

# Torvin Godslayer

Character Name  
 Fighter 9, Dwarfen Defender 11  
 CLASS  
 20 (20) 198517 / 210000  
 Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	20	24	+7		
<b>DEX</b> Dexterity	16		+3		
<b>CON</b> Constitution	14		+2		
<b>INT</b> Intelligence	15		+2		
<b>WIS</b> Wisdom	15		+2		
<b>CHA</b> Charisma	14		+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+18	+13	+2	+3	+0	+0	
<b>REFLEX</b> (dexterity)	+12	+6	+3	+3	+0	+0	
<b>WILL</b> (wisdom)	+15	+10	+2	+3	+0	+0	

### Conditional Save Modifiers:

+2 racial bonus on saving throws against poison  
 +2 racial bonus on saving throws against spells and spell-like effects  
 +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

### Conditional Combat Modifiers:

+1 racial bonus on attack rolls against orcs and goblinoids  
 +4 Dodge bonus to Armor Class against monsters of the giant type  
 +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+27/+22/ +17/+12	+20/+15/+10/+5	+7	+0	+0	0	
<b>RANGED</b> attack bonus	+23/+18/+13/+8	+20/+15/+10/+5	+3	+0	+0	0	
<b>GRAPPLE</b> attack bonus	+27/+22/ +17/+12	+20/+15/+10/+5	+7	+0	+0	+0	

*Wazzocks' Bane	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	19-20/x4	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+31/+26/+21/+16	1d6+13				

Special Properties: Cast Daylight 3/day, 10 min/level, 60'. (Pick +2 (Heavy/Holy/Daylight/Cleric/9th)), Good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder

Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+27/+22/+17/+12	1d8+7				

Longbow	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +23/+18/+13/+8		Damage: 1d8		
100 ft.	200 ft.	300 ft.	400 ft.	500 ft.	
TH +23/+18/+13/+8	+21/+16/+11/+6	+19/+14/+9/+4	+17/+12/+7/+2	+15/+10/+5/+0	
Dam 1d8	1d8	1d8	1d8	1d8	
600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.	
TH +13/+8/+3/-2	+11/+6/+1/-4	+9/+4/-1/-6	+7/+2/-3/-8	+5/+0/-5/-10	
Dam 1d8	1d8	1d8	1d8	1d8	

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +5	Heavy	+13	+1	-5	35
Earthplate Armour	Heavy	+9	+1	-5	35
1/day 90minute 90 point Stoneskin plus Tremorsense 5'					
*Shield (Heavy/Metal)	Heavy	+2		-2	15
*Ring of Protection +5		+5		+0	0

# Lawrence Horsfall

Player Name  
 Dwarf (Hill) / Humanoid  
 RACE  
 56 Male  
 AGE GENDER

Deity None  
 Region Lawful Neutral  
 Alignment  
 Medium / 5 ft. 4' 4" / 186 lbs.  
 SIZE / FACE HEIGHT / WEIGHT  
 EYES HAIR Points  
 Darkvision (60 ft.)  
 VISION

HP	AC	INITIATIVE	Encumbrance	Light	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED										
230	35	+9	Light				6/-	Walk 20 ft.										
35	35	20			10	13	2	1	0	0	5	4	0	0	0	0	0	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC			

TOTAL SKILLPOINTS: 92	SKILLS	MAX RANKS: 23/115			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	2	=	2	
✓ Balance	DEX	-4	=	3	+ -7
✓ Bluff	CHA	2	=	2	
✓ Climb	STR	4	=	7 + 4	+ -7
✓ Concentration	CON	2	=	2	
✓ Craft (Armorsmithing)	INT	7	=	2 + 3	+ 2
✓ Craft (Blacksmithing)	INT	6	=	2 + 2	+ 2
✓ Craft (Metalworking)	INT	4	=	2	+ 2
✓ Craft (Stonemasonry)	INT	6	=	2	+ 4
✓ Craft (Stoneworking)	INT	4	=	2	+ 2
✓ Craft (Untrained)	INT	2	=	2	
✓ Craft (Weaponsmithing)	INT	4	=	2	+ 2
✓ Diplomacy	CHA	4	=	2	+ 2
✓ Disguise	CHA	2	=	2	
✓ Escape Artist	DEX	-4	=	3	+ -7
✓ Forgery	INT	2	=	2	
✓ Gather Information	CHA	2	=	2	
✓ Heal	WIS	2	=	2	
✓ Hide	DEX	-4	=	3	+ -7
✓ Intimidate	CHA	8	=	2 + 6	
✓ Jump	STR	-3	=	7 + 3	+ -13
✓ Listen	WIS	25	=	2 + 23	
✓ Move Silently	DEX	-4	=	3	+ -7
✓ Perform (Untrained)	CHA	2	=	2	
✓ Ride	DEX	3	=	3	
✓ Search	INT	7	=	2 + 5	
✓ Search (Notice unusual stonework)	INT	9	=	2 + 5	+ 2
✓ Sense Motive	WIS	9	=	2 + 7	
✓ Spot	WIS	25	=	2 + 23	
✓ Survival	WIS	2	=	2	
✓ Survival (Find or follow tracks)	WIS	4	=	2	+ 2
✓ Swim	STR	-6	=	7 + 1	+ -14
✓ Swim (Avoid taking nonlethal fatigue damage)	STR	-2	=	7 + 1	+ -10
✓ Use Rope	DEX	3	=	3	
			=		
			=		

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

### Conditional Skill Modifiers:

+2 racial bonus on Appraise checks that are related to stone or metal items.  
 +2 racial bonus on Craft checks that are related to stone or metal.  
 +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Warhammer	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x3	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+27/+22/+17/+12			1d8+7		

Dagger of Life Warding	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+27/+22/+17/+12			1d4+7		
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+23/+18/+13/+8	+21/+16/+11/+6	+19/+14/+9/+4	+17/+12/+7/+2	+15/+10/+5/+0
Dam	1d4+7	1d4+7	1d4+7	1d4+7	1d4+7
Special Properties: 1/day heal 1d10+10hp					

Pick (Heavy)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x4	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+29/+24/+19/+14			1d6+11		

Warhammer +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x3	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+28/+23/+18/+13			1d8+8		

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Necklace of the Vampire	Equipped	1	0 / 0	
<small>60' Darkvision, double hearing range, 1/day Finger of Death, 3/day Vampiric Touch</small>				
Ring of Protection +5	Equipped	1	0 / 50,000	
Wazocks' Bane	Equipped	1	6 / 80,908	
<small>Cast Daylight 3/day, 10 min/level, 60', (Pick +2 (Heavy/Holy/Daylight/Cleric/9th)), Good-aligned,+2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder</small>				
Outfit (Explorer's)	Equipped	1	8 / 0	
Cloak of Resistance +3	Equipped	1	1 / 9,000	
Belt of Battle'	Equipped	1	0 / 12,000	
<small>+2 to Initiative, 3 charges/day - 1=extra move action, 2=1 standard action, 3=1 full round action</small>				
Full Plate +5	Equipped	1	50 / 26,650	
Shield (Heavy/Metal)	Equipped	1	15 / 20	
Horse (Light)	Equipped	1	0 / 75	
<small>50 lbs., 1 Earthplate Armour</small>				
Earthplate Armour	Horse (Light)	1	50 / 2,650	
<small>1/day 90minute 90 point Stoneskin plus Tremorsense 5'</small>				
Lich Hand	Equipped	1	0 / 8,000	
<small>Touch attack for paralysis +4 enhancement bonus to Strength</small>				
Staff (Necromancy)	Equipped	1	5 / 65,000	
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Longsword	Carried	1	4 / 15	
Longbow	Carried	1	3 / 75	
Warhammer	Carried	1	5 / 12	
Dagger of Life Warding	Carried	1	1 / 2	
<small>1/day heal 1d10+10hp</small>				
Cloak of the Feathered Serpent	Carried	1	0 / 0	
<small>Constant Featherfall, Invisibility 1/day, Ethereality 5rds/day</small>				
Pick (Heavy)	Carried	1	6 / 8	
Mantle of Faith	Carried	1	0 / 76,000	
Quill of Blood	Carried	1	0 / 0.1	
<small>Time halved and XP cost x1.5 on item creation</small>				
Warhammer +1	Carried	1	5 / 2,312	
Bottle of +5 Full Plate	Carried	1	0 / 2	
<small>Pour on to deploy +5 Full Plate</small>				
TOTAL WEIGHT CARRIED/VALUE		101 lbs.	332,729.1gp	

WEIGHT ALLOWANCE					
Light	233	Medium	466	Heavy	700
Lift over head	700	Lift off ground	1400	Push / Drag	3500

MONEY	
224gp	
Total= 0 gp	

MAGIC	
Languages	
Common, Dwarven, Goblin, Orc	

Other Companions	

Special Qualities	
AC Bonus (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]
Bonus Feats	[Wizards of the Coast - Revised (v.3.5) System

**Reference Document, classes]**

At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.

**Weapon and Armor Proficiency** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

**Damage Reduction (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]

**Darkvision (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Range 60; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

**Defensive Stance** [Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]

6 times/day (7 rounds)

**Dwarf Racial Traits (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

- +2 racial bonus on saving throws against poison
- +2 racial bonus on saving throws against spells and spell-like effects
- +1 racial bonus on attack rolls against orcs and goblinoids
- +4 Dodge bonus to Armor Class against monsters of the giant type
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.

**Improved Uncanny Dodge (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Character can no longer be flanked; you can react to opponents on opposite sides of you as easily as you can react to a single attacker. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target has uncanny dodge levels [Rogue Level 15]. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Mobile Defense (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]

**Trap Sense (Ex)** [Wizards of the Coast - Revised (v.3.5) System

	<b>Reference Document, PrestigeClasses]</b>
At 4th level, a dwarven defender gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 8th level, these bonuses rise to +2. These bonuses stack with trap sense bonuses gained from other classes.	
<b>Trap Sense +2 (Ex)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</b>
You gain an intuitive sense that alerts you to danger from traps, giving you a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.	
<b>Uncanny Dodge (Ex)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</b>
Character retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, they still loses his Dexterity bonus to AC if immobilized.	
<b>Weapon and Armor Proficiency</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]</b>
A dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.	

Feats	
<b>Cleave</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.	
<b>Dodge</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.	
<b>Endurance</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.	
<b>Great Cleave</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
This feat works like Cleave, except that there is no limit to the number of times you can use it per round.	
<b>Greater Weapon Focus (Pick (Heavy))</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.	
<b>Greater Weapon Specialization' (Pick (Heavy))</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization.	
<b>Improved Critical (Pick (Heavy))</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
When using the weapon you selected, your threat range is doubled.	
<b>Improved Initiative</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
You get a +4 bonus on initiative checks.	
<b>Power Attack</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
On your action, before making attack rolls for a round, you may choose to subtract up to 20 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Toughness</b>	<b>[Wizards of the Coast - Revised (v.3.5) System</b>

	<b>Reference Document, Feats]</b>
You gain +3 hit points.	
<b>Weapon Focus (Pick (Heavy))</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Weapon Specialization (Pick (Heavy))</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</b>
You gain a +2 bonus on all damage rolls you make using the selected weapon.	

Proficiencies
Axe (Throwing), Battleaxe, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer

Templates
Base Race Type
Base Race Type - Humanoid

# Torvin Godslayer

Dwarf (Hill)

RACE

56

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

4' 4"

HEIGHT

186 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**