

Thorin Trueblade

NAME
CoC11
CLASS
11
Character Level

Andrew

PLAYERNAME
Dwarf
RACE
70
AGE

Clangeddin Silverbeard

DEITY
Medium
SIZE
Male
GENDER
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	VP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP	DAMAGE REDUCTION	SPEED
STR Strength	24	+7	24	+7	24	+7	168			20	3/-	Walk 60 ft.
DEX Dexterity	16	+3	20	+5	20	+5	37	37	21	10	0	20
CON Constitution	20	+5	20	+5	20	+5				4	0	10
INT Intelligence	12	+1	12	+1	12	+1						
WIS Wisdom	13	+1	13	+1	13	+1						
CHA Charisma	10	+0	12	+1	12	+1						
INITIATIVE modifier							+9	+5	+4			
BASE ATTACK bonus							+11/+6/+1					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+16	+9	+5	+1	+1	+0		
REFLEX (dexterity)	+10	+3	+5	+1	+1	+0		
WILL (wisdom)	+9	+6	+1	+1	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+18/+13/+8	+11/+6/+1	+7	+0	+0	+0	
RANGED attack bonus	+16/+11/+6	+11/+6/+1	+5	+0	+0	+0	
GRAPPLE 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.
To Hit	Dam	To Hit	Dam			
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.
To Hit	Dam	To Hit	Dam			
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.
To Hit	Dam	To Hit	Dam			
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

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
		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
TH	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2
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)					
Bag of Holding (Type 4)		Carried	1	60.0	10000.0
0 lbs.					
Bag of Holding (Type 4)		Equipped	1	60.0	10000.0
1.5 lbs., 1 Flask of Wine					
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 recoperates 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		Bag of Holding (Type 4)	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 +4		Equipped	1	0.0	16000.0
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
TOTAL WEIGHT CARRIED/VALUE			178 lbs.	867721.5 gp	

EQUIPMENT		LOCATION	QTY	WT	COST
ITEM					
Artisan's Outfit		Equipped	1	4.0	0.0
Paper (Sheet)		Backpack	3	0.0 (0.0)	0.4 (1.2) (0.0)
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
0 lbs.					
Pouch (Belt)		Carried	1	0.5	1.0
0 lbs.					
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 (Ring of Readyness)		Carried	1	0.0	81000.0
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				178 lbs.	867721.5 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	

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pccgen@yahoogroups.com with "OS Suggestion" in the subject line.

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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

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