

# Weibel Hanmer

Character Name  
 Fighter (Polearm Master) 6  
 CLASS  
 6 (5) 23000 / 35000

# tom

Player Name  
 Human / Humanoid  
 RACE  
 34 Male  
 AGE GENDER

Deity  
 Medium / 5 ft.  
 SIZE / FACE  
 None  
 Region  
 0' 0" / 0 lbs.  
 HEIGHT / WEIGHT  
 Lawful Evil  
 Alignment  
 Normal  
 VISION

Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	20	+5		
<b>DEX</b> Dexterity	13	+1	13	+1		
<b>CON</b> Constitution	19	+4	19	+4		
<b>INT</b> Intelligence	10	+0	10	+0		
<b>WIS</b> Wisdom	12	+1	12	+1		
<b>CHA</b> Charisma	15	+2	15	+2		

WOUNDS/CURRENT HP: 69

HP hit points

AC armor class: 22

INITIATIVE modifier: +5

Encumbrance: Light

SPEED: Walk 20 ft.

Subdual Damage: 0

Damage Reduction: 0

Armor Bonus: 9

Shield Bonus: 0

Stat: 1

Size: 0

Natural Armor: 0

Deflection: 1

Dodge: 1

Morale: 0

Insight: 0

Sacred: 0

Profane: 0

Misc: 0

Miss Chance: 35

Arcane Spell Failure: -6

Armor Check Penalty: 0

Spell Resist: 0

Acid Resist: 0

Cold Resist: 0

Elect. Resist: 0

Fire Resist: 0

SAVING THROWS

ABILITY	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+10	+5	+4	+1	+0	+0	
<b>REFLEX</b> (dexterity)	+4	+2	+1	+1	+0	+0	
<b>WILL</b> (wisdom)	+4	+2	+1	+1	+0	+0	

TOTAL SKILLPOINTS: 18

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-2	= 1 + 3	+ -6	
✓ Acrobatics (When Jumping)	DEX	-6	= 1 + 3	+ -10	
✓ Appraise	INT	0	= 0		
✓ Bluff	CHA	3	= 2 + 1		
✓ Climb	STR	5	= 5 + 3	+ -3	
✓ Craft (Untrained)	INT	0	= 0		
✓ Diplomacy	CHA	2	= 2		
✓ Disguise	CHA	2	= 2		
✓ Escape Artist	DEX	-5	= 1	+ -6	
✓ Fly	DEX	-5	= 1	+ -6	
✓ Heal	WIS	3	= 1 + 2		
✓ Intimidate	CHA	7	= 2 + 2 + 3		
✓ Perception	WIS	1	= 1		
✓ Perform (Untrained)	CHA	2	= 2		
✓ Ride	DEX	-1	= 1 + 1	+ -3	
✓ Sense Motive	WIS	1	= 1		
✓ Stealth	DEX	-5	= 1	+ -6	
✓ Survival	WIS	9	= 1 + 5 + 3		
✓ Swim	STR	3	= 5 + 1	+ -3	

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

**Conditional Combat Modifiers:**  
 You may move through 5 feet of difficult terrain as normal.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	+6/+1	+5	+0	+0	0	
<b>RANGED</b> attack bonus	+7/+2	+6/+1	+1	+0	+0	0	
<b>CMB</b> attack bonus	+11/+6	+6/+1	+5	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>CMB</b>	+11/+6	+11/+6	+11/+6	+11/+6	+11	+11

	DIRTY TRICK	DRAG	REPOSITION	STEAL
<b>CMB</b>	+11	+11	+11	+11

	CMD	CMD	CMD	CMD
	24	24	24	24

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(lethal or nonlethal)	+11/+6	1d3+5	20/x2	5 ft.

Special Properties:

**\*Sword, Short**

	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	P	M	19-20/x2	5 ft.

	To Hit	Dam	To Hit	Dam
1H-P	+11	1d6+5	+5	1d6+5
1H-O	+7	1d6+2	+7	1d6+5
2H	+11	1d6+5	+3	1d6+2

**Crossbow, Heavy**

	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.

Range: 30 ft. To Hit: +7/+2 Damage: 1d10

	120 ft.	240 ft.	360 ft.	480 ft.	600 ft.
TH	+7/+2	+5/+0	+3/-2	+1/-4	-1/-6
Dam	1d10	1d10	1d10	1d10	1d10
TH	-3/-8	-5/-10	-7/-12	-9/-14	-11/-16
Dam	1d10	1d10	1d10	1d10	1d10

**Warhammer**

	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x3	5 ft.

	To Hit	Dam	To Hit	Dam
1H-P	+11/+6	1d8+5	+5/+0	1d8+5
1H-O	+7/+2	1d8+2	+7/+2	1d8+5
2H	+11/+6	1d8+7	+1	1d8+2

\*: 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	Heavy	+9	+1	-6	35
*Ring of Protection +1		+1	+0	0	

<b>+1 Guisarme</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x3	10 ft.
TOTAL ATTACK BONUS		DAMAGE				
+13/+8		2d4+9				
Special Properties: reach, trip						

<b>*Gauntlet</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+11/+6	1d3+5	2W-P-(OH)	+5/+0	1d3+5	
1H-O	+7/+2	1d3+2	2W-P-(OL)	+7/+2	1d3+5	
2H	+11/+6	1d3+5	2W-OH	+3	1d3+2	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Sword, Short	Equipped	1	2 / 10
<b>Ring of Protection +1</b>	Equipped	1	0 / 2,000
<small>Aura: faint abjuration, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring</small>			
Full Plate	Equipped	1	50 / 1,500
Traveler's Outfit	Equipped	1	5 / 1
<b>Shirt of Immolation</b>	Equipped	1	1 / 8,000
<small>Deals 1d6+10 fire damage to a grappling creature up to 10 rounds per day.</small>			
<b>Cloak of Resistance +1</b>	Equipped	1	1 / 1,000
<small>Aura: faint abjuration, Caster Level: 5th, Construction Cost: 500 gp, Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus, Slot: shoulders</small>			
<b>Belt of Giant Strength +2</b>	Equipped	1	1 / 4,000
<small>Aura: moderate transmutation, Caster Level: 8th, Construction Cost: 2,000 gp, Construction Requirements: Craft Wondrous Item, bull's strength, Slot: belt</small>			
Bolts, Crossbow (10)	Equipped	2	0.1 (0.2) / 0.1 (0.2)
<input type="checkbox"/>			
Grappling Bolt	Equipped	1	0.5 / 1
<small>A small grappling hook designed to be tied to a silk rope and fired from a crossbow. When fired, it has a range increment of 30 feet.</small>			
Crossbow, Heavy	Carried	1	8 / 50
Warhammer	Carried	1	5 / 12
<b>+1 Guisarme</b>	Carried	1	12 / 2,309
<small>reach, trip</small>			
Gauntlet	Equipped	1	0 / 2
TOTAL WEIGHT CARRIED/VALUE		85.7 lbs.	18,885.2gp

WEIGHT ALLOWANCE			
	Light	Medium	Heavy
Light over head	133	266	400
Lift off ground	400	800	2000
		Push / Drag	

MONEY
Total= 0 gp [Unspent Funds = 1,407 gp]

MAGIC
Languages
Common

Other Companions

Archetypes
<b>Polearm Master</b> [Paizo Inc. - Advanced Player's Guide, p.106]
The polearm master is schooled in the ancient wisdom that enemies are best faced at the end of long striking pole, lashing like a serpent before clumsy swords and axes can even be brought to bear.

Special Qualities
<b>Bonus Feat</b> [ CR ]
Humans select one extra feat at 1st level.
<b>Bonus Feats</b> [ CR ]
At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.
<b>Polearm Training (Ex)</b> [ APG ]
At 5th level, a polearm master gains a +1 bonus on attack and damage rolls with spears and polearms. The bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.
<b>Pole Fighting (Ex)</b> [ APG ]
At 2nd level, as an immediate action, a polearm master can shorten the grip on his spear or polearm with reach and use it against adjacent targets. This action results in a -4 penalty on attack rolls with that weapon until he spends another immediate action to return to the normal grip. The penalty is reduced by -1 for every four levels beyond 2nd. This ability replaces bravery.
<b>Skilled</b> [ CR ]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

#### Steadfast Pike (Ex) [ APG ]

At 3rd level, a polearm master gains a +1 bonus on attack rolls with readied attacks and attacks of opportunity made with a spear or polearm. The bonus increases by +1 for every four levels beyond 3rd. This ability replaces armor training 1, 2, 3, and 4.

#### Weapon Mastery (Ex) [ APG ]

A polearm master must choose a spear or polearm.

### Feats

#### Combat Reflexes [CR]

You can make additional attacks of opportunity.

You may make 1 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

#### Dodge [CR]

Your training and reflexes allow you to react swiftly to avoid an opponent's attack.

You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

#### Improved Initiative [CR]

Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

#### Nimble Moves [CR]

You can move across a single obstacle with ease.

Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

#### Outflank [APG]

You look for every edge when flanking an enemy.

Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

#### Power Attack [CR]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

#### Stand Still [CR]

You can stop foes that try to move past you.

When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

### Proficiencies

Amentum, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Light Flail, Heavy Flail, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Hooked Lance, Horsecopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspike, Sibat, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, Dwarven Waraxe, Warhammer, Wushu Dart

# Weibel Hanmer

Human

RACE

34

AGE

Male

GENDER

VISION

Lawful Evil

ALIGNMENT

Left

DOMINANT HAND

0' 0"

HEIGHT

0 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:**