

Tagline code

Race: *note the space at the start, very important to leave it in*

| HP 13/13 | [ooc]AC 18 T 13 FF 15[/ooc] | CMB +4, CMD 16 (20 vs bull rush/trip) | [ooc]F +4, R +2, W +1 (+2 vs poison/spell/spell-like) [/ooc] | Init +2 | [ooc]darkvision 60ft; Perc +2[/ooc]

Classes / levels: *note the space at the start, very important to leave it in*

| Speed 20ft | [ooc]Active conditions: None[/ooc]

Gender:

[b]"Torgen"[/b] [ooc]Male LN dwarf fighter 1[/ooc]

Statblock code

Put in "About" Section to create a Paizo Style Statblock.

[i]Torgen has little tolerance for tomfoolery, but the young dwarf is kinder than he likes to admit, and he admires bravery in others.[/i]

[b][bigger]Torgen[/bigger][[/b]

Male dwarf fighter 1

LN Medium humanoid (dwarf)

[b]Init[/b] +2; [b]Senses[/b] darkvision 60 ft.; Perception +2 (+4 to notice unusual stonework)

[b][bigger]Defense[/bigger][[/b]

[b]AC[/b] 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 shield)

[b]HP[/b] 13 (1d10+3)

[b]Fort[/b] +4, [b]Ref[/b] +2, [b]Will[/b] +1; +2 vs poison, spells, spell-like abilities

[b]Defensive Abilities[/b] defensive training

[b][bigger]Offense[/bigger][[/b]

[b]Speed[/b] 20 ft.

[b]Melee[/b] warhammer +0 (1d8+3/x3), battleaxe +0 (1d8+3/x3) or warhammer +4 (1d8+3/x3) or

battleaxe +4 (1d8+3/x3)

[b]Ranged[/b] light crossbow +3 (1d8/19-20)

[b]Special Attacks[/b] hatred

[b][bigger]Statistics[/bigger][[/b]

[b]Str[/b] 16, [b]Dex[/b] 15, [b]Con[/b] 14, [b]Int[/b] 11, [b]Wis[/b] 12, [b]Cha[/b] 8

[b>BAB[/b] +1; [b>CMB[/b] +4; [b>CMD[/b] 16 (20 vs. bull rush, 20 vs. trip)

[b>Feats[/b] Dodge, Two-Weapon Fighting

[b]Skills[/b] Acrobatics -2, Appraise +0 (+2 to assess nonmagical metals or gemstones), Knowledge (local) +1, Perception +2 (+4 to notice unusual stonework); [b]Racial Modifiers[/b] +2 Apprais to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework
[b]Languages[/b] Common, Dwarven
[b]Gear[/b] scale mail, light crossbow with 10 bolts, warhammer, battleaxe, backpack, flint and steel, hemp rope (50 ft.), manacles, piton (4), 32 gp, 6 sp

[b][bigger]Special Abilities[/bigger][b]/b]

[b]Defensive Training[/b] Because he's a dwarf, Torgen receives a +4 dodge bonus to AC against creatures with the giant subtype.

[b]Hatred[/b] Torgen receives a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes.

[b]Two-Weapon Fighting[/b] Torgen fights with a weapon wielded in each hand and can attack with both during the same round when he makes a full attack. The first melee attack line listed for him includes all the attacks and appropriate bonuses. The second and third melee attack lines reflect when Torgen attacks with just one weapon.

[spoiler=Background]Torgen's dwarven family traces its roots to the Golushkin Mountains. However, long before he was born, Torgen's artisan parents took part of his clan to Port Ice, a city in northern Brevoy. Here, Torgen grew up alongside six brothers and sisters. Life in the household was hectic as the dwarves forged a new name for themselves with their lovely handmade weapons. Unlike his siblings, however, Torgen never felt much at home behind an anvil. Rather, Torgen loved the arts of battle, and he practiced with the arms his family forged whenever he could. Instead of chastising Torgen, his parents secured a job for him with the Skyforgers, a collective of dwarves and humans who specialize in trading arms throughout Brevoy. For the Skyforgers, Torgen has proven skilled in tracking down errant shipments. Now, he's on the trail of a crate of expensive ceremonial axes that never made it to its destination in Silverhall. He's confirmed that the crate made it out of Port Ice, and now Torgen is in Highdelve , the crate's next stop. The dwarf must confirm that the cargo made it through before he can track it any farther south. [/spoiler]