

# Weibel Hanmer

Character Name  
 Fighter (Polearm Master) 5  
 CLASS  
 5 (4) 15000 / 23000

# 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: 62

HP hit points

AC armor class: 22

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION DODGE Morale

INITIATIVE modifier: +1

TOTAL DEX MODIFIER MISC MODIFIER

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED: Walk 20 ft.

MISS CHANCE Arcane Spell Failure ARMOR CHECK PENALTY SPELL RESIST ACID RESIST COLD RESIST ELECT. RESIST FIRE RESIST

35 -6 0

SAVING THROWS

FORTITUDE (constitution): +9 = +4 +4 +1 +0 +0

REFLEX (dexterity): +3 = +1 +1 +1 +0 +0

WILL (wisdom): +3 = +1 +1 +1 +0 +0

Encumbrance: Light

TOTAL SKILLPOINTS: 15 (UNUSED: 3) MAX RANKS: 5/5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC 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	4	= 5 + 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	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.

MELEE attack bonus: +10 = +5 +5 +0 +0 +0

RANGED attack bonus: +6 = +5 +1 +0 +0 +0

CMB attack bonus: +10 = +5 +5 +0 +0 +0

CMB: GRAPPLE +10 TRIP +10 DISARM +10 SUNDER +10 BULL RUSH +10 OVERRUN +10

CMD: 23 23 23 23 23 23

CMB: DIRTY TRICK +10 DRAG +10 REPOSITION +10 STEAL +10

CMD: 23 23 23 23

UNARMED (lethal or nonlethal): TOTAL ATTACK BONUS +10 DAMAGE 1d3+5 CRITICAL 20/x2 REACH 5 ft.

Special Properties:

**\*Sword, Short**

HAND	TYPE	SIZE	CRITICAL	REACH
Off-hand	P	M	19-20/x2	5 ft.
To Hit		Dam		
1H-P	+10	1d6+5		
1H-O	+6	1d6+2	2W-P-(OH) +4	1d6+5
2H	+10	1d6+5	2W-P-(OL) +6	1d6+5
			2W-OH +2	1d6+2

**Crossbow, Heavy**

HAND	TYPE	SIZE	CRITICAL	REACH
Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +6		Damage: 1d10
TH	+6	1d10		
Dam		1d10		
TH	-4	1d10		
Dam		1d10		

**Warhammer**

HAND	TYPE	SIZE	CRITICAL	REACH
Carried	B	M	20/x3	5 ft.
To Hit		Dam		
1H-P	+10	1d8+5	2W-P-(OH) +4	1d8+5
1H-O	+6	1d8+2	2W-P-(OL) +6	1d8+5
2H	+10	1d8+7	2W-OH +0	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				
+12		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	+10	1d3+5	2W-P-(OH)	+4	1d3+5	
1H-O	+6	1d3+2	2W-P-(OL)	+6	1d3+5	
2H	+10	1d3+5	2W-OH	+2	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>						
<b>Bolts, Crossbow (10)</b>	Equipped	2	0.1 (0.2) / 0.1 (0.2)			
<input type="checkbox"/>						
<b>Grappling Bolt</b>	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>						
<b>Crossbow, Heavy</b>	Carried	1	8 / 50			
<b>Warhammer</b>	Carried	1	5 / 12			
<b>+1 Guisarme</b>	Carried	1	12 / 2,309			
<small>reach, trip</small>						
<b>Gauntlet</b>	Equipped	1	0 / 2			
TOTAL WEIGHT CARRIED/VALUE		85.7 lbs.	18,885.2gp			

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

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
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**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.

**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.

**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
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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, Shortspear, 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:**