.

### Proficiencies

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

### Templates

Base Race Type  
Base Race Type ~ Humanoid

# Torvin

Dwarf (Hill)

RACE

56

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

None

ALIGNMENT

Right

DOMINANT HAND

4' 4"

HEIGHT

186 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**