

Deeprack

Male Dwarf Ranger (Deep Walker, Skirmisher) 1,
Shadow Lodge faction - CR 1/2
 Lawful Neutral Humanoid (Dwarf); Deity: **Magrim**; Age:
104; Height: **4' 2"**; Weight: **155lb.**; Eyes: **Black**; Hair:
White

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	14	+2	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
Hardy +2: +2 vs. poison, spells, and spell-like abilities							
REFLEX (DEXTERITY)	+4	=	+2	+2			
Hardy +2: +2 vs. poison, spells, and spell-like abilities							
WILL (WISDOM)	+2	=		+2			
Stubborn: +2 bonus vs. spells and spell-like abilities of the enchantment (charm) school, Stubborn : +2 bonus vs. spells and spell-like abilities of the enchantment (compulsion) school, Hardy +2 : +2 vs. poison, spells, and spell-like abilities							

Stubborn +2

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+6		+2				

Touch AC 12 **Flat-Footed AC** 16

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

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

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

	BAB	Strength	Dexterity	Size
CM Defense 15	=	10	+1	+2

15 vs. Bull Rush (**Stability**: +4 CMD while standing on the ground); 15 vs. Trip (**Stability**: +4 CMD while standing on the ground)

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

Base Attack	+1	HP	12
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Favored Enemy (Aberrations +2): +2 vs. aberrations, **Hatred +1**: +1 vs. Goblinoids and Orcs

Initiative	+2
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Deep Knowledge: +1 when underground, **Tunnel Fighter**: +0 Trait bonus on critical hits while underground

Speed	20 ft
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Greataxe

Both Hands: **+3, 1d12+3** Crit: x3
 2-Hand, S

Favored Enemy (Aberrations +2): +2 vs. aberrations, **Hatred +1**: +1 vs. Goblinoids and Orcs

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (2)	-	
Speed less than 30': -4 jump				
Appraise	+2	INT (2)	-	
Greed: +2 to determine the price of nonmagic items with precious metals or gemstones				
Bluff	-1	CHA (-1)	-	
Favored Enemy (Aberrations +2): +2 vs. aberrations				
Climb	+1	STR (2)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-3	DEX (2)	-	
Fly	-3	DEX (2)	-	
Heal	+6	WIS (2)	1	
Intimidate	-1	CHA (-1)	-	
Knowledge (dungeoneering)	+8	INT (2)	1	
Deep Knowledge: +1 when underground, Favored Enemy (Aberrations +2) : +2 vs. aberrations				
Perception	+6	WIS (2)	1	
Deep Knowledge: +1 when underground, Favored Enemy (Aberrations +2) : +2 vs. aberrations				
Profession (miner)	+8	WIS (2)	1	
Ride	-3	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Aberrations +2): +2 vs. aberrations				
Spellcraft	+6	INT (2)	1	
Stealth	+1	DEX (2)	1	
Deep Knowledge: +1 when underground				
Survival	+6	WIS (2)	1	
Deep Knowledge: +1 when underground, Favored Enemy (Aberrations +2) : +2 vs. aberrations, Track : +1 to track				
Swim	+1	STR (2)	1	

Feats, Traits & Flaws

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Breadth of Experience
 Fortified
 Martial Weapon Proficiency - All
 Shield Proficiency
 Simple Weapon Proficiency - All
 Tunnel Fighter

Special Abilities

Darkvision (60 feet)
 Defensive Training +4
 Favored Enemy (Aberrations +2) (Ex)
 Greed
 Hatred +1
 Rock Stepper
 Slow and Steady
 Stability +4
 Track +1
 Wild Empathy +0 (Ex)

Shortbow

Ranged, Both Hands: **+3, 1d6**

Crit: x3
Rng: 60'
2-Hand, P

Favored Enemy (Aberrations +2) : +2 vs. aberrations, Hatred +1 : +1 vs. Goblinoids and Orcs

Experience & Wealth

Experience Points: **0/3**
Current Cash: **42 GP**
Shadow Lodge: **Fame: 0, PP: 0**

Four-mirror armor

+6

Max Dex: +2, Armor Check: -5
Spell Fail: 30%, Medium, Slows

Gear

Total Weight Carried: 85.84/175lbs, Medium Load
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Arrows x20	0.15 lbs
Four-mirror armor	45 lbs
Greataxe	12 lbs
Money	0.84 lbs
Pathfinder's kit	22 lbs
Shortbow	2 lbs
Traveller's outfit (Free)	-

Tracked Resources

Arrows

Languages

Common
Dwarven

Terran
Undercommon