

Thorgrim

Male Human (Ulfen) Eldritch Knight 5, Fighter 4, Wizard 5 - CL14 - CR 13

Chaotic Neutral Humanoid (Human); Age: 18; Height: 6' 3"; Weight: 175lb.; Hair: Red

Ability	Score	Modifier	Temporary
STR STRENGTH	16/22	+3/+6	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	14/18	+2/+4	
INT INTELLIGENCE	16	+3	
WIS WISDOM	10	0	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+8	+4				
REFLEX (DEXTERITY)	+9 =	+4	+4		+1		
WILL (WISDOM)	+7 =	+7					

Damage Reduction (10/melee or magic)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	28 =	+7	+4	+4	-1		+2	+2	
Touch AC	17	Flat-Footed AC		22					

	BAB	Strength	Size	Misc	
CM Bonus	+18 =	+11	+6*	+1	-

	BAB	Strength	Dexterity	Size	
CM Defense	36 = 10	+11	+6*	+4*	+1

	Total	Damage / Current HP
HP	128	

Base Attack	+11	Initiative	+4
		Speed	30 / 60 ft

+1 Mithral Breastplate

Mithral: Weighs half as much as normal.

+7

Max Dex: +6, Armor Check: -
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (4)	2	
Appraise	+10	INT (3)	4	
Bluff	-1	CHA (-1)	-	
Climb	+12	STR (6)	3	
Craft (Alchemy)	+10	INT (3)	4	
Craft (Weapons)	+10	INT (3)	6	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+8	DEX (4)	3	
Heal	+0	WIS (0)	-	
Intimidate	+15	CHA (-1)	13	
Knowledge (Arcana)	+15	INT (3)	9	
Knowledge (History)	+15	INT (3)	9	
Knowledge (Local)	+15	INT (3)	9	
Linguistics	+9	INT (3)	3	
Perception	+5	WIS (0)	5	
Ride	+4	DEX (4)	-	
Sense Motive	+6	WIS (0)	3	
Spellcraft	+15	INT (3)	9	
Stealth	+0	DEX (4)	-	
Survival	+5	WIS (0)	2	

Gear

Total Weight Carried: 20/1040lbs, Light Load

(Light: 346lbs, Medium: 692lbs, Heavy: 1040lbs)

+1 Mithral Breastplate	15 lbs
+1 Returning Mithral Axe, Throwing	1 lb
+1 Returning, Throwing Mithral Waraxe, Dwarven	4 lbs
Artisan's Outfit (Free)	-
Potion of Cure Serious Wounds	-
Ring of Protection, +2	-
Scroll: Vision of Hell, Vision of Hell	-
Wand of Pain Strike	-

+1 Returning Mithral Axe, Throwing

Mithral: Weighs half as much as normal.

This specia, Returning

Mainhand: +18/+18/+13/+8, 1d8+7	Crit: 20/x2
Main w/ Offhand: +14/+14/+9/+4, 1d8+7	Rng: 10' Light, S
Main w/ Light Off.: +16/+16/+11/+6, 1d8+7	
Offhand: +16/+16, 1d8+7	
Ranged: +16/+16/+11/+6, 1d8+7	
Ranged w/ Offhand: +12/+12/+7/+2, 1d8+7	
Ranged w/ Light Off.: +14/+14/+9/+4, 1d8+7	
Ranged Offhand: +14/+14, 1d8+7	

+1 Returning, Throwing Mithral Waraxe, Dwarven

Mithral: Weighs half as much as normal.
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Mainhand: +19/+19/+14/+9, 2d8+7	Crit: 19-20/x3
Both Hands: +19/+19/+14/+9, 2d8+10	Rng: 10' 1-Hand, S
Main w/ Offhand: +15/+15/+10/+5, 2d8+7	
Main w/ Light Off.: +17/+17/+12/+7, 2d8+7	
Offhand: +15/+15, 2d8+7	
Ranged: +17/+17/+12/+7, 2d8+7	
Ranged, Both Hands: +17/+17/+12/+7, 2d8+10	
Ranged w/ Offhand: +13/+13/+8/+3, 2d8+7	
Ranged w/ Light Off.: +15/+15/+10/+5, 2d8+7	
Ranged Offhand: +13/+13, 2d8+7	

Skills

Skill Name	Total	Ability	Ranks	Temp
Swim	+12	STR (6)	3	

Feats, Traits & Flaws

Arcane Armor Training

Swift action: -10% arcane spell failure due to armor.

Experience & Wealth

Current Cash: **You have no money!**

Feats, Traits & Flaws

Arcane Strike

As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Bodyguard

Use an AoO to use aid another to improve an ally's AC.

Combat Reflexes (5 AoO/round)

You can make extra attacks of opportunity.

Dodge

+1 AC.

Double Slice

Add your full STR bonus to off-hand attacks.

Exotic Weapon Proficiency: Waraxe, Dwarven

You make attack rolls with the weapon normally.

Extend Spell

Spell duration lasts twice as normal. +1 Level.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Mobility

+4 to AC against some attacks of opportunity.

Point Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Power Attack -3/+6

You can subtract from your attack roll to add to your damage.

Scribe Scroll

You can create magic scrolls.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Sliding Axe Throw

You can choose to take a -2 penalty on a ranged attack roll with an axe, bouncing it or sliding it along the ground. If the target is flat-footed, running, or charging, this attack ignores any bonuses to the target's AC from its shield. If

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Two-weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Weapon Focus: Waraxe, Dwarven

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Wizard Weapon Proficiencies

You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

Special Abilities

Armor Training 1 (Ex)

Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by

Special Abilities

Augment (+2 ability or +2 AC, 2r) (Sp)

As a standard action, you can touch a creature and grant it either a +2 enhancement bonus to a single ability score of your choice or a +1 bonus to natural armor that stacks with any natural armor the creature might possess. At

Bonded Object: +1 Returning Mithral Axe, Throwing

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork

Bravery +1 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Enhancement

Associated School: Transmutation

Illusion

You must spend 2 slots to cast spells from the Illusion school.

Necromancy

You must spend 2 slots to cast spells from the Necromancy school.

Physical Enhancement +2: Strength (Su)

You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this

Tracked Resources

+1 Returning Mithral Axe, Throwing

Mithral: Weighs half as much as normal.

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Action Points

Bonded Object: +1 Returning Mithral Axe, Throwing

Mithral: Weighs half as much as normal.

Potion of Cure Serious Wounds

Languages

Abyssal	Dwarven
Celestial	Elven
Common	Ignan
Draconic	Skald

Spells & Powers

Wizard Spell DC: 13 + spell level

CL: 9 (vs. SR: +9, Concentration: +12)

Melee Touch +17 Ranged Touch +15

Maximum Wizard spells per day: **4/***x0; **5**x1; **5**x2; **4**x3;
2x4; **1**x5

Wizard 0: Detect Poison, Flare (DC 13), Detect Magic, Penumbra

Wizard 1: Shield (DC 14), Enlarge Person (DC 14), Jump (DC 14), Expeditious Retreat (DC 14), Burning Disarm (DC 14), Emergency Force Sphere

Wizard 2: Bear's Endurance (DC 15), Cat's Grace (DC 15), Bull's Strength (DC 15), Codespeak, Dust of Twilight (DC 15), Protection from Arrows (DC 15)

Wizard 3: Shifting Sand (DC 16), Gaseous Form, Haste (DC 16), Keen Edge (DC 16), Enter Image

Wizard 4: Beast Shape II (DC 17), Dragon's Breath (DC 17), Mnemonic Enhancer (DC 17)

Wizard 5: Baleful Polymorph (DC 18), Hungry Pit (DC 18)