

## Gaerk Hardrock

**Male Dwarf Cavalier (Huntmaster) 1, Silver Crusade faction - CR 1/2**

Neutral Good Humanoid (Dwarf); Deity: **Trudd**; Age: **51**;  
Height: **4'**; Weight: **158lb.**; Eyes: **Grey**; Hair: **Red**

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+2</b>	<b>+3</b>			
	<b>Hardy +2:</b> +2 vs. poison, spells, and spell-like abilities						
<b>REFLEX</b> (DEXTERITY)	<b>+0</b>	=					
	<b>Hardy +2:</b> +2 vs. poison, spells, and spell-like abilities						
<b>WILL</b> (WISDOM)	<b>+1</b>	=		<b>+1</b>			
	<b>Hardy +2:</b> +2 vs. poison, spells, and spell-like abilities						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>18</b>	=	<b>+6</b>	<b>+2</b>					

**Touch AC** **10**    **Flat-Footed AC** **18**

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

BAB	Strength	Size	Misc		
<b>CM Bonus</b> <b>+4</b>	=	<b>+1</b>	<b>+3</b>	-	-

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

BAB	Strength	Dexterity	Size			
<b>CM Defense</b> <b>14</b>	=	<b>10</b>	<b>+1</b>	<b>+3</b>	<b>0</b>	-

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

<b>Base Attack</b>	<b>+1</b>	<b>HP</b>	<b>17</b>
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**Hatred +1:** +1 vs. Goblinoids and Orcs

<b>Initiative</b>	<b>+0</b>	Damage / Current HP
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<b>Speed</b>	<b>20 ft</b>
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### Heavy Shield Bash

Main hand: **+4, 1d4+3**

Crit: x2

Both hands: **+4, 1d4+4**

1-hand, B

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

### Dwarven waraxe

Main hand: **+4, 1d10+3**

Crit: x3

Both hands: **+4, 1d10+4**

1-hand, S

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

## Character Number: -



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-7</b>	DEX (0)	-	
<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>-4</b>	STR (3)	-	
<b>Diplomacy</b>	<b>+5</b>	CHA (1)	1	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>-7</b>	DEX (0)	-	
<b>Fly</b>	<b>-7</b>	DEX (0)	-	
<b>Handle Animal</b>	<b>+5</b>	CHA (1)	1	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>+1</b>	CHA (1)	-	
<b>Perception</b>	<b>+5</b>	WIS (1)	1	
<b>Militant Merchant:</b> +1 trait bonus to determine if surprised, <b>Stonecunning:</b> +2 bonus to notice unusual stonework, such as traps and hidden doors in stone walls or floors				
<b>Ride</b>	<b>-7</b>	DEX (0)	-	
<b>Sense Motive</b>	<b>+5</b>	WIS (1)	1	
<b>Stealth</b>	<b>-7</b>	DEX (0)	-	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>-4</b>	STR (3)	-	

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Tandem Trip  
Toughness

### Traits

Blooded  
Militant Merchant

### Special Abilities

+7 Ride while riding your bonded mount. (Ex)  
Animal Companion Link (Ex)  
Bestial Challenge (Ex)  
Blue Rose's Challenge +1 (1/day) (Ex)  
Blue Rose's Skills +1  
Darkvision (60 feet)  
Defensive Training +4  
Greed  
Hardy +2  
Hatred +1  
Hunting Pack +0 (Ex)  
Order of the Blue Rose  
Slow and Steady  
Stability +4  
Stonecunning +2

## Shortbow

Ranged, both hands: **+1, 1d6**

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

Hatred +1 : +1 vs. Goblins and Orcs

## Four-mirror armor

**+6**

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

## Heavy steel shield

**+2**

Max Dex: -, Armor Check: -2  
Spell Fail: 15%, Shield

## Gear

**Total Weight Carried: 96.22/230lbs, Medium Load  
(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Heavy Shield Bash	-
Blunt arrows x20	0.15 lbs
Dwarven waraxe	8 lbs
Four-mirror armor	45 lbs
Heavy steel shield	15 lbs
Money	0.22 lbs
Pathfinder's kit	22 lbs
Shortbow	2 lbs
Traveller's outfit (Free)	-

## Special Abilities

Tactician (Tandem Trip) 3 rds (1/day) (Ex)

## Tracked Resources

Blue Rose's Challenge +1 (1/day) (Ex)	<input type="checkbox"/>
Blunt 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"/> <input type="checkbox"/>
Tactician (Tandem Trip) 3 rds (1/day) (Ex)	<input type="checkbox"/>

## Languages

Common

Dwarven

## Companions

**Silver (Animal Companion), Male Dog - CL2 - CR 2**

STR **13** (+1), DEX **17** (+3), CON **15** (+2), INT **2** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+5**, Reflex **+6**, Will **+1**

HP: 16/16; Init: +3; Speed: 40 feet

Attack Bonus: +2; Armor Class: 16 / 14 Tch / 13 Fl

Acrobatics **+7**, Fly **+5**, Perception **+5**, Stealth **+7**

Bite (Dog) **Melee +3, 1d4+1, x2**

Special: +4 to Survival when tracking by Scent, Acrobatics (Jump) +4 (Ex), Attack Any Target [Trick], Combat Riding [Trick], Low-Light Vision, Scent (Ex)

## Experience & Wealth

Experience Points: **0/3**

Current Cash: **11 GP**

Silver Crusade: **Fame: 0, PP: 0**