

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
STR	22	6	16	2	2	2
DEX	14	2	14			
CON	18	4	18			
INT	12	1	12			
WIS	10	0	10			
CHA	10	0	10			

ABILITY SCORE & RACIAL NOTES

HITPOINTS				CLASS RECORDER											
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
67	62	5	Constructed Pugilist (Brawler)	5	25	5	4	4	1	5					
TOTAL HP	67	FAVORED CLASS	Brawler	TOTALS	5	25	5	4	4	1	5				

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	4	0	2	1	3			
TOUCH	13	-10+			2	1				
FLAT-FOOT	17	-10+	4	0	0		3			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	4	4			
REF	6	4	2			
WILL	1	1	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	11	5		6		
RANGED	7	5		2		
CMB	11	5	STR	6		
CMD	24	-10+	B5B	8		



SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	25	
<input checked="" type="checkbox"/> ACROBATICS *	DEX	5	1	2	3	
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	-2		0		-2
<input checked="" type="checkbox"/> CLIMB *	STR	9	1	6	3	
<input checked="" type="checkbox"/> CRAFT: construct	INT	13	5	1	3	4
<input type="checkbox"/> DIPLOMACY	CHA	-2		0		-2
<input type="checkbox"/> DISABLE DEVICE *	DEX			2		
<input type="checkbox"/> DISGUISE	CHA	0		0		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	1		2		
<input type="checkbox"/> FLY *	DEX	1		2		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			0		
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	10	5	0	3	2
<input checked="" type="checkbox"/> KN: dungeoneering	INT	5	1	1	3	
<input checked="" type="checkbox"/> KN: local	INT	5	1	1	3	
<input checked="" type="checkbox"/> KN: craft (weapons)	INT	9	3	1	3	2
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	8	5	0	3	
<input type="checkbox"/> PERFORM:	CHA	0		0		
<input checked="" type="checkbox"/> PROF:	WIS			0		
<input checked="" type="checkbox"/> RIDE *	DEX	5	1	2	3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	2	1	0	3	-2
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			2		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input type="checkbox"/> STEALTH *	DEX	1		2		
<input type="checkbox"/> SURVIVAL	WIS	0		0		
<input checked="" type="checkbox"/> SWIM *	STR	9	1	6	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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)	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	Brawler's Flurry (Ex): Use Two-Weapon Fighting Feat for unarmed attacks
Magnet Snatch: immediately disarm after foe's hit w/ metal weapon (Con Mod/day)	Maneuver Training (Ex): Sunder +1 CMD/CMB
Knock Unconscious: Fort Save DC=10+lvl/2+Str Mod for 1d6 rnds (1/day)	Brawler AC Bonus: +1 Dodge
Brawler's Strike (Ex): Unarmed strikes are magic weapons	Master Craftsman +2 craft construct/weapons skills
Close Weapon Mastery (Ex): Close Weapons deal unarmed strike dam	Craft Magic Arms and Armor
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
ARMOR Studded leather +1	4	5	-1	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
unarmed strike (right hand)	+11	1d8+6	20,x2		B		
unarmed strike (prosthetic left hand)	+11	1d8+6	19-20,x2		B,S		
bola	+7	1d4	20,x2	10	B		+trip

