

Markus, Hammer of the Earth

Player: JEB

Male dwarf paladin 8 - CR 7

Lawful Good Humanoid (Dwarf); Deity: **Chadali**; Age: **210**;
 Height: **4' 2"**; Weight: **168 lb.**; Eyes: **Opaque / Steel Blue**;
 Hair: **Balding/White**; Skin: **Pasty**

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	20	+5	
INT INTELLIGENCE	14	+2	
WIS WISDOM	16	+3	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+15 =	+6	+5		+4		

Death's End: +2 bonus vs. spells and spell-like abilities of undead

REFLEX (DEXTERITY)	+8 =	+2	+2		+4		
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Death's End: +2 bonus vs. spells and spell-like abilities of undead

WILL (WISDOM)	+13 =	+6	+3		+4		
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Death's End: +2 bonus vs. spells and spell-like abilities of undead

Immunity to Charm	Immunity to Fear (Ex)
Immunity to Disease	Spell Resistance (13)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 26 = 10	+11	+4	+1					

Touch AC 11	Flat-Footed AC 25
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Death's End: +2 bonus vs. undead

CM Bonus	+12 =	BAB	Strength	Size	Misc
	+8	+4	-	-	

CM Defense	24 = 10	BAB	Strength	Dexterity	Size
	+8	+4	+2	-	

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

Base Attack +8	HP 106
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Initiative	+2	Damage / Current HP

Speed 20 ft	
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Bronze Thunder ↙

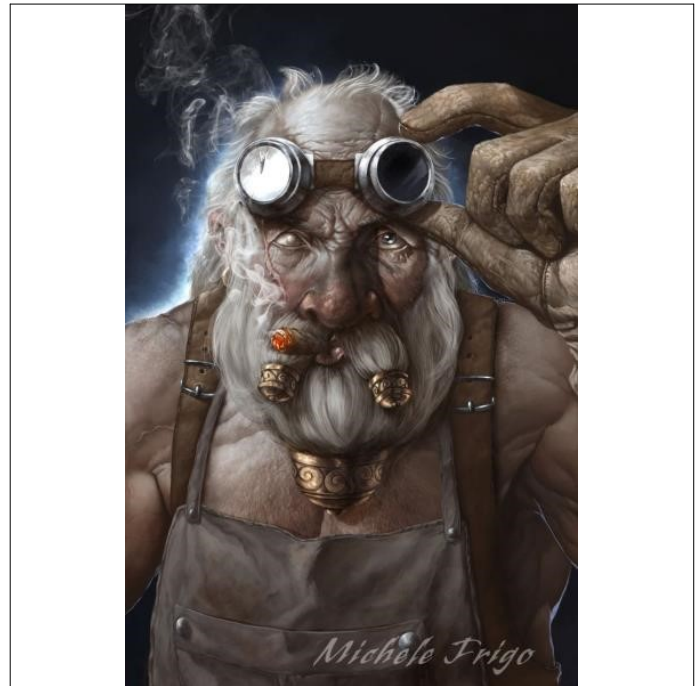
Main hand: **+14/+9, 1d8+5**

Both hands: **+14/+9, 1d8+7**

Ranged: **+12, 1d8+5**

Ranged, both hands: **+12, 1d8+5**

Crit: **x3+2d8**
 sonic+deafened
 Rng: 10'



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (2)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+2	INT (2)	-	
Bluff	+4	CHA (4)	-	
Climb	+0	STR (4)	-	
Craft (blacksmith)	+15	INT (2)	8	
Craftsman: +2 bonus on checks related to metal or stone				
Diplomacy	+17	CHA (4)	8	
Disguise	+4	CHA (4)	-	
Escape Artist	-2	DEX (2)	-	
Fly	-2	DEX (2)	-	
Heal	+3	WIS (3)	-	
Intimidate	+4	CHA (4)	-	
Perception	+11	WIS (3)	8	
Perform (oratory)	+4	CHA (4)	-	
Ride	-2	DEX (2)	-	
Sense Motive	+16	WIS (3)	8	
Spellcraft	+13	INT (2)	8	
Stealth	-2	DEX (2)	-	
Survival	+3	WIS (3)	-	
Swim	+0	STR (4)	-	

Feats

- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Craft Magic Arms & Armor
- Craft Wondrous Item
- Exotic Weapon Proficiency (Dwarven ram hammer)
- Martial Weapon Proficiency - All

Feats

Shield Proficiency
 Simple Weapon Proficiency - All
 Weapon Focus (Dwarven ram hammer)

Dagger ↙

Main hand: **+12/+7, 1d4+4** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+10, 1d4+4** Light, P/S

Switchblade knife ↙

Main hand: **+12/+7, 1d4+4** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+10, 1d4+4** Light, P

Earthen Maw ↙

+4 Max Dex: -, Armor Check: -
 Spell Fail: 20%, Shield

Pillar of Earth ↙

+11 Max Dex: +1, Armor Check: -4
 Spell Fail: 35%, Heavy, Slows

Gear

Total Weight Carried: 79.5/300 lbs, Light Load
(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

Artisan's outfit (Free) -
 Bell ↙ <In: Waist pouch (3 @ 4 lbs)> -
 Belt pouch (16 @ 2 lbs) ↙ 0.5 lbs
 Bronze Thunder ↙ 5 lbs
 Caltrops ↙ <In: Waist pouch (3 @ 4 lbs)> 2 lbs
 Canister of Tea Leaves <In: Handy haversack (30 @ 1 lb
 Canteen ↙ <In: Handy haversack (30 @ 96.5 lbs)> 1 lb
 Cauldron ↙ <In: Handy haversack (30 @ 96.5 lbs)> 5 lbs
 Chalk x3 ↙ <In: Belt pouch (16 @ 2 lbs)> -
 Cloak of the hedge wizard (transmutation) ↙ 1 lb
 Coffee pot ↙ <In: Handy haversack (30 @ 96.5 lbs)> 4 lbs
 Cot ↙ <In: Handy haversack (30 @ 96.5 lbs)> 30 lbs
 Dagger ↙ 1 lb
 Earplugs ↙ <In: Belt pouch (16 @ 2 lbs)> -
 Earthen Maw ↙ 8 lbs
 Figurine of the dwarven forge (Major Creation, 1/day) ↙ 1 lb
 Fishhook x4 ↙ <In: Belt pouch (16 @ 2 lbs)> -
 Flint and steel ↙ <In: Belt pouch (16 @ 2 lbs)> -
 Folding chair ↙ <In: Handy haversack (30 @ 96.5 10 lbs
 Handy haversack (30 @ 96.5 lbs) 5 lbs
 Hip flask ↙ 0.5 lbs
 Holy symbol, iron (Chadali) ↙ 1 lb
 Lentils, Bag <In: Handy haversack (30 @ 96.5 lbs)> 5 lbs
 Marbles ↙ <In: Waist pouch (3 @ 4 lbs)> 2 lbs
 Mess kit ↙ <In: Handy haversack (30 @ 96.5 lbs)> 1 lb
 Money -
 Mug/tankard ↙ <In: Handy haversack (30 @ 96.5 lbs)> 1 lb
 Oil ↙ <In: Handy haversack (30 @ 96.5 lbs)> 1 lb
 Pillar of Earth ↙ 50 lbs
 Pot ↙ <In: Handy haversack (30 @ 96.5 lbs)> 4 lbs
 Ring of sustenance -

Experience & Wealth

Experience Points: **51000/75,000**
 Current Cash: **7 sp, 3 cp**

Gear

Total Weight Carried: 79.5/300 lbs, Light Load
(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

Sack (empty) ↙ <In: Handy haversack (30 @ 96.5 0.5 lbs
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 Sack (empty) ↙ <In: Handy haversack (30 @ 96.5 0.5 lbs
 Scroll box (empty) ↙ <In: Handy haversack (30 @ 1 lb
 Sealing wax ↙ <In: Handy haversack (30 @ 96.5 1 lb
 Sewing needle x2 ↙ <In: Belt pouch (16 @ 2 lbs)> -
 Signal whistle ↙ <In: Belt pouch (16 @ 2 lbs)> -
 Signet ring ↙ -
 Silk rope ↙ <In: Handy haversack (30 @ 96.5 lbs)> 5 lbs
 Soap x2 ↙ <In: Handy haversack (30 @ 96.5 lbs)> 0.5 lbs
 Switchblade knife ↙ 1 lb
 Tent, small ↙ <In: Handy haversack (30 @ 96.5 20 lbs
 Thread (50 ft.) x2 ↙ <In: Belt pouch (16 @ 2 lbs)> 0.5 lbs
 Traveler's any-tool ↙ <In: Handy haversack (30 @ 2 lbs
 Twine (50') ↙ <In: Handy haversack (30 @ 96.5 0.5 lbs
 Vial x6 ↙ <In: Handy haversack (30 @ 96.5 lbs)> -
 Waist pouch (3 @ 4 lbs) ↙ 0.5 lbs
 -
 Whetstone ↙ <In: Belt pouch (16 @ 2 lbs)> 1 lb
 Wire saw ↙ <In: Belt pouch (16 @ 2 lbs)> -

Special Abilities

Aura of Courage +4 (10 ft.) (Su)
 Aura of Good (Ex)
 Aura of Resolve +4 (10 ft.) (Su)
 Barrow Scholar
 Craftsman
 Darkvision (60 feet)
 Death's End
 Divine Bond (Weapon +2, 8 mins, 1/day) (Sp)
 Elysian Bronze
 Lay on Hands (4d6 hit points, 8/day) (Su)
 Living Steel
 Living Steel
 Mercy (Diseased) (Su)
 Mercy (Sickened) (Su)
 Paladin Channel Positive Energy 4d6 (4/day, DC 18) (Su)
 Slow and Steady
 Smite Evil (3/day) (Su)
 Thundering (DC 14)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Bronze Thunder
 Dagger
 Divine Bond (Weapon +2, 8 mins, 1/day) (Sp)
 Enlarge Person (1/day)
 Expeditious Retreat (1/day)

Tracked Resources

Figurine of the dwarven forge (Major Creation, 1/day)
Lay on Hands (4d6 hit points, 8/day) (Su)
Paladin Channel Positive Energy 4d6 (4/day, DC 18) (Su)
Smite Evil (3/day) (Su)
Switchblade knife

Languages

Common Orc
Dwarven Undercommon

Spells & Powers

Paladin spells memorized (CL 5th; concentration +9)

Melee Touch +12 **Ranged Touch** +10

2nd—*divine arrow*^{UC}, *paladin's sacrifice*^{APG} (DC 16)

1st—*ghostbane dirge*^{APG} (DC 15), *hero's defiance*^{APG}

Background

[Shouting] Stop beating on my door! I already told you bastards...

[Jerking the door open] Oh, sorry, your eminence, I thought you were those crusaders; here to pester me about their gear again.

Come in, Come in. You look like you need a drink. Shit, I need one, and you haven't even told me why you're here. I have a very nice peach brandy from the northern orchards. Please have a seat; I'll get a bottle and a couple of tumblers.

...

You knew I would go as soon as I heard that he killed Zane. Since Zane was the only thing holding me back from going after him after he killed Zane's family, I've got no reason to stay my hand. So why are you here? You must want something from me; otherwise, you would have just left me to do like I usually do.

...

Maxwell being a demi-lich adds some complexity to the scenario but isn't going to keep me from putting him down. I may need a few helpers, though - but no church dicks! I don't want any high and mighty asshole keeping me from doing what needs to be done, and you know I'll smash my hammer upside their head no matter who they are or who their daddy is. Find me some adventurers or something, I'll help them gear up, and we'll put Maxwell's soul back in his body just long enough to burn him at the stake and listen to him scream.

I'll have the forge packed up and ready to go in a couple of hours, and I'll be ready an hour after that. Where do you want me to meet these killers who wish to put Maxwell down?