

Jern Smede
 CHARACTER: Gearforged Medium Male
 RACE & LA: 18 Neutral Brigh, The Whisper in Bronze
 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
STR	18	4	16	2		
DEX	14	2	14			
CON	18	4	18			
INT	12	1	12			
WIS	10	0	10			
CHA	10	0	10			

HITPOINTS

CURRENT HP	HP GAINED	HD
15	14	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	15	FAVORED CLASS
		Brawler

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Constructed Pugilist (Brawler)	1	5	1	2	2	0	1
TOTALS	1	5	1	2	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	3	0	2		3			
TOUCH	12	-10+			2					
FLAT-FOOT	16	-10+	3	0	0		3			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	2	4			
REF	4	2	2			
WILL	0	0	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	5	1		4		
RANGED	3	1		2		
CMB	5	1	STR	4		
CMD	17	-10+	B1B	0	STR & DEX	6



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 1d6 damage
 +2 Intimidate & Craft (clockwork) Constructed Limb (Ex): Prosthetic limb on left arm
 Immortal: No aging Vicious Blades - Prosthetic limb does B,S damage & critical 19-20
 Rust Vulnerability: take 1d6 dam/HD from rust attacks

SKILLS

SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	5	1	2	3	
* APPRAISE	1		1		
* BLUFF	-2		0		-2
* CLIMB	7	1	4	3	
* CRAFT: construct	7	1	1	3	2
* DIPLOMACY	-2		0		-2
* DISABLE DEVICE			2		
* DISGUISE	0		0		
* ESCAPE ARTIST	1		2		
* FLY	1		2		
* HANDLE ANIMAL			0		
* HEAL	0		0		
* INTIMIDATE	6	1	0	3	2
* KN: dungeoneering			1		
* KN: local			1		
* KN:			1		
* KN:			1		
* KN:			1		
* KN:			1		
* LINGUISTICS			1		
* PERCEPTION	4	1	0	3	
* PERFORM	0		0		
* PROF:			0		
* RIDE	1		2		
* SENSE MOTIVE	-2		0		-2
* SLEIGHT OF HAND			2		
* SPELLCRAFT			1		
* STEALTH	1		2		
* SURVIVAL	0		0		
* SWIM	3		4		
* USE MAGIC DEVICE			0		
*					
*					
*					
*					
*					
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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

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED BASE 30 FLY SWIM CLIMB MISC

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Studded leather	3	5	-1	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
unarmed strike (right hand)	+5	1d6+5	20,x2		B		
unarmed strike (prosthetic left hand)	+5	1d6+5	19-20,x2		B,S		
bola	+0	1d4	20,x2	10	B		+trip

