

Pokey Darkstrike

Player: Ben W

Male dwarf fighter 1 - CR 1/2

Lawful Good Humanoid (Dwarf); Deity: Torag; Age: 51;

Height: 4' 2"; Weight: 185 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	10	0	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+2	+3				
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+0 =						
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+1 =		+1				
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =	+5	+2						

Touch AC 10	Flat-Footed AC 17
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Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	BAB	Strength	Size	Misc
+3 =	+1	+3	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
14 = 10	+1	+3	+0	-

18 vs. Bull Rush; 18 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +1	HP 14
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Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Initiative +0	Damage / Current HP
Speed 20 ft	

Dwarven waraxe

Main hand: +4, 1d10+5 Crit: x3

Both hands: +4, 1d10+6 1-hand, S

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Dwarven waraxe

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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-1	CHA (-1)	-	
Climb	-3	STR (3)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (dungeoneering)	+4	INT (0)	1	
Perception	+1	WIS (1)	-	
Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	-6	DEX (0)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-6	DEX (0)	-	
Survival	+5	WIS (1)	1	
Swim	-3	STR (3)	-	

Activated Abilities & Adjustments

Power Attack -1/+2

Feats

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Martial Weapon Proficiency - All
 Power Attack -1/+2
 Shield Proficiency
 Simple Weapon Proficiency - All
 Tower Shield Proficiency
 Weapon Focus (Dwarven waraxe)

Traits

Noble Born - Garess

Special Abilities

Darkvision (60 feet)
 Defensive Training +4
 Greed
 Hardy +2
 Hatred +1
 Slow and Steady
 Stability +4
 Stonecunning +2

Heavy steel shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Experience & Wealth

Experience Points: **0/2,000**
Current Cash: **36 gp, 8 sp, 1 cp**

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Gear

Total Weight Carried: 99.4/260 lbs, Medium Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Dwarven waraxe	8 lbs
Dwarven waraxe	8 lbs
Flint and steel	-
Heavy shield bash	-
Heavy steel shield	15 lbs
Mess kit	1 lb
Money	0.9 lbs
Rope	10 lbs
Scale mail	30 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Tracked Resources

Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common Dwarven

Sourcebooks Used

- **Kingmaker** - Noble Born - Garess (trait)
- **Ultimate Equipment** - Mess kit (equipment)

Pokey Darkstrike – Abilities & Gear

Power Attack -1/+2

Feat

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

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 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. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. 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.

Weapon Focus (Dwarven waraxe)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Noble Born - Garess

Trait

You claim a tangential but legitimate connection to one of Brevoy's noble families. If you aren't human, you were likely adopted by one of Brevoy's nobles or were instead a favored servant or even a childhood friend of a noble scion. Whatever the cause, you've had a comfortable life, but one far from the dignity and decadence your distant cousins know. Although you are associated with an esteemed name, your immediate family is hardly well to do, and you've found your name to be more of a burden to you than a boon in many social situations. You've recently decided to test yourself, to see if you can face the world without the aegis of a name you have little real claim or care for. An expedition into the storied Stolen Lands seems like just the test to see if you really are worth the title "noble." Choose one of the following noble families and associated benefits.

Garess: Your family's long association with the dwarves of the Golushkin Mountains has left its mark. You ignore the movement penalty for the first 5 feet of rocky difficult terrain you move through per round. This applies only to terrain made difficult by rocks or ruins. In addition, you gain a +2 trait bonus on Appraise checks to assess the value of natural stones or metals. Your family motto is "Strong as the Mountains."

Appears In: Kingmaker

Darkvision (60 feet)

Racial Ability,Senses (Dwarf)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Defensive Training +4

Racial Ability (Dwarf)

+4 dodge bonus to AC against monsters of the Giant subtype.

Greed

Racial Ability (Dwarf)

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2

Racial Ability (Dwarf)

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred +1

Racial Ability (Dwarf)

+1 racial bonus to attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

Slow and Steady

Racial Ability,Movement (Dwarf)

Your base speed is never modified by armor or encumbrance.

Stability +4

Racial Ability (Dwarf)

+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning +2

Racial Ability (Dwarf)

+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not they are actively looking.

Title - Pokey Darkstrike (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/24

XP Reward: 0 XP; **Net Cash:**

- no notes -