

Krombholz Berryman

Character Name
Gunslinger (Bolt Ace) 3
CLASS
3 (2) 3377 / 6000
Character Level (CR) EXP/NEXT LEVEL

Kirk

Player Name
Dwarf (Mountain Dwarf) / Humanoid
RACE
67 Male
AGE GENDER

Erastil

Deity
Medium / 5 ft.
SIZE / FACE
EYES

None

Region
4' 2" / 185 lbs.
HEIGHT / WEIGHT
HAIR

Neutral Good

Alignment
Darkvision (60 ft.)
VISION
20
Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP Vitality	22	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP Wound Points	11	DAMAGE REDUCTION	2/Armor	SPEED	Walk 20 ft.								
STR Strength	14	+2	14	+2			DEF defense	14	10	14	10	0	0	3	0	0	0	1	0	0	0	0	0	0
DEX Dexterity	17	+3	17	+3			TOTAL			FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
CON Constitution	11	+0	11	+0			INITIATIVE			modifier	+3	+3	+0											
INT Intelligence	10	+0	10	+0			TOTAL			DEX MODIFIER	MISC MODIFIER													
WIS Wisdom	15	+2	15	+2			Encumbrance			Light														
CHA Charisma	8	-1	8	-1																				
SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP																
FORTITUDE (constitution)		+3	+3	+0	+0	+0	+0																	
REFLEX (dexterity)		+6	+3	+3	+0	+0	+0																	
WILL (wisdom)		+3	+1	+2	+0	+0	+0																	

Conditional Save Modifiers:
+2 vs. poison, spells, and spell-like abilities

Conditional Combat Modifiers:
Critical Defense: Make a Critical Defense Check Bonus at +6 to avoid critical hits.
Critical Confirm DC: Add +1 to your raw dice roll to give DC to confirm critical threats.
Psychology DC: 15
+4 dodge bonus to AC against humanoid creatures of the giant subtype.
+2 bonus on initiative checks if you have 1+ grit points.

MELEE attack bonus	TOTAL	+5	=	BASE ATTACK BONUS	+3	STAT	+2	SIZE	+0	MISC	+0	EPIC	+0	TEMP	
RANGED attack bonus	+6	=	+3	+3	+0	+0	+0								
CMB attack bonus	+5	=	+3	+2	+0										
CMB	GRAPPLE	+5	TRIP	+5	DISARM	+5	SUNDER	+5	BULL RUSH	+5	OVERRUN	+5			
CMD	19	19	19	19	19	19									

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3+2	20/x2	5 ft.

*Masterwork Crossbow, Heavy					HAND	TYPE	SIZE	CRITICAL	REACH
					Both	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +8		Damage: 1d10+1					
TH	120 ft.	240 ft.	360 ft.	480 ft.	600 ft.				
	+7	+5	+3	+1	-1				
Dam	1d10	1d10	1d10	1d10	1d10				
	720 ft.	840 ft.	960 ft.	1080 ft.	1200 ft.				
TH	-3	-5	-7	-9	-11				
Dam	1d10	1d10	1d10	1d10	1d10				

Alchemist's Fire (Flask)				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.			
TH	+7	+5	+3	+0	-2			
Dam	1d6+1	1d6+1	1d6+1	1d6	1d6			

Special Properties: Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

*: 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
*Leather	Light	+2	+6	+0	10

TOTAL SKILLPOINTS: 12		SKILLS		MAX RANKS: 3/3			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	7	= 3 + 1 + 3			
✓	Acrobatics (Jump)	DEX	3	= 3 + 1 + -1			
✓	Appraise	INT	0	= 0			
✓	Appraise (Precious metals and gemstones)	INT	2	= 0 + 2			
✓	Artistry	INT	0	= 0			
✓	Bluff	CHA	3	= -1 + 1 + 3			
✓	Climb	STR	6	= 2 + 1 + 3			
✓	Craft (Untrained)	INT	0	= 0			
✓	Diplomacy	CHA	-1	= -1			
✓	Disguise	CHA	-1	= -1			
✓	Escape Artist	DEX	3	= 3			
✓	Fly	DEX	3	= 3			
	Handle Animal	CHA	4	= -1 + 2 + 3			
✓	Heal	WIS	9	= 2 + 2 + 5			
✓	Intimidate	CHA	-1	= -1			
	Knowledge (Geography)	INT	1	= 0 + 1			
	Lore (City of Dressen)	INT	4	= 0 + 1 + 3			
✓	Perception	WIS	8	= 2 + 3 + 3			
✓	Perform (Untrained)	CHA	-1	= -1			
	Profession (Gardener)	WIS	6	= 2 + 1 + 3			
	Profession (Herbalist)	WIS	6	= 2 + 1 + 3			
✓	Ride	DEX	8	= 3 + 2 + 3			
✓	Sense Motive	WIS	2	= 2			
	Sleight of Hand	DEX	7	= 3 + 1 + 3			
✓	Stealth	DEX	9	= 3 + 2 + 4			
✓	Stealth (In hilly or rocky areas)	DEX	10	= 3 + 2 + 5			
✓	Survival	WIS	6	= 2 + 1 + 3			
✓	Swim	STR	6	= 2 + 1 + 3			
				= + +			
				= + +			
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

Points	Grit
[Paizo Inc. - Ultimate Combat]	

Thunderstone		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	So	M	none/x0	5 ft.
Range: 20 ft.		To Hit: +7		Damage:		
30 ft.		40 ft.		80 ft.		
TH	+5	+4	+2	+0	-2	
Dam						
Special Properties: Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.						

Axe, Throwing		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5		1d6+2				
10 ft.		20 ft.		30 ft.		50 ft.
TH	+7	+5	+3	+0	-2	
Dam	1d6+3	1d6+3	1d6+3	1d6+2	1d6+2	

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5		1d4+2				
10 ft.		20 ft.		30 ft.		50 ft.
TH	+7	+5	+3	+0	-2	
Dam	1d4+3	1d4+3	1d4+3	1d4+2	1d4+2	

Dagger (Cold Iron)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5		1d4+2				
10 ft.		20 ft.		30 ft.		50 ft.
TH	+7	+5	+3	+0	-2	
Dam	1d4+3	1d4+3	1d4+3	1d4+2	1d4+2	
Special Properties: 30 hp/inch, hardness 10						

Masterwork Axe, Throwing		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6		1d6+2				
10 ft.		20 ft.		30 ft.		50 ft.
TH	+8	+6	+4	+1	-1	
Dam	1d6+3	1d6+3	1d6+3	1d6+2	1d6+2	
Special Properties: Bunny shapped axeheads						

Tanglefoot Bag		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried		M	none/x0	5 ft.
10 ft.		20 ft.		30 ft.		50 ft.
TH	+7	+5	+3	+0	-2	
Dam						
Special Properties: An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move						

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Masterwork Crossbow, Heavy	Equipped	1	8 / 350
Black Horse Armband	Equipped	1	0 / 0
Says "Murders" in Ignian			
Leather	Equipped	1	15 / 10
Backpack, Common	Equipped	1	2 / 2
3.6 lbs., 1 Alchemist's Fire (Flask), 2 Fishhook, 1 Flint and Steel, 1 Mug or Tankard (Clay), 1 Potion (Stand the Heat/Wizard/1st), 1 Sewing Needle, 1 Shatterspell, 1 String (50 ft.), 1 Whetstone			
Outfit (Explorer's)	Equipped	1	8 / 0
Alchemist's Fire (Flask)	Backpack, Common	1	1 / 20
Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.			
Fishhook	Backpack, Common	2	0 (0) / 0.1 (0.2)
Flint and Steel	Backpack, Common	1	0 / 1
Mug or Tankard (Clay)	Backpack, Common	1	1 / 0
Potion (Stand the Heat/Wizard/1st)	Backpack, Common	1	0 / 50
Belt Pouch	Equipped	2	0.5 (1) / 1 (2)
5.42 lbs., 12 Coin (Copper Piece), 193 Coin (Gold Piece), 4 Coin (Platinum Piece), 12 Coin (Silver Piece), 1 Signal Whistle, 1 Weapon Cord, 1 Thunderstone			
Sewing Needle	Backpack, Common	1	0 / 0.5
Shatterspell	Backpack, Common	1	0.1 / 50
Make d20+0 dispel check against magic effects in target square. Apply cold to drink and gain SR 10 for 1 minute.			
String (50 ft.)	Backpack, Common	1	0.5 / 0
TOTAL WEIGHT CARRIED/VALUE		56.62 lbs.	1,454.3gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Whetstone	Backpack, Common	1	1 / 0
Signal Whistle	Belt Pouch	1	0 / 0.8
Weapon Cord	Belt Pouch	1	0 / 0.1
Thunderstone	Belt Pouch	1	1 / 30
Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.			
Quiver (bolts)	Equipped	1	1 / 2
(Quiver), (Backpack)2.6 lbs., 2 Bolts, Crossbow (10), 6 Bolt, Crossbow			
Quiver (bolts)	Equipped	1	1 / 2
(Quiver), (Backpack)2.5 lbs., 1 Bolts, Crossbow (10/Alchemical Silver), 1 Bolts, Crossbow (10/Cold Iron), 5 Bolt, Crossbow +1 (Alchemical Silver)			
Bolts, Crossbow (10)	Quiver (bolts)	2	1 (2) / 1 (2)
10 hp/inch, hardness 8			
Bolt, Crossbow	Quiver (bolts)	6	0.1 (0.6) / 0.1 (0.6)
10 hp/inch, hardness 8			
Bolts, Crossbow (10/Alchemical Silver)	Quiver (bolts)	1	1 / 21
10 hp/inch, hardness 8			
Bolts, Crossbow (10/Cold Iron)	Quiver (bolts)	1	1 / 2
30 hp/inch, hardness 10			
Bolt, Crossbow +1 (Alchemical Silver)	Quiver (bolts)	5	0.1 (0.5) / 48.1 (240.5)
10 hp/inch, hardness 8			
Healer's Kit	Equipped	1	1 / 50
Cures 1d8+1 points of damage			
Potion of Cure Light Wounds	Equipped	1	0 / 50
Cures 1d8+1 points of damage			
Oil of Magic Weapon	Equipped	1	0 / 50
Gives a weapon a +1 enhancement bonus on attack and damage rolls for 1 minute.			
Axe, Throwing	Carried	1	2 / 8
Dagger	Carried	1	1 / 2
Dagger (Cold Iron)	Carried	1	1 / 4
30 hp/inch, hardness 10			
Masterwork Axe, Throwing	Carried	1	2 / 308
Bunny shapped axeheads			
Horse (Light/Combat Trained)		1	1,200 / 110
155 lbs., 1 Bit and Bridle, 1 Saddle (Military), 1 Saddlebags			
Bit and Bridle	Horse (Light/Combat Trained)	1	1 / 2
Saddle (Military)	Horse (Light/Combat Trained)	1	30 / 20
+2 circumstance bonus on Ride checks related to staying in the saddle			
Saddlebags	Horse (Light/Combat Trained)	1	8 / 4
116 lbs., 9 Feed (Per Day), 12 Rations (Trail/Per Day), 2 Waterskin, 1 Uniform (Soldier's), 1 Bedroll, 1 Tanglefoot Bag			
Feed (Per Day)	Saddlebags	9	10 (90) / 0.1 (0.5)
Rations (Trail/Per Day)	Saddlebags	12	1 (12) / 0.5 (6)
10 hp/inch, hardness 8			
Waterskin	Saddlebags	2	0 (0) / 1 (2)
Uniform (Soldier's)	Saddlebags	1	5 / 1
Gate Pass			
Bedroll	Saddlebags	1	5 / 0.1
Tanglefoot Bag	Saddlebags	1	4 / 50
An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move			
TOTAL WEIGHT CARRIED/VALUE		56.62 lbs.	1,454.3gp

WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

MONEY	
Coin (Platinum Piece): 4[Belt Pouch]	
Coin (Gold Piece): 193[Belt Pouch]	
Coin (Silver Piece): 12[Belt Pouch]	
Coin (Copper Piece): 12[Belt Pouch]	
Total= 234.3 gp	

MAGIC

Languages
Common, Dwarven, Orc

Other Companions

Archetypes
Bolt Ace
[Paizo Inc. - Advanced Class Guide, p.94]

While gunslingers are full of sound and fury, there is a class of gunslingers that never soil their hands with powder or feel the sting of gun smoke. They commit their deeds in a more hushed manner, but with just as much flair.

Traits

Highlander (hills or mountains) [Paizo Inc. - Advanced Player's Guide, p.332]

You were born and raised in rugged badlands or hills, and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas.

Thieves Guild Sympathizer [Burning Sky]

You have had dealings with the Gate Pass thieves guild, and you suspect they might owe you a favor, though you know it might not be safe to push your luck. You gain Bluff as bonus class skill. Additionally, your experience with being a lookout grants you an ability to alert your allies just before danger strikes. If you are not surprised at the start of an encounter, your allies receive a second Perception check to avoid being surprised.

Special Attacks

Ancient Enmity (Ex) [Paizo Inc. - Advanced Player's Guide, p.11]

Dwarves have long been in conflict with elves, especially the hated drow. Dwarves with this racial trait receive a +1 bonus on attack rolls against humanoid creatures of the elf subtype.

Special Qualities

Grit (Ex) [Paizo Inc. - Ultimate Combat, p.9]

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains 2 grit points. Her grit goes up or down throughout the day, but usually cannot go higher than 2, though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds, and regains grit in the following ways.

Critical Hit with a Firearm ~ Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

Killing Blow with a Firearm ~ When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Nimble (Ex) [Paizo Inc. - Ultimate Combat, p.12]

Starting at 2nd level, a gunslinger gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Crossbow Maven [Paizo Inc. - Advanced Class Guide, p.94]

A bolt ace is proficient with all crossbows instead of all firearms and begins play with a masterwork crossbow of her choice. This ability alters the gunslinger's weapon proficiencies and replaces gunsmith.

Darkvision (Ex) [Paizo Inc. - Bestiary]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Deeds [Paizo Inc. - Advanced Class Guide, p.94]

A bolt ace can perform the following deeds with a crossbow instead of a firearm: gunslinger initiative, pistolwhip, dead shot, targeting, bleeding wound, death's shot, and stunning shot. The bolt ace swaps the following deeds.

Defensive Training (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Grit (Ex) [Paizo Inc. - Advanced Class Guide, p.94]

A bolt ace regains grit when she scores a critical hit or deals a killing blow with any kind of crossbow. This ability modifies the grit Class Feature.

Gunslinger Initiative (Ex) [Paizo Inc. - Advanced Class Guide, p.94]

As long as the bolt ace has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the crossbow is not hidden, she can draw a single crossbow as part of the initiative check.

Hardy (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Mountain Dwarf [Paizo Inc. - Advanced Race Guide, p.]

Dwarves living atop high peaks have the mountaineer racial trait and often surface survivalist as well. Mountain dwarves are also trained to defend their homes, and may take the sky sentinel and xenophobic traits instead.

Mountaineer (Ex) [Paizo Inc. - Advanced Race Guide, p.12]

Mountain dwarves are skilled at climbing and navigating narrow ledges. Dwarves with this racial trait are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces.

Pistol-Whip (Ex) [Paizo Inc. - Advanced Class Guide, p.94]

The bolt ace can make a surprise melee attack with the butt or handle of her crossbow as a standard action. When she does, she is considered to be proficient with the crossbow as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the crossbow. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the crossbow. One-handed crossbow deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed crossbow deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the bolt ace's size, the critical multiplier of this attack is 20/x2. If the attack hits, the bolt ace can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Rock Stepper (Ex) [Paizo Inc. - Advanced Race Guide, p.12]

Dwarves with this racial trait can skillfully negotiate rocky terrain. They can ignore difficult terrain created by rubble, broken ground, or steep stairs when they take a 5-foot step.

Sharp Shoot (Ex) [Paizo Inc. - Advanced Class Guide, p.94]

A bolt ace can resolve an attack against touch AC instead of normal AC when firing a crossbow at a target within its first range increment. Performing this deed costs 1 grit point. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

Shooter's Resolve (Ex) [Paizo Inc. - Advanced Class Guide, p.94]

A bolt ace can spend 1 grit point when making a crossbow attack as a standard action and ignore the effects of concealment (though not total concealment) and cover (other than total cover) against that shot.

Steady (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves never have their speed reduced by armor or encumbrance.

Vigilant Loading (Ex) [Paizo Inc. - Advanced Class Guide, p.94]

As long as a bolt ace has at least 1 grit point, she does not provoke attacks of opportunity when loading a crossbow.

Weapon Familiarity (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

+1 Skill Bonus (Lore (City of Dressen), Lore (City of Dressen), Lore (City of Dressen)) [Paizo Inc. - Core Rulebook]

GM awarded PC with +1 skill bonus.

Feats

Point-Blank Shot [Paizo Inc. - Core Rulebook, p.131]

You are especially accurate when making ranged attacks against close target.

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot [Paizo Inc. - Core Rulebook, p.131]

You are adept at firing ranged attacks into melee.

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Armor Proficiency, Light [Paizo Inc. - Core Rulebook, p.118]

You are skilled at wearing light armor.

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Exotic Weapon Proficiency (Firearms)	[Paizo Inc. - Core Rulebook, p.123]
<p>You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.</p> <p>You make attack rolls with the weapon normally.</p>	
Martial Weapon Proficiency	[Paizo Inc. - Core Rulebook, p.130]
<p>You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).</p>	
Simple Weapon Proficiency	[Paizo Inc. - Core Rulebook, p.133]
<p>You are trained in the use of basic weapons.</p> <p>You make attack rolls with simple weapons without penalty.</p>	

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Blunderbuss, Boar Spear, Bombard (Heavy), Bombard (Light), Bombard (Standard), Brass Knuckles, Broadsword (Nine Ring), Buckler Gun, Butterfly Sword, Cannon, Cannon (Fiend's Mouth), Cestus, Chakram, Club, Crossbow (Double), Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Hand), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Culverin, Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Double Hackbut, Earth Breaker, Falchion, Fire Lance, Firearms, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Helmet (Dwarven Boulder), Hooked Lance, Horsecopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longaxe (Dwarven), Longbow, Longhammer (Dwarven), Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Musket, Musket (Axe), Musket (Double-Barreled), Musket (Warhammer), Naginata, Nodachi, Ogre Hook, Pepperbox, Pick (Heavy), Pick (Light), Pilum, Pistol, Pistol (Coat), Pistol (Dagger), Pistol (Double-Barreled), Pistol (Dragon), Pistol (Sword Cane), Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Revolver, Rhomphaia, Rifle, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Shotgun, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Urgrosh (Dwarven), War Razor, Waraxe (Dwarven Double), Waraxe (Dwarven), Warhammer, Wushu Dart

Krombholz Berryman

Dwarf (Mountain Dwarf)

RACE

67

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

4' 2"

HEIGHT

185 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Erastil

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

