

**Jern Smede**  
 CHARACTER: **Gearforged** Medium Male  
 RACE & LA: **18** Neutral **Brigh, The Whisper in Bronze**  
 AGE ALIGNMENT DEITY  
 LANGUAGES: **Common, Dwarven**

**Hebeloma**  
 PLAYER: **6'4"** **396 lbs** **None** **Green** **Metallic**  
 HEIGHT WEIGHT HAIR EYES SKIN  
**Felldales, Numeria**  
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>26</b>	<b>8</b>	<b>16</b>	<b>2</b>	<b>4</b>	<b>4</b>
<b>DEX</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>CON</b>	<b>18</b>	<b>4</b>	<b>18</b>			
<b>INT</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>WIS</b>	<b>10</b>	<b>0</b>	<b>10</b>			
<b>CHA</b>	<b>10</b>	<b>0</b>	<b>10</b>			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
<b>132</b>	<b>122</b>	<b>10</b>	<b>Constructed Pugilist (Brawler)</b>	<b>10</b>	<b>50</b>	<b>10</b>	<b>7</b>	<b>7</b>	<b>3</b>	<b>10</b>	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>	<b>132</b>	<b>FAVORED CLASS</b>	<b>Brawler</b>	<b>TOTALS</b>	<b>10</b>	<b>50</b>	<b>10</b>	<b>7</b>	<b>7</b>	<b>3</b>	<b>10</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>22</b>	-10+	<b>5</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>3</b>			
<b>TOUCH</b>	<b>14</b>	-10+		<b>2</b>		<b>2</b>				
<b>FLAT-FOOT</b>	<b>18</b>	-10+	<b>5</b>	<b>0</b>	<b>0</b>		<b>3</b>			

ARMOR CHECK PENALTY **-1**  
 MAXIMUM DEX **5**  
 SPELL FAILURE **15%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>11</b>	<b>7</b>	<b>4</b>			
<b>REF</b>	<b>9</b>	<b>7</b>	<b>2</b>			
<b>WILL</b>	<b>3</b>	<b>3</b>	<b>0</b>			

COMBAT NOTES: **second attack @ +5 BAB**



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>18</b>	<b>10</b>		<b>8</b>		
<b>RANGED</b>	<b>12</b>	<b>10</b>		<b>2</b>		
<b>CMB</b>	<b>18</b>	<b>10</b>	<b>STR</b>	<b>8</b>		
<b>CMD</b>	<b>32</b>	-10+	<b>10</b>	<b>2</b>	<b>10</b>	

SKILLS				RANKS TOTAL	50
TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> <b>ACROBATICS</b>	DEX	5	1	2	3
<input type="checkbox"/> <b>APPRAISE</b>	INT	1		1	
<input type="checkbox"/> <b>BLUFF</b>	CHA	-2		0	-2
<input checked="" type="checkbox"/> <b>CLIMB</b>	STR	11	1	8	3
<input checked="" type="checkbox"/> <b>CRAFT: construct/clockwork</b>	INT	24	10	1	3
<input type="checkbox"/> <b>DIPLOMACY</b>	CHA	-2		0	-2
<input type="checkbox"/> <b>DISABLE DEVICE</b>	DEX			2	
<input type="checkbox"/> <b>DISGUISE</b>	CHA	0		0	
<input checked="" type="checkbox"/> <b>ESCAPE ARTIST</b>	DEX	1		2	
<input type="checkbox"/> <b>FLY</b>	DEX	1		2	
<input checked="" type="checkbox"/> <b>HANDLE ANIMAL</b>	CHA			0	
<input type="checkbox"/> <b>HEAL</b>	WIS	0		0	
<input checked="" type="checkbox"/> <b>INTIMIDATE</b>	CHA	23	10	0	3
<input checked="" type="checkbox"/> <b>KN: dungeoneering</b>	INT	5	1	1	3
<input checked="" type="checkbox"/> <b>KN: local</b>	INT	5	1	1	3
<input checked="" type="checkbox"/> <b>KN: craft (weapons)</b>	INT	17	8	1	3
<input type="checkbox"/> <b>KN: engineering</b>	INT	6	5	1	
<input type="checkbox"/> <b>KN:</b>	INT			1	
<input type="checkbox"/> <b>KN:</b>	INT			1	
<input type="checkbox"/> <b>LINGUISTICS</b>	INT			1	
<input checked="" type="checkbox"/> <b>PERCEPTION</b>	WIS	13	10	0	3
<input type="checkbox"/> <b>PERFORM:</b>	CHA	0		0	
<input checked="" type="checkbox"/> <b>PROF:</b>	WIS			0	
<input checked="" type="checkbox"/> <b>RIDE</b>	DEX	5	1	2	3
<input checked="" type="checkbox"/> <b>SENSE MOTIVE</b>	WIS	2	1	0	3
<input type="checkbox"/> <b>SLEIGHT OF HAND</b>	DEX			2	
<input type="checkbox"/> <b>SPELLCRAFT</b>	INT			1	
<input type="checkbox"/> <b>STEALTH</b>	DEX	1		2	
<input type="checkbox"/> <b>SURVIVAL</b>	WIS	0		0	
<input checked="" type="checkbox"/> <b>SWIM</b>	STR	11	1	8	3
<input type="checkbox"/> <b>USE MAGIC DEVICE</b>	CHA			0	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

**Race:** Gearforged (Humanoid, Construct) (ARC 108) **Class:** Brawler HD: d10; skills 4 + Int Mod  
**Clockwork-Powered:** +2 saves vs disease, mind-effects, poison, exhaustion, fatigue. **Archetype:** Pugilist Construct (People of the Wastes 8)  
**Gearborn Immunities:** Gearborn do not breathe, eat, or sleep. **Weapon Prof:** All Simple & handaxe, short sword  
**Second Chance:** Cannot be raised or resurrected. **Armor Prof:** Light Armor & Shields  
**Stable:** Automatically stabilize below 0 HP. **Brawler's Cunning (Ex):** Meet Int Requirement for Combat feats  
**Darkvision 60'; Low-light Vision; +1 Natural AC** **Martial Training (Ex):** Both Fighter & Monks for feats  
**-2 Bluff, Diplomacy & Sense Motive;** **Improved Unarmed Strike:** lethal or non-lethal for 1d8 damage  
**+2 Intimidate & Craft (clockwork)** **Martial Flexibility (Ex):** Exchange Move for three combat feats  
**Immortal: No aging** **Intimidating Prowess:** + Str Mod to Intimidate Check  
**Rust Vulnerability: take 1d6 dam/HD from rust attacks** **Brawler's Flurry (Ex):** Use Imp. 2-Weapon Fighting for unarmed attacks (2/rnd)  
**Magnet Snatch: immediately disarm after foe's hit w/ metal weapon (Con Mod/day)** **Maneuver Training (Ex):** +2 Sunder, +1 Disarm CMD/CMB  
**Knock Unconscious: Fort Save DC=10+lvl/2+Str Mod for 1d6 rnds (2/day)** **Brawler AC Bonus: +2 Dodge**  
**Brawler's Strike (Ex): Unarmed strikes are magic, cold iron & silver weapons** **Critical Focus +4 confirm Criticals**  
**Close Weapon Mastery (Ex): Close Weapons deal unarmed strike dam** **Improved Critical: unarmed strike (double threat range)**  
**From the Crucible: Fire Resistance 2, +2 save vs fire** **Armor Upgrade (Combat, Racial) +2 Natural AC**

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
<b>ARMOR</b> Studded leather +2	5	5	-1	15	Lt	20.0
<b>SHIELD</b>						

<b>EXPERIENCE</b>	SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	<b>105,000 / 155,000</b>		
<b>SPEED</b>	BASE	FLY	SWIM	CLIMB	MISC	
<b>INIT</b>	<b>2</b>	=	<b>2</b>	DEX MOD	+ <b></b>	MISC MOD
<b>HERO</b>						
<b>SR</b>						
<b>DR</b>						
<b>RESISTANCES</b>	fire 2					
<b>POOL POINTS</b>						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
unarmed strike (right hand)	+18	1d10+8	19-20,x2		B		
unarmed strike (prosthetic left hand) +2	+20	1d10+10	17-20,x3		B,S		
bola	+12	1d4	20,x2	10	B		+trip

