

Weibel Hanmer

Character Name
 Fighter (Polearm Master) 4
 CLASS
 4 (3) 9000 / 15000

tom

Player Name
 Human / Humanoid
 RACE
 34 Male
 AGE GENDER

Deity None
 Region Lawful Evil
 Medium / 5 ft. 0' 0" / 0 lbs.
 SIZE / FACE HEIGHT / WEIGHT
 EYES HAIR Points

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

HP hit points	53	WOUNDS/CURRENT HP	
AC armor class	21	20	12 = 10 + 9 + 0 + 1 + 0 + 0 + 1 + 0 + 0 + 0 + 0 + 0 + 0 + 0
INITIATIVE modifier	+1	+1	+0
Encumbrance	Light		

SPEED	Walk 20 ft.
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

FORTITUDE (constitution)	+8	+4	+4	+0	+0	+0	
REFLEX (dexterity)	+2	+1	+1	+0	+0	+0	
WILL (wisdom)	+2	+1	+1	+0	+0	+0	

MELEE attack bonus	+8	+4	+4	+0	+0	+0	
RANGED attack bonus	+5	+4	+1	+0	+0	+0	
CMB attack bonus	+8	+4	+4				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER			RANKS	MISC MODIFIER
			SKILL	ABILITY	MODIFIER		
✓ Acrobatics	DEX	-3	=	1	+ 2	+ -6	
✓ Acrobatics (When Jumping)	DEX	-7	=	1	+ 2	+ -10	
✓ Appraise	INT	0	=	0			
✓ Bluff	CHA	2	=	2			
✓ Climb	STR	3	=	4	+ 2	+ -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	2	=	1	+ 1		
✓ Intimidate	CHA	6	=	2	+ 1	+ 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	8	=	1	+ 4	+ 3	
✓ Swim	STR	2	=	4	+ 1	+ -3	

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

UNARMED (lethal or nonlethal)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3+4	20/x2	5 ft.

*Sword, Short		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	P	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+8	1d6+4	2W-P-(OH)	+2	1d6+4	
1H-O	+4	1d6+2	2W-P-(OL)	+4	1d6+4	
2H	+8	1d6+4	2W-OH	+0	1d6+2	

Crossbow, Heavy		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +5		Damage: 1d10		
TH	+5	+3	+1	-1	-3	
Dam	1d10	1d10	1d10	1d10	1d10	
720 ft.		840 ft.		960 ft.		
TH	-5	-7	-9	-11	-13	
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	+8	1d8+4	2W-P-(OH)	+2	1d8+4	
1H-O	+4	1d8+2	2W-P-(OL)	+4	1d8+4	
2H	+8	1d8+6	2W-OH	-2	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

Glaive		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x3	10 ft.
TOTAL ATTACK BONUS		DAMAGE				
+8		1d10+6				

Special Properties: reach

*Gauntlet		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+8	1d3+4	2W-P-(OH)	+2	1d3+4	
1H-O	+4	1d3+2	2W-P-(OL)	+4	1d3+4	
2H	+8	1d3+4	2W-OH	+0	1d3+2	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Sword, Short	Equipped	1	2 / 10
Ring of Protection +1	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
Shirt of Immolation	Equipped	1	1 / 8,000
<small>Deals 1d6+10 fire damage to a grappling creature up to 10 rounds per day.</small>			
Bolts, Crossbow (10)	Equipped	2	0.1 (0.2) / 0.1 (0.2)
□□			
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
Glaive	Carried	1	10 / 8
reach			
Gauntlet	Equipped	1	0 / 2
TOTAL WEIGHT CARRIED/VALUE		81.7 lbs.	11,584.2gp

WEIGHT ALLOWANCE			
Light	100	Medium	200
Heavy	300	Push / Drag	1500
Lift over head	300	Lift off ground	600

MONEY	
Total=	0 gp [Unspent Funds = 1,416 gp]

MAGIC	
Languages	
Common	

Other Companions	

Archetypes	
Polearm Master	[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	
Bonus Feat	[CR]

Humans select one extra feat at 1st level.

Bonus Feats	
	[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.

Polearm Training (Ex)	
	[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.

Pole Fighting (Ex)	
	[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.

Skilled	
	[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	
Armor Proficiency, Heavy	[CR]

You are skilled at wearing heavy armor.

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Champion	
	[UCA]

[Not Implemented] You must prove yourself through single combat.

As a swift action, you can declare a single combat challenge to one foe within 50 feet and in line of sight. Upon doing so, you gain a +1 bonus on attack rolls and a +1 dodge bonus to AC against that foe as long as no one else threatens that opponent or until the single combat challenge ends. If another combatant attacks you or your foe, the challenge ends and you take a -2 penalty on attack rolls and to AC for 1 round. Though you can declare a single combat challenge at will, once you declare it on a foe you can't declare it on the same foe for another 24 hours. Goal: Defeat an appropriate number of challenging foes in single combat. These combats must not be interrupted by other creatures, and the foes must not have already been substantially injured or impaired prior to combat with you. Completion Benefit: Your bonuses for single combat increase to +2. In addition, any confirmed critical hits you make against such a foe deal an additional 1d6 points of damage.

Defensive Combat Training	
	[CR]

You excel at defending yourself from all manner of combat maneuvers.

You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Chapter 8).

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, Horsechopper, 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, Shortsword, 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: