

Gundra Sandstone

Female Dwarf Magus (Hexcrafter) 1, Osirion faction - CR 1/2

Lawful Neutral Humanoid (Dwarf); Deity: **Torag**; Age: **61** ; Height: **3' 10"** ; Weight: **148lb.**; Eyes: **Grey**; Hair: **Blonde**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	11	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	16	+3	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

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)

+0 =
Hardy +2: +2 vs. poison, spells, and spell-like abilities

WILL
(WISDOM)

+3 = **+2** **+1**
Hardy +2: +2 vs. poison, spells, and spell-like abilities

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC **15** = **+4** **+1**

Touch AC **10** **Flat-Footed AC** **15**

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 **12** = **10** **+2**

12 vs. Bull Rush (**Stability:** +4 CMD while standing on the ground); 12 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 **+0**

Damage / Current HP

Speed **20 ft**

Greataxe

Both Hands: **+2, 1d12+3**

Crit: x3
2-Hand, S

Hatred +1: +1 vs. Goblinoids and Orcs

Shortbow

Ranged, Both Hands: **+0, 1d6**

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

Hatred +1: +1 vs. Goblinoids and Orcs

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed less than 30' : -4 jump	-3	DEX (0)	-	
Appraise Greed : +2 to determine the price of nonmagic items with precious metals or gemstones	+3	INT (3)	-	
Bluff	+0	CHA (0)	-	
Climb	+3	STR (2)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-3	DEX (0)	-	
Fly	-3	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+7	INT (3)	1	
Knowledge (dungeoneering)	+8	INT (3)	1	
Knowledge (planes)	+7	INT (3)	1	
Perception Stonecunning : +2 bonus to notice unusual stonework, such as traps and hidden doors in stone walls or floors	+6	WIS (1)	1	
Ride	-3	DEX (0)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+7	INT (3)	1	
Stealth	-3	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (2)	-	

Feats, Traits & Flaws

Armor Proficiency (Light)
 Focused Mind
 Ironhide
 Martial Weapon Proficiency - All
 Simple Weapon Proficiency - All
 Tomb Raider (Perception)

Special Abilities

Arcane Pool (+1) (4/day) (Su)
 Defensive Training +4
 Greed
 Hardy +2
 Hatred +1
 Hex Arcana
 Slow and Steady
 Spell Combat (Ex)
 Stability +4
 Stonecunning +2
 Surface Survivalist (Hot)

Lamellar (leather) armor

+4

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

Experience & Wealth

Experience Points: **0/3**
Current Cash: **27 GP**
Osirion: **Fame: 0, PP: 0**

Gear

Total Weight Carried: 64.54/175lbs, Medium Load
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Arrows x20	0.15 lbs
Greataxe	12 lbs
Lamellar (leather) armor	25 lbs
Money	0.54 lbs
Pathfinder's kit	22 lbs
Shortbow	2 lbs
Traveller's outfit (Free)	-

Tracked Resources

Arcane Pool (+1) (4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Osiriani
Dwarven	Terran
Orc	

Spells & Powers

Magus (Hexcrafter) Spell DC: 13 + spell level

CL: 1 (vs. SR: +1, Concentration: +6)

Melee Touch +2 Ranged Touch +0

Maximum Magus (Hexcrafter) spells per day: **3/***x0; **2**x1

Magus (Hexcrafter) 0: Acid Splash, Detect Magic, Mage Hand

Magus (Hexcrafter) 1: Shield, Burning Hands (DC 14)