

Grimm

Dwarf Stonechild 2HD, Fighter 6th / Dwarven Defender 2nd (Lawful Neutral)
Str 22, Dex 10, Con 26, Int 12, Wis 14, Cha 12

Hit Points (hp)	160	Initiative	+4	Grapple	+18	Damage Reduction
		Speed (Foot)	20 ft.	Spell Fail	25%	Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Dwarven Waraxe	+19/+14/+9	1d10+8	19-20 (x3)	Desc: Used Two-Handed unless special training
Ranged	Heavy Crossbow	+12	1d10	19-20 (x2)	Desc: Use one-handed with -4 penalty. Reloading is a full-round action. Provokes AoO

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	31	15 / 31	Full Plate / Heavy Wooden+2		+21	+7	+10

Skills	Abilities
Appraise 20	== Racial Traits: Dwarf Stonechild ==
Balance -8	Darkvision out to 60 feet
Bluff 1	Weapon Proficiency: All simple and martial weapons
Climb 3	Armor Proficiency: Light and medium, all shields except towers
Concentration 8	Immune to all Poisons and Acids
Decipher Script -	Magic Stone (Sp): Can cast magic stone 3x/day as the spell Caster Level 3rd
Diplomacy 1	== Class Features: Fighter 6th ==
Disable Device -	4x Bonus combat-oriented Feat
Disguise 1	== Class Features: Dwarven Defender 2nd ==
Escape Artist -8	Dodge AC Bonus (Ex): +1
Forgery 1	Defensive Stance:
Gather Information 1	• 1x per day < O >
Handle Animal 6	• Lasts for up to 13 rounds
Heal 2	• +2 STR, +4 CON (+20 extra HPs), +2 on all saves
Hide -8	• +4 AC Bonus
Intimidate 11	Uncanny Dodge (Ex)
Jump -8	== CHARACTER STATUS ==
Listen 10	No errors detected
Move Silently -8	
Open Lock -	
Ride 10	
Search 1	
Sense Motive 2	
Sleight of Hand -	
Speak Language 3	
Spellcraft -	
Spot 10	
Survival 2	
Swim -10	
Tumble -	
Use Magic Device -	
Use Rope 0	
Craft - Stonemasonry 4	
Craft - Weaponsmithing 4	



Languages
Common, Common, Terran

Money
gp

Feats	Equipment
Power Attack Trade attack bonus for damage (up to +12) (x2 damage if two-handed)	Dwarven Waraxe, Heavy Crossbow, , , , ,
Cleave Extra melee attack after dropping target	, , , , , ,
Great Cleave No limit to Cleave attacks each round	
Lightning Reflexes +2 bonus on Reflex saves	
Wpn Focus: Dwarven Waraxe +1 bonus on attack rolls with: Dwarven Waraxe	Magic Items
Wpn Specialization: Dwarven Waraxe +2 bonus on damage rolls with: Dwarven Waraxe	Ring of Protection +4
Improved Bull Rush +4 bonus on bull rush attempts; no attack of opportunity	
Improved Initiative +4 bonus on Initiative checks	Folding Boat
Improved Crit.: Dwarven Waraxe Doubles the threat range of: Dwarven Waraxe	Potion: Haste
Great Fortitude +2 bonus on Fortitude saves	

Spellpower
Fighter
Dwarven Defender