

# Thorin Trueblade

NAME  
CoC11  
CLASS  
11  
Character Level

55000  
EXPERIENCE  
66000  
NEXT LEVEL

# Andrew

PLAYERNAME  
Dwarf  
RACE  
70  
AGE  
Medium  
SIZE  
Male  
GENDER

# Clangeddin Silverbeard

DEITY  
4' 3"  
HEIGHT  
Brown  
EYES  
194 lbs.  
WEIGHT  
Brown, Braided  
HAIR

# Lawful Good

ALIGNMENT  
Blindsight (60'),  
Darkvision (60')  
VISION  
-1  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED				
<b>STR</b> Strength	24	+7	24	+7	24	+7	<b>VP</b> Vitality	168				<b>WP</b> Wound Points	20				3/-			Walk 60 ft.			
<b>DEX</b> Dexterity	16	+3	18	+4	18	+4	<b>AC</b> armor class	37	37	21											20	+1	0
<b>CON</b> Constitution	20	+5	20	+5	20	+5	<b>INITIATIVE</b> modifier				+8	+4	+4										
<b>INT</b> Intelligence	12	+1	12	+1	12	+1	<b>BASE ATTACK</b> bonus				+11/+6/+1												
<b>WIS</b> Wisdom	13	+1	13	+1	13	+1																	
<b>CHA</b> Charisma	10	+0	12	+1	12	+1																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+16	+9	+5	+1	+1	+0		
<b>REFLEX</b> (dexterity)	+9	+3	+4	+1	+1	+0		
<b>WILL</b> (wisdom)	+9	+6	+1	+1	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+18/+13/+8	+11/+6/+1	+7	+0	+0	+0	
<b>RANGED</b> attack bonus	+15/+10/+5	+11/+6/+1	+4	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+18/+13/+8	+11/+6/+1	+7	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+18/+13/+8	1d3+7	20/x2	25 ft.

*Armor Spikes		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	20/x2	25 ft.
<b>To Hit</b>	<b>Dam</b>	<b>To Hit</b>		<b>Dam</b>		
1H-P	+18/+13/+8	1d6+7	2W-P-(OH)	+14/+9/+4	1d6+7	
1H-O	+18/+13/+8	1d6+3	2W-P-(OL)	+16/+11/+6	1d6+7	
2H	+18/+13/+8	1d6+7	2W-OH	+16	1d6+3	

**Special Properties** deals extra piercing damage on a successful grapple attack

*Clangeddin's Fury		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	17-20/x3	25 ft.
<b>To Hit</b>	<b>Dam</b>	<b>To Hit</b>		<b>Dam</b>		
2H	+26/+26/+21/+16	3d6+21	2W-OH	N/A	N/A	

**Special Properties** Bonded Weapon: +2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, Appears pitted and useless [DC 28 appraise check], 30hp/inch and 15 hardness, 1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Change Size, Dual Axe, Grants TWF

Clangeddin's Fury (Battleaxe)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	17-20/x3	25 ft.
<b>To Hit</b>	<b>Dam</b>	<b>To Hit</b>		<b>Dam</b>		
1H-P	+26/+26/+21/+16	1d10+18	2W-P-(OH)	+22/+22/+17/+12	1d10+18	
1H-O	+26/+26/+21/+16	1d10+14	2W-P-(OL)	+24/+24/+19/+14	1d10+18	
2H	+26/+26/+21/+16	1d10+21	2W-OH	+22	1d10+14	

**Special Properties** Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness

\*: 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
*Chain and Plates +4 (Mithral/Electricity Resistance/Sonic Resistance)	Medium	+11	+4	-2	20
absorbs 10 points of Electricity damage per attack, 30hp/inch and 15 hardness, absorbs 10 points of Sonic damage per attack					
*Dwarven Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)	Light	+3	+0	0	
(Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)), 30hp/inch and 15 hardness					
*Blessed Boots of One Step		+1	+0	0	
+1 to all saves, +1 to AC, Luck Reroll - reroll any single die roll in a day, +30' to all movement, 3/day [5-ft. step] Dimension Door (90'), [Standard] Greater Teleport once per 24 hours [600lbs and one other living creature], reduce the Move Silent armor check penalty to zero for your armor and give a +5 bonus on Move Silent checks.					
*Ring of Protection +3		+3	+0	0	

LAY ON HANDS
HP per day <input type="text"/>

Clangeddin's Honor (Battleaxe)						
	HAND	TYPE	SIZE	CRITICAL	REACH	
	Carried	S	M	17-20/x3	25 ft.	
	To Hit	Dam	To Hit		Dam	
1H-P	+27/+22/+17	1d10+18	2W-P-(OH) +23/+18/+13		1d10+18	
1H-O	+27/+22/+17	1d10+14	2W-P-(OL) +25/+20/+15		1d10+18	
2H	+27/+22/+17	1d10+21	2W-OH +23		1d10+14	
Special Properties		Clangeddin's Honor - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness				
Dagger +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	25 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+22/+17/+12	1d4+11	2W-P-(OH) +18/+13/+8		1d4+11	
1H-O	+22/+17/+12	1d4+7	2W-P-(OL) +20/+15/+10		1d4+11	
2H	+22/+17/+12	1d4+11	2W-OH +20		1d4+7	
10 ft.		20 ft.	30 ft.		40 ft.	50 ft.
TH	+19/+14/+9	+17/+12/+7	+15/+10/+5		+13/+8/+3	+11/+6/+1
Dam	1d4+11	1d4+11	1d4+11		1d4+11	1d4+11
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0	
Armor Spikes	Equipped	1	0.0	0.0	
deals extra piercing damage on a successful grapple attack					
Backpack		1	2.0	2.0	
27 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 7 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask)					
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Blessed Boots of One Step	Equipped	1	1.0	112500.0	
+1 to all saves, +1 to AC, Luck Reroll - reroll any single die roll in a day, +30' to all movement, 3/day [5-ft. step] Dimension Door (90'), [Standard] Greater Teleport once per 24 hours [600lbs and one other living creature], reduce the Move Silent armor check penalty to zero for your armor and give a +5 bonus on Move Silent checks.					
Chain and Plates +4 (Mithral/Electricity Resistance/Sonic Resistance)	Equipped	1	20.0	61600.0	
absorbs 10 points of Electricity damage per attack, 30hp/inch and 15 hardness, absorbs 10 points of Sonic damage per attack					
Clangeddin's Fury	Equipped	1	20.0	462000.0	
Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, Appears pitted and useless [DC 28 appraise check], 30hp/inch and 15 hardness, 1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recooperates 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Change Size, Dual Axe, Grants TWF					
Clangeddin's Fury (Battleaxe)	Carried	1	5.0	5000.0	
Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness					
Clangeddin's Honor (Battleaxe)	Carried	1	5.0	5000.0	
Clangeddin's Honor - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness					
Cloak of Charisma +2	Equipped	1	2.0	4000.0	
Dagger +2	Carried	1	1.0	8302.0	
Dwarven Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)	Equipped	1	3.0	19409.0	
(Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)), 30hp/inch and 15 hardness					
Flask of Wine	Carried	1	1.5	5000.0	
Flask of Wine (Neverending), 25hp/inch and 8 hardness					
Flint and Steel	Backpack	1	0.0	1.0	
Flossey's Saddle	Equipped	1	0.0	0.0	
Gloves of Dexterity +2	Equipped	1	0.0	4000.0	
Grappling Hook	Backpack	1	4.0	1.0	
Holy Symbol (Silver)	Backpack	1	1.0	25.0	
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1	
Artisan's Outfit	Equipped	1	4.0	0.0	
Paper (Sheet)	Backpack	3	0.0	0.4 (1.2)	
TOTAL WEIGHT CARRIED/VALUE			59.5 lbs.	835721.5 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Potion of Cure Moderate Wounds	Backpack	7	0.0 (0.0)	300.0 (2100.0)	
Potion of Cure Serious Wounds	Backpack	1	0.0	750.0	
Pouch (Belt)	Carried	1	0.5	1.0	
Pouch (Belt)	Carried	1	0.5	1.0	
Rations (Trail/Per Day)	Backpack	7	1.0 (7.0)	0.5 (3.5)	
Minor Ring of Energy Resistance (Fire)	Equipped	1	0.0	12000.0	
Absorbs 10 points of Fire damage					
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Readiness	Carried	1	0.0	81000.0	
(Ring of Readyness)					
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Sealing Wax	Backpack	1	1.0	1.0	
Signet Ring	Backpack	1	0.0	5.0	
TOTAL WEIGHT CARRIED/VALUE			59.5 lbs.	835721.5 gp	

WEIGHT ALLOWANCE					
Light	233	Medium	466	Heavy	700
Lift over head	700	Lift off ground	1400	Push / Drag	3500

MONEY	
Thorin's Mine - Thorin's Cut Silver Dagger	
Total = 0.0 gp	

MAGIC	
Clangeddin's Fury	
Mithral Dwarven Full Plate +2	
Blessed Boots of One Step	
Rings of Readiness	
Ring of Fire Res 10 pts	
Amulet against Detection	
Gloves of Dex +2	
Ring of Protection +1	
Potion - Cure Moderate (7) [][][][] [] [] []	
Gloves of Arrow Snaring	

OTHER COMPANIONS	
Tim - Jason of Hulberg (Mystra)	
Jason - Pryad	
Nick - Clifford	
Donnamarie - Destinie	
NPC - Fiona	
+ NPC - Killim Battlesmith	

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 dodge bonus to Armor Class against monsters of the giant type.	
.Champion of Clangeddin spell points 6, max spell level of 2. Caster Level=4	
Aura of Courage (Su): Immune to fear (magical or otherwise). Allies within 10' gain +4 morale bonus on saves against fear effects.	
Aura of Good (Ex): Strong	
Blindsight 60 ft. (Ex)	
Clangeddin's Honor - Change Size (Su):1/week become One (1) size category larger gaining all bonuses and penalties from growth. Lasts for the duration of the battle.	
Clangeddin's Honor - Twin Battle Axe Form: As a free action the greataxe becomes two great battle axes; you may attack with your off-hand as many times as your natural iterative attacks allow with all associated penalties	
Defensive Stance 4 times/day (10 rounds): Gain +2 Resistance bonus to all saves, +2 bonus to Strength, +4 bonus to Constitution, +4 Dodge bonus to AC	
Divine Grace (Su): Charisma bonus of +1 to all saving throws.	
Divine Health (Ex): Immunity to all diseases, including supernatural and magical.	
Dodge AC Bonus (Ex): +3	
Electricity Resistance 10	
Immune to all mind-influencing effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)	
Improved Uncanny Dodge (can't be flanked except by a rogue of 11 level)	
Lay on Hands (Su): 8 hp/day	
Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.	
Stonecunning: +2 racial bonus on Search checks to notice unusual stonework. A dwarf merely passing within 10' of unusual stonework can make a Search as if actively searching. A dwarf can also search for Stone Traps as a rogue can. Intuit depth, sensing approximate depth.	
Trap Sense (Ex): +1 to Reflex saves and dodge bonus AC against traps	

FEATS	
Axe Wind	One extra attack at full BAB; all attacks -3.
Cleave	Take immediate, extra melee attack if you drop opponent.
Fleet of Foot	+10 feet bonus to ground speed
Greater Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 2.
Greater Weapon Focus (Greataxe)	+1 bonus to attack rolls with selected weapon.
Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 1.
Improved Critical (Greataxe)	Threat range is doubled with selected weapon.
Improved Initiative	+4 bonus on initiative checks.
Melee Weapon Mastery (MWM~Slashing)	+2 to hit and damage with damage type selected
MWM~Slashing	
Power Attack	You can subtract up to 11 from all melee attack rolls and apply same to all melee damage rolls.
Speed Burst	You can take an extra move action 5 times per day
Weapon Focus (Greataxe)	+1 bonus on all attack rolls with selected weapon.
Weapon Specialization (Greataxe)	+2 bonus on all damage rolls with selected weapon.
Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Defensive Stance	+1 dodge bonus to AC against all melee attacks
Endurance	+4 bonus on checks relating to stamina or extended physical activity. Sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Shield Proficiency	You can use a shield.
Simple Weapon Proficiency	Use simple weapons normally.
Toughness	You gain +3 hit points.
Tower Shield Proficiency	You can use a tower shield.
ElectricityResistanceBase	
SonicResistanceBase	

PROFICIENCIES
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LANGUAGES
Common, Dwarven, Orc

TEMPLATES
Truename

## Thorin Trueblade



Dwarf

RACE

70

AGE

Male

GENDER

Blindsight (60'), Darkvision (60')

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

4' 3"

HEIGHT

194 lbs.

WEIGHT

Brown

EYE COLOUR

Light-Earthen Tones

SKIN COLOUR

Brown, Braided

HAIR

None

PHOBIAS

Has Distinctive Possession, Even tempered

PERSONALITY TRAITS

Gem Stones, Trade

INTERESTS

Normal, "Clangeddin's Fury, Clangeddin's Honor!"

SPOKEN STYLE

Dwarf Home

RESIDENCE

Faerun, Northern Hemisphere

LOCATION

None

REGION

### Description:

Girded in Full Plate with Spikes, this dwarf has an impressive build.

### Biography:

See Thorin Background.

## Notes:

### Character Sheet Notes:

FAITH: 6 [+5 @12]  
Cast 2nd Level Spells