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

Languages

Dwarven, Common, Gnomish, Goblin, and Kobold

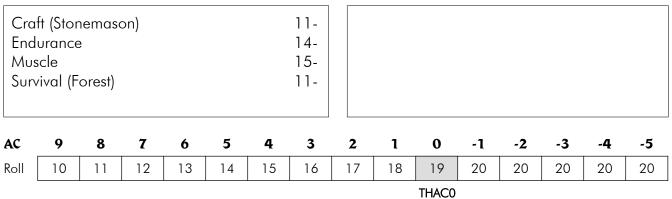
All (basic), battle axe (s) [1d8+2]

General Skills

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



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 bogyman to scare younglings to behave.

Character Portrait



Dwarf	52	3' 10"	146 lbs.	Black	Brown		
Species	Age	Height	Weight	Hair	Eyes		
Equipment			Money & Treasure				
Clothing, including a Chain mail armour & Battle axe [+2/+3 to Light crossbow & 20 b Backpack Large sack Tinderbox Waterskin (full) Small sack Potion of healing [reste Protection scroll vs. lyce	shield hit, 1d8+3 polts [1d6 dr pres 1d6+1	ng]	PP: GP: 21 EP: SP: CP: Other Posses	Gems ssions:	:		

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.