

Gudruun, Master of Chains

Male human fighter 4 (two-handed fighter)

LE Medium humanoid

Init +3; **Senses** Perception +2

Languages Common, Goblin

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 41 (4 HD)

Fort +6, **Ref** +4, **Will** +3

OFFENSE

Speed 20 ft. (4 squares)

Melee mwk chain spear +9 (1d6+8) with Overhand Chop, or
mwk chain sword +9 (1d8+8/18-20) with Overhand Chop, or
mwk chain sword +7 (1d8+4/18-20) and
mwk flying talon +7 (1d4+2) or
mwk nunchaku +7 (1d6+2) while duel-wielding, or
mwk dire flail +9 (1d8+8) with Overhand Chop, or
mwk dire flail +7 (1d8+4) and
mwk dire flail +7 (1d8+2) while duel-wielding, or
mwk double-chained kama +9 (1d6+8) with Overhand Chop, or
mwk double-chained kama +7 (1d6+4) and
mwk double-chained kama +7 (1d6+2) with both ends, or
mwk dwarven dorn-derger +9 (1d10+8) with Overhand Chop, or
mwk flying talon +9 (1d6+4) or
mwk flying talon +7 (1d4+4) and
mwk flying talon +7 (1d4+2) or
mwk nunchaku +7 (1d6+2) while duel-wielding, or
mwk heavy flail +9 (1d10+8/19-20) with Overhand Chop, or
mwk kyoketsu shoge +9 (1d4+8) with Overhand Chop, or
mwk meteor hammer +9 (1d8+8) with Overhand Chop, or
mwk meteor hammer +7 (1d8+4) and
mwk meteor hammer +7 (1d8+2) while duel-wielding, or
mwk nine-section whip +9 (1d8+8/19-20) with Overhand Chop, or
mwk nine-section whip +7 (1d8+4/19-20) and
mwk flying talon +7 (1d4+2) or
mwk nunchaku +7 (1d6+2) while duel-wielding, or
mwk nunchaku +9 (1d6+4) or
mwk nunchaku +7 (1d6+4) and
mwk flying talon +7 (1d4+2) or
mwk nunchaku +7 (1d6+2) while duel-wielding, or
mwk sansetsukon +9 (1d10+8/19-20) with Overhand Chop
mwk spiked chain +9 (2d4+8) with Overhand Chop, or
mwk spiked chain +7 (2d4+4) and
mwk flying talon +7 (1d4+2) or
mwk nunchaku +7 (1d6+2) while duel-wielding, or
mwk spiked chain +5 (2d4+4) and
mwk spiked chain +5 (2d4+2) while duel-wielding

Ranged mwk chakram +8 (1d8+4) or

mwk kyoketsu shoge +8 (1d4+4)

Special Attacks overhead chop, shattering strike +1

STATISTICS



Abilities Str 18 (+4), Dex 16 (+3), Con 14 (+2), Int 12 (+1), Wis 14 (+2), Cha 7 (–2)

Base Atk +4; **CMB** +8 (+9 w/sunder, +11 w/trip, +13 w/disarm weapons); **CMD** 21 (27 vs. disarm/trip)

Feats Dirty Fighting^B, Exotic Weapon Proficiency (nine-section whip^B), Improved Disarm, Improved Trip, Martial Versatility (exotic weapon proficiency^B), Two-Weapon Fighting^B

Skills Acrobatics +6 (+2 when jumping), Climb +10, Craft (weapons) +10, Swim +10; **Armor Check Penalty** –1

Gear +1 *chain coat* (double-plated modification), hobgoblin mask (worth 25gp), key to manacles, masterwork artisan's tools, masterwork chain spear, masterwork chain sword (as urumi), masterwork chakram (8), masterwork dire flail, masterwork double-chained kama (both ends), masterwork dwarven dorn-derger, masterwork flying talons (2), masterwork heavy flail, masterwork kusarigama, masterwork kyoketsu shoge, masterwork manacles with good locks (medium 4, small 4), masterwork meteor hammer (both ends), masterwork nine-section whip, masterwork nunchaku (2), masterwork sansetsukon, masterwork spiked chains (2), tender (3sp, 3cp)

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 198 lb. 4 oz. (excluding tender)

SPECIAL ABILITIES

Shattering Strike (Ex) You gain a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects.

Overhand Chop (Ex) When you make a single attack (with the attack action or a charge) with a two-handed weapon, you add double your Strength bonus on damage rolls.

WEAPON NOTES

Chain Spear (P & S; 2H) trip

Chain Sword (S; 1H) distracting; a sword made of sharpened chained links, the chain may be pulled taught and locked into place via a mechanism on the pommel, creating a semi-solid blade; uses urumi weapon stats

Dire Flail (B; 2H) disarm, double, trip

Double-Chained Kama (S; 2H) double, monk, reach, trip; one end may be picked up as a free action; must choose between using as a double weapon or a reach weapon

Dwarven Dorn-Derger (B; 2H) reach; may change between using it as a normal weapon and a reach weapon as a move action

Flying Talon (P or S; L) disarm, reach, trip; you cannot make attacks of opportunity with a flying talon and do not threaten any squares with it; light weapon, allowing for pairing with other weapons

Heavy Flail (B; 2H) disarm, trip

Kusarigama (B or S; 2H) double, grapple, monk, reach, trip

Kyoketsu Shoge (P or S; 2H) disarm, grapple, monk, reach

Meteor Hammer (B; 2H) reach, trip; may drag opponent 5 ft. instead of trip, meteor mode grants double property while fortress mode grants reach property and +1 shield bonus to AC, switching between these two modes is a free action decided at the start of your turn

Nine-Section Whip (B; 1H) blocking, distracting, monk, trip

Nunchaku (B; L) disarm, monk; light weapon, allowing for pairing with other weapons

Sansetsukon (B; 2H) blocking, disarm, monk

Spiked Chain (P; 2H) disarm, trip; may be locked to chain coat, as per a locked gauntlet, becoming a one-handed weapon