

Dergak Fireaxe

Male Dwarf Rogue (Trapsmith) 1, Sczarni faction - CR 1/2

True Neutral Humanoid (Dwarf); Deity: **Drangvit**; Age: **53**;
Height: **4'**; Weight: **162lb.**; Eyes: **Brown**; Hair: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+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)	+1	=	+1				
Hardy +2: +2 vs. poison, spells, and spell-like abilities							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+4	+2					
Touch AC 12								
Flat-Footed AC 14								

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

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

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

BAB	Strength	Dexterity	Size			
CM Defense 14	=	10	-	+2	+2	-

14 vs. Bull Rush (Stability: +4 CMD while standing on the ground); 14 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 +0	HP 10
Hatred +1: +1 vs. Goblinoids and Orcs	
Initiative +4	Damage / Current HP
Speed 20 ft	

Battleaxe

Mainhand: **+2, 1d8+2** Crit: x3
Both Hands: **+2, 1d8+3** 1-Hand, S
Hatred +1: +1 vs. Goblinoids and Orcs

Light crossbow

Ranged: **+0, 1d8** Crit: 19-20/x2
Ranged, Both Hands: **+2, 1d8** Rng: 80'
2-Hand, P

Hatred +1: +1 vs. Goblinoids and Orcs

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (2)	-	
Speed less than 30': -4 jump				
Appraise	+6	INT (2)	1	
Greed: +2 to determine the price of nonmagic items with precious metals or gemstones				
Bluff	+4	CHA (0)	1	
Stone-Faced: +4 bonus to lie or conceal your feelings or true motives				
Climb	+3	STR (2)	1	
Diplomacy	+0	CHA (0)	-	
Disable Device	+4	DEX (2)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (local)	+6	INT (2)	1	
Perception	+5	WIS (1)	1	
Trapfinding: +1 to locate traps, Goldsniffer: +2 Trait bonus on checks related to metals, jewels, and gemstones				
Ride	-1	DEX (2)	-	
Sense Motive	+5	WIS (1)	1	
Sleight of Hand	+3	DEX (2)	1	
Stealth	+3	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+3	STR (2)	1	
Use Magic Device	+4	CHA (0)	1	

Feats, Traits & Flaws

Armor Proficiency (Light)
Goldsniffer
Reactionary
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Stone-Faced

Special Abilities

Darkvision (60 feet)
Defensive Training +4
Greed
Hardy +2
Hatred +1
Rock Stepper
Slow and Steady
Sneak Attack +1d6
Stability +4
Trapfinding +1

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Light

Experience & Wealth

Experience Points: **0/3**
Current Cash: **2 GP**
Szarni: **Fame: 0, PP: 0**

Gear

Total Weight Carried: 59.04/175lbs, Medium Load
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Battleaxe	6 lbs
Crossbow bolts x10	0.1 lbs
Lamellar (leather) armor	25 lbs
Light crossbow	4 lbs
Money	0.04 lbs
Pathfinder's kit	22 lbs
Pickpocket's outfit (Free)	-
Thieves' tools	1 lb

Tracked Resources

Crossbow bolts

Languages

Common
Dwarven

Orc
Varisian