

Durn Trueaxe

Male dwarf barbarian 1, Silver Crusade faction - CR 1/2
 Neutral Good Humanoid (Dwarf); Deity: **Torag**; Age: **56**;
 Height: **4'**; Weight: **155lb**.

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+2	+4			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+1	=		+1			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+0	=					
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						

AC	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18	=	+5	+2	+1				

Touch AC **11** **Flat-Footed AC** **17**

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

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

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

CM Defense	Total	BAB	Strength	Dexterity	Size
CM Defense	15	=	10	+1	+3

19 vs. Bull Rush; 19 vs. Trip

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

Base Attack	+1	HP	17
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Hatred +1: +1 vs. Goblinoids and Orcs

Initiative	+1	Damage / Current HP
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Speed	30 ft
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Dwarven waraxe

Main hand: **+3, 1d10+5** Crit: x3

Both hands: **+3, 1d10+6** 1-hand, S

Hatred +1: +1 vs. Goblinoids and Orcs

Shortbow

Ranged, both hands: **+2, 1d6** Crit: x3

Rng: 60'
2-hand, P

Hatred +1: +1 vs. Goblinoids and Orcs

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (1)	-	
Appraise	+0	INT (0)	-	
Greed: +2 to assess nonmagical metals or gemstones				
Bluff	-1	CHA (-1)	-	
Climb	+2	STR (3)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-4	DEX (1)	-	
Fly	-4	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	+3	CHA (-1)	1	
Perception	+4	WIS (0)	1	
Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	-4	DEX (1)	-	
Sense Motive	+5	WIS (0)	1	
Stealth	-4	DEX (1)	-	
Survival	+0	WIS (0)	-	
Swim	-2	STR (3)	-	

Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Martial Weapon Proficiency - All
- Power Attack -1/+2
- Shield Proficiency
- Simple Weapon Proficiency - All

Traits

- Armor Expert
- Suspicious

Special Abilities

- Darkvision (60 feet)
- Defensive Training +4
- Fast Movement +10 (Ex)
- Greed
- Hardy +2
- Hatred +1
- Rage (8 rounds/day) (Ex)
- Slow and Steady
- Stability +4
- Stonecunning +2

Heavy steel shield

+2

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

Scale mail

+5

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Gear

**Total Weight Carried: 59/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Heavy Shield Bash	-
Arrows x20	0.15 lbs
Dwarven waraxe	8 lbs
Heavy steel shield	15 lbs
Money	0.38 lbs
Scale mail	30 lbs
Shortbow	2 lbs
Traveller's outfit (Free)	-

Tracked Resources

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"/>
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Rage (8 rounds/day) (Ex)	<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

Dwarven

Experience & Wealth

Experience Points: **0/3**
Current Cash: **19 gp**
Silver Crusade: **Fame: 0, PP: 0**