TOLBHART COLDWINTER



,, *God damn greenskins , your all the same . There are only three things I love : my beard , my old woman and a full jugg of bear*  ,, -expresing wisdom of life to an Orc before splitting his Skull

Alignment - Chaotic Good Race - Dwarf Avatar (God in Moradin form) Class : Hero , Avatar , Swordsman

1. Axe of the Dwarven Lords - Deals 25 damage or 50 damage to the ancestral enemies of the Dwarven people including but not limited to - Orcs , Goblins , Dragons and Giants as well as anyone else Tolbhart holds a grudge against . Melee

2. Fiery Brew - Tolbhart swallows a special brew as well as a potion of fire and breathes out the breath of a Dragon dealing 25 damage to all enemies . Ranged

3. Grudge - Tolbhart names a character that damaged him or one of his allies , he now holds a Grudge against him and HIS ENTIRE RACE for the rest of the Game , dealing additional damage with the Axe of the Dwarven Lords . Shield

4. Shield of the Mountain Kings - Absorbs 40 damage from all sources this turn , also protects all of Tolbharts allies for the same ammount . If fighting a Dragon , negate his Breath ability this Turn in addition to the rest of this abilitys effect . Shield

5. Stalwart Defender - Tolbhart can make himself the target of any attack that targets his allies , he takes it instead of them at any time . Trigger , Passive

6. Iltair and Deslin - Tolbhart summons a 20/10 Halfling Servant who is always in stealth , the Halfling will Seal one of his opponents weapon abilities (aka steal it) and run away with it at the start of the next Round of combat , leaving the battlefield . If this ability is used a second time Deslin is summoned being a 30/30 Elven servant with a Ranged attack. Both can only be summoned 1x times per game . Summoning

Alt : Dwarven Magic Resistance - If Tolbhart would be targeted by an ability that uses magic roll a 1d6 on a ,6, he ignores it . Passive

Ultimate : The Holy Mountain Brew - 2.+1.+4. : Tolbhart drinks the Holy Mountain brew of Moradin and becomes the Gods living incarnation on this earth , in this form he uses the abilities listed below . Mode

Moradin Form



1. Beard Quills - Tolbhart fires pieces of his own beard as razor sharp projectiles dealing 30 damage to all enemies , which can not be absorbed . Ranged

2. Strength of the Earth - Tolbhart absorbs the power of the earth becoming one with it , he must not be Flying when he does this , this Turn he absorbs 60 damage from all sources and he gains a permanent +30 Strength of the Earth Stack , which stack indefinetly . Shield

3. Earthquake - must have at least one Strength of the Earth Stack on him , deals 50 damage to all enemy characters . Does not effect Flying units . Ranged

4.Divine Weapon Forging - Tolbhart crafts a weapon of godly splendor , choosing 3 attributes from the list of attributes from below and combining them , then he gives the weapon to either himself or another Hero character . That Hero may Seal one of his own abilities to take this weapon , he may use it as a regular ability . Only once per game :

a) Deals 30 damage that can not be prevented in any way

b) Deals 50 damage

c) Deals 30 damage and Stuns the target this Turn

d) Hits First , deals 20 damage and the target Burns for 5 damage at the start of each turn permanently (this is not a Stack)

e) The vielder of this weapon is nearly completly resistant to magic , whenever a magical ability would hit him he rolls a 1d6 on a 4,5 or 6 he ignores the effect

f) The attacks of this character Hit all enemies and can not be Ignored

g) When this weapon hits , the target recieves a permanent Shattered Stack recieving 20 damage more from all attacks from on . The user of this weapon may as his action travel to any Dimension that another character is in , and take any ammount of allies with him

h) Whenever this attack hits Seal a targets weapon ability . The user of this ability can use it as a shield instead of an attack to Absorb 40 damage from a single source , if he does also Seal a weapon ability used against you in the same turn (but you can not attack with this weapon if you use it as a shield at the same time)

l) The weapon bears the Weight of the World , it deals 100 damage and strikes Last , anyone who attempts to use it and is not Muradin , Tolbhart or his delegated Hero will be permanently Stuned for the rest of the game

F) The user of this ability may give it to another . The one it is given to this way can not give it to another but can use its other properties , it must attack using this weapon whenever it is able , it does not seal any of its basic abilities and gets this ability as an additional basic ability

G) This weapon deals 50 damage more against Gods and Dragons

\*This ability is a shield ability , the weapon this ability creates is a Melee attack ability