

# Ironore

Warforged, Expert 5th / Artificer 5th / Fighter 5th (Lawful Neutral)  
Str 19, Dex 14, Con 16, Int 15, Wis 8, Cha 8

Hit Points (hp)	<b>110</b>	Initiative	<b>+2</b>	Grapple	<b>+15</b>	Damage Reduction	
		Speed (Foot)	<b>30 ft.</b>	Spell Fail	<b>0%</b>	Spell Resistance	<b>15</b>

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Axe Attachment+3	<b>+19/+14/+9</b>	<b>1d12+9</b>	17-20 (x3)	Desc: Keen Cold Iron Heavy Axe
Ranged	Crossbow Attachment+4	<b>+17/+12/+7</b>	<b>1d10+4</b>	19-20 (x2)	Desc: Axiomatic Crossbow, Silver Arrows
One-Handed	Hammer Attachment+3	<b>+18/+13/+8</b>	<b>1d8+7</b>	20 (x3)	Desc: Adamantine Hammer, +5 Craft smithing
Natural (secondary)	Slam	<b>+10</b>	<b>1d4+2</b>	20 (x2)	Desc: Deals lethal damage and does not provoke an attack of opportunity

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>22</b>	12 / 20	Mithral Plating+2 / None		+9	+5	+8

Skills	Abilities
Appraise 10	<p>== Racial Traits: Warforged ==</p> <p>Living Construct traits:</p> <ul style="list-style-type: none"> <li>Immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition and energy drain</li> <li>Cannot heal damage naturally</li> <li>Affected by spells that target creatures or constructs</li> <li>Only gain half the benefit from spells from the healing subschool and supernatural abilities that cure hit point or ability damage</li> <li>Affected by some spells and effects that normally don't affect living creatures (ex. heat metal, chill metal, repel metal or stone, repel wood, rusting grasp and the attack of a rust monster)</li> <li>Takes no damage from acting from acting while disabled (0 hp)</li> <li>Automatically stable when under 0 hp (Inert rather than dying)</li> <li>A warforged does not need to eat sleep or breath (can still benefit from consumables, such as hero's feast and potions)</li> </ul> <p>Mithral plating:</p> <ul style="list-style-type: none"> <li>+8 armor bonus (Takes up the armor slot)</li> <li>5% arcane spell failure (as light armor)</li> </ul> <p>Slam attack (natural weapon):</p> <ul style="list-style-type: none"> <li>1d4 points of bludgeoning damage</li> </ul> <p>== Class Features: Expert 5th ==</p> <p>Ten skills have been selected as class skills</p> <p>== Class Features: Artificer 5th ==</p> <p>Artificer Knowledge +7</p> <p>Artisan bonus: +2 Use Magic Dev. if has prereq. Item creat. Feat</p> <p>Bonus Item Creation Feats:</p> <ul style="list-style-type: none"> <li>Scribe Scroll, Brew Potion, Craft Wondrous Item</li> <li>Craft Magic Arms &amp; Armor</li> <li>and 1 Bonus Feat</li> </ul> <p>Craft Reserve (____ / 100)</p> <p>Craft Homunculus (Ex)</p> <p>Retain Essence (Su)</p> <p>Item Creation</p> <p>* Use Magic Device to emulate requirements.</p> <p>== Class Features: Fighter 5th ==</p> <p>3x Bonus combat-oriented Feat</p> <p>== CHARACTER STATUS ==</p> <p>No errors detected</p>
Balance 2	
Bluff -1	
Climb 10	
Concentration 3	
Decipher Script -	
Diplomacy -1	
Disable Device 15	
Disguise -1	
Escape Artist 2	
Forgery 2	
Gather Information -1	
Handle Animal -	
Heal -1	
Hide 2	
Intimidate 10	
Jump 10	
Listen -1	
Move Silently 2	
Open Lock 15	
Ride 2	
Search 2	
Sense Motive -1	
Sleight of Hand -	
Speak Language 3	
Spellcraft -	
Spot -1	
Survival -1	
Swim 4	
Tumble -	
Use Magic Device 15	
Use Rope 2	
Craft - Blacksmithing 20	
Craft - Armorsmithing 20	
Craft - Weaponsmithing 25	



**Languages**  
Common,

**Money**  
gp sp

Feats
Scribe Scroll Create magic scrolls
Brew Potion Create magic potions
Craft Wondrous Item Create magic wondrous items
Craft Magic Arms & Armor Create magic weapons, armor, and shields
Rapid Reload: Heavy Crossbow Reload a Heavy Crossbow more quickly
Improved Crit.: Greataxe Doubles the threat range of: Axe Attachment
Wpn Focus: Greataxe +1 bonus on attack rolls with: Axe Attachment
Wpn Specialization: Greataxe +2 bonus on damage rolls with: Axe Attachment
Skill Focus: Craft - Weaponsmithing +3 bonus on checks with skill: Craft - Weaponsmithing

Equipment
Axe Attachment, Crossbow Attachment, Hammer Attachment, , , ,
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Magic Items
Mithral Plating +2, Fortification Moderate (75% chance Critical Hit/Sneak attack miss)