

## Ergoss Fireaxe

**Male Dwarf Barbarian (Armored Hulk) 1, Andoran faction - CR 1/2**

Neutral Good Humanoid (Dwarf); Deity: **Torag**; Age: **51**;  
Height: **4'**; Weight: **155lb.**; Eyes: **Brown**; Hair: **Brown**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>12</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>18</b>	<b>+4</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>8</b>	<b>-1</b>	

Saving Throw      Total      Base      Ability      Resist      Misc      Temp      Notes

### FORTITUDE (CONSTITUTION)

**+6** =

**Indomitable:** +1 trait bonus vs. enchantment spells & effects,  
**Hardy +2:** +2 vs. poison, spells, and spell-like abilities

### REFLEX (DEXTERITY)

**+1** =

**Indomitable Stance:** +1 against trample attacks,  
**Indomitable:** +1 trait bonus vs. enchantment spells & effects,  
**Hardy +2:** +2 vs. poison, spells, and spell-like abilities

### WILL (WISDOM)

**+0** =

**Indomitable:** +1 trait bonus vs. enchantment spells & effects,  
**Hardy +2:** +2 vs. poison, spells, and spell-like abilities

### Spell Resistance (6)

Total      Armor      Shield      Dex      Size      Natur      Deflec      Dodge      Misc

**AC 17** =

**Touch AC 11**      **Flat-Footed AC 16**

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

BAB      Strength      Size      Misc

**CM Bonus +4** =

+5 Overrunning

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

BAB      Strength      Dexterity      Size

**CM Defense 15** = **10**

15 vs. Bull Rush ( **Stability:** +4 CMD while standing on the ground); 16 vs. Overrun;

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**

**Hatred +1:** +1 vs. Goblins and Orcs

**HP**

Damage / Current HP

**Initiative**

**Speed**

## Greataxe

Both Hands: **+4, 1d12+4**

Crit: x3  
2-Hand, S

**Hatred +1:** +1 vs. Goblins and Orcs

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-4</b>	DEX (1)	-	
<b>Speed less than 30'</b> : -4 jump				
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Greed:</b> +2 to determine the price of nonmagic items with precious metals or gemstones				
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+2</b>	STR (3)	1	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>-4</b>	DEX (1)	-	
<b>Fly</b>	<b>-4</b>	DEX (1)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>-1</b>	CHA (-1)	-	
<b>Perception</b>	<b>+4</b>	WIS (0)	1	
<b>Stonecunning:</b> +2 bonus to notice unusual stonework, such as traps and hidden doors in stone walls or floors				
<b>Ride</b>	<b>-4</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>-4</b>	DEX (1)	-	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+2</b>	STR (3)	1	

## Feats, Traits & Flaws

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Berserker of the Society  
Indomitable  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +3

## Special Abilities

Darkvision (60 feet)  
Defensive Training +4  
Greed  
Hatred +1  
Indomitable Stance (Ex)  
Rage (11 rounds/day) (Ex)  
Slow and Steady  
Stability +4  
Stonecunning +2

### Four-mirror armor

**+6**

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

### Experience & Wealth

Experience Points: **0/3**  
Current Cash: **73 GP**  
Andoran: **Fame: 0, PP: 0**

### Gear

**Total Weight Carried: 81.46/230lbs, Medium Load**  
**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Four-mirror armor	45 lbs
Greataxe	12 lbs
Money	1.46 lbs
Pathfinder's kit	22 lbs
Traveller's outfit (Free)	-

### Tracked Resources

Rage (11 rounds/day) (Ex)

### Languages

Common

Dwarven