

*Víglundur Brokenhammer*

Character Name			Player Name		
Dwarf	3rd	Lawful neutral	Male	4 / 5	14
Class	Level	Alignment	Gender	AC	HP
[+10%] 6,600		8,800	12 (40)		
[XP Bonus] XPs		Next Level XPs	Move		Damage

<b>STRENGTH</b>	<b>15</b>	+1 Atk/Dmg, open doors	<b>SAVING THROWS:</b>	
<b>INTELLIGENCE</b>	<b>11</b>		<b>Death Ray or Poison</b>	<b>8</b>
<b>WISDOM</b>	<b>7</b>	-1 saving throws vs. spells	<b>Magic Wands</b>	<b>9</b>
<b>DEXTERITY</b>	<b>9</b>		<b>Paralysis or Turn to Stone</b>	<b>10</b>
<b>CONSTITUTION</b>	<b>13</b>	+1 hp/level	<b>Breath Attack</b>	<b>13</b>
<b>CHARISMA</b>	<b>8</b>	-1 React., Max. Retain. 3, M 6	<b>Rod, Staff, or Spell</b>	<b>12</b>

## Languages

Dwarven, Common, Gnomish, Goblin, and Kobold

## Weapon Choices

All (basic), battle axe (s) [1d8+2]

## Special Abilities

Lance Attack; Set Spear vs. Charge; Infravision (60 ft.); has 1 in 3 (d6) chance to detect traps, sliding walls, sloping corridors, and new construction.

## General Skills

Craft (Stonemason)	11-
Endurance	14-
Muscle	15-
Survival (Forest)	11-

## General Skills

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AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Roll	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20

THAC0

## Background/Notes

Viglundr Brokenhammer isn't his true name. His true name is a secret. He is Óttarr Coalhammer and his clan are known as Witchdwarves. They have been exiled from Dwarven society for crimes unthinkable – they chose the side of elves over that of their kin, dwarves. To his clan, it was simple – they swore an oath to protect a sisterhood of elvish witches in Welkwood and they refused to abandoned their oath when told to do so by the Underking of the Lortmil Mountains.

The Witchdwarves must move in secret and under aliases when dealing with other dwarves. It doesn't help that it is dwarven custom to portray the witchdwarves as a bogymen to scare younglings to behave.

## Character Portrait



Dwarf	52	3' 10"	146 lbs.	Black	Brown
Species	Age	Height	Weight	Hair	Eyes

## Equipment

Clothing, including a cloak  
Chain mail armour & shield  
Battle axe [+2/+3 to hit, 1d8+3 dmg]  
Light crossbow & 20 bolts [1d6 dmg]  
Backpack  
Large sack  
Tinderbox  
Waterskin (full)  
Small sack  
*Potion of healing* [restores 1d6+1 hp]  
*Protection scroll vs. lycanthropes*

## Money & Treasure

PP:                      Gems:  
GP:    21  
EP:  
SP:  
CP:  
Other Possessions:

## Notes

**Skilled Battle Axe Weapon Mastery:** [P = Missile fire/natural weaponry] +2 to hit vs. Primary, +1 to hit vs. Secondary; Damage 1d8+2; Defence M: -2 AC/2; Special Delay.