

Urdos Thunderhammer

Stijn

Chaotic Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
Ftr4 Sor1	Dwarf	Medium	Darkvision (60'), Normal
CLASS	RACE	SIZE	VISION
5	52	Male	-1
Character Level	AGE	EYES	POINTS
10000			
EXPERIENCE			
15000			
NEXT LEVEL			

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	17	+3	17	+3	17	+3
WIS Wisdom	7	-2	7	-2	7	-2
CHA Charisma	13	+1	13	+1	13	+1

HP hit points	37	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED		
AC armor class	17	14	13	10	4	0	3	0	0	0	10	-3	0	Walk 20 ft.					
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST					

INITIATIVE modifier	+3	+3	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+7	+4	+3	+0	+0	+0		
REFLEX (dexterity)	+4	+1	+3	+0	+0	+0		
WILL (wisdom)	+1	+3	-2	+0	+0	+0		

MELEE attack bonus	+6	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
RANGED attack bonus	+7	+4	+3	+0	+0	+0	
GRAPPLE attack bonus	+6	+4	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+2	20/x2

*Longbow (Composite/+1 (Enhancement to Weapon or Ammunition)/Masterwork/+4)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	P	M	20/x3
	30 ft.	110 ft.	220 ft.	330 ft.
To Hit	+8	+7	+5	+3
Dam	1d8+6	1d8+5	1d8+5	1d8+5
Special Properties	STR bonus to damage			

Warhammer	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	M	20/x3
To Hit	Dam	To Hit	Dam	
1H-P	+6	1d8+2	2W-P-(OH)	+0
1H-O	+2	1d8+1	2W-P-(OL)	+2
2H	+6	1d8+3	2W-OH	-4
Special Properties				

*: 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
*Mithral Shirt	Light	+4	+6	+0	10
	30hp/inch and 15 hardness				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		8/4 MISC MODIFIER
				RANKS		
✓ Appraise	INT	3	= 3	+	+	
✓ Balance	DEX	2	= 3	+	2.0	-3
✓ Bluff	CHA	1	= 1	+	+	
✓ Climb	STR	-1	= 2	+	+	-3
✓ Concentration	CON	6	= 3	+	3.0	+
✓ Craft (Bowmaking)	INT	4	= 3	+	1.0	+
✓ Craft (Untrained)	INT	3	= 3	+	+	
✓ Diplomacy	CHA	1	= 1	+	+	
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	0	= 3	+	+	-3
✓ Forgery	INT	3	= 3	+	+	
✓ Gather Information	CHA	1	= 1	+	+	
✓ Handle Animal	CHA	4	= 1	+	3.0	+
✓ Heal	WIS	-2	= -2	+	+	
✓ Hide	DEX	0	= 3	+	+	-3
✓ Intimidate	CHA	1	= 1	+	+	
✓ Jump	STR	-7	= 2	+	+	-9
✓ Listen	WIS	3	= -2	+	3.0	2
✓ Move Silently	DEX	1	= 3	+	1.0	-3
✓ Ride	DEX	6	= 3	+	3.0	+
✓ Search	INT	3	= 3	+	+	
✓ Sense Motive	WIS	-2	= -2	+	+	
✓ Spellcraft	INT	5	= 3	+	2.0	+
✓ Spot	WIS	6	= -2	+	3.0	5
✓ Survival	WIS	1	= -2	+	3.0	+
✓ Swim	STR	-4	= 2	+	+	-6
Use Magic Device	CHA	2	= 1	+	1.0	+
Use Rope	DEX	3	= 3	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. X : exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Arrow □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Backpack	150	0.15 (22.5)	0.05 (7.5)
Arrow □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Quiver of Oph'tar	60	0.15 (9.0)	0.05 (3.0)
Backpack 31.5 lbs., 1 Oil (1 Pt. Flask), 1 Blanket (Winter), 1 Flint and Steel, 1 Rope (Silk/50 Ft.), 1 Signal Whistle, 5 Potion (Cure Light Wounds), 150 Arrow, 1 Talons (Natural/Primary)	Carried	1	2.0	2.0
Bedroll	Carried	1	5.0	0.1
Blanket (Winter)	Backpack	1	3.0	0.5
Boots of the Winterlands	Equipped	1	1.0	2500.0
Flint and Steel	Backpack	1	0.0	1.0
Longbow (Composite/+1 (Enhancement to Weapon or Ammunition)/Masterwork/+4) 0 lbs. STR bonus to damage	Equipped	1	3.0	2800.0
Mithral Shirt 30hp/inch and 15 hardness	Equipped	1	10.0	1100.0
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1
Cold Weather Outfit +5 circumstance bonus on Fort saves vs cold	Equipped	1	7.0	0.0
Potion of Cure Light Wounds □□□□	Backpack	5	0.0 (0.0)	50.0 (250.0)
Quiver of Oph'tar 14 lbs., 1 Warhammer, 60 Arrow (Efficient Quiver)	Equipped	1	2.0	1800.0
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0
Signal Whistle	Backpack	1	0.0	0.8
Warhammer	Quiver of Oph'tar	1	5.0	12.0
Waterskin (Filled)	Carried	1	4.0	1.0
TOTAL WEIGHT CARRIED/VALUE			58.5 lbs.	8488.0 gp

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MAGIC

Quiver of Oph'tar (p265)
Boots of the Winterlands (p250)
Mighty Composite Long Bow +1 (+4 STR bonus), blue glow
Mithral Shirt

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.
Stability
Stonecunning
Summon Familiar

FEATS

Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Rapid Shot	You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.
Weapon Focus (Longbow)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Longbow)	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven

Familiar: Ocolo (Owl)

HP:	18	AC:	18	INIT:	+3
FORT:	+4	REF:	+5	WILL:	+5
Talons (Natural/Primary)	+9	DAM:	1d4-3	CRIT:	20/x2
Special:	Empathic Link, Improved Evasion (Ex), Share Spells				

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	4	2	0	0	0	0	0	0	0	0
PER DAY	5	4	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Flare	11	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect: Dazzles one creature [-1 on attack rolls].</i>					<i>Target: Burst of light</i>				
☐☐☐☐☐ Mending	11	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect: Makes minor repairs on an object.</i>					<i>Target: One object of up to 1 lb.</i>				
☐☐☐☐☐ Ray of Frost	11	None	1 standard action	Instantaneous	Close (25 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
<i>Effect: Ray deals 1d3 cold damage.</i>					<i>Target: Ray</i>				
☐☐☐☐☐ Read Magic	11	None	1 standard action	10 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect: Read scrolls and spellbooks.</i>					<i>Target: You</i>				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Mount	12	None	1 round	2 hours [D]	Close (25 ft.)	V, S, M	No	Conjuration (Summoning)	RSRD: SpellsM-O.rtf
<i>Effect: Summons riding horse for 2 hours.</i>					<i>Target: One mount</i>				
☐☐☐☐☐ True Strike	12	None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect: +20 on your next attack roll.</i>					<i>Target: You</i>				

* =Domain/Speciality Spell

Urdos Thunderhammer

Dwarf
RACE
52
AGE
Male
GENDER
Darkvision (60'), Normal
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
4' 4"
HEIGHT
193 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
HAIR
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

Urdos is almost always clothed in brown, supple leather or cloth. Noteworthy is the fact that he almost always has a small drape with a bird-stand on it pinned to his right shoulder, so that Occolo can rest at his side.

Biography:

Urdos was born in a small village at the edge of the mountain range of Pirra, as the son of the local horseshmith. The village lies in an otherwise inaccessible valley, surrounded by the icy tundra's all the way except for the north where the mountains begin.

The village itself was a peaceful one, with many traditions, most of which were invented over the years to keep everybody happy during the long periods of winter in which there was not much to do besides survival. One of these traditions was that the village "Okranna", the eldest and wisest person (be he male/female, dwarf/human/elf, or otherwise), every 5 years chose two of the children that had come of age that year to serve him/her for the next 5 years. Invariably, these chosen ones came back with more knowledge of nature and sorcery than most in the village, and while some of them left the village to become Okranna somewhere else, most stayed and bestowed their wisdom on the village in turn.

As it turned out, Urdos was chosen along with a female dwarf named Kurena in the year that he came of age. Of course they had known each other before, and they already had a special sort of friendship between them (although they were never lovers, nor did one of them declare that intention). Both Urdos and Kurena were very happy to be chosen, and gladly joined the Okranna in his home just outside the village, on a hilltop overlooking the valley.

Four years passed in peace. Both Urdos and Kurena turned out to be excellent students; because other than most of the chosen ones, both of them turned out to have some innate ability to shape magic. Kurena was best at this, though not by much. Conversely, Urdos was best in the physical activities, mostly the bow (which was a village tradition also), though not by much. In these years, Urdos learned a bit of the arcane, most notably how to summon his own riding wolf. He also gained the trust of a small snow owl, which he named Occolo, after the sound the little owl made when hooting.

Then an unfortunate incident happened. While on a spirit-quenching journey that the Okranna had them make, to "embrace survival in the tundra as an art", they had wandered too far and gotten themselves lost on the icy plains. Shivering around a small campfire they tried to warm themselves in the cold night, when all of a sudden a regiment of strangely clad and very long humans attacked them. There were too many. Both Kurena and Urdos fought bravely but they did not stand a chance. Urdos got knocked out, his last vision that of his friend Kurena surrounded by the men.

On some strange stroke of luck, Urdos awoke the next morning with a headache amidst the battlefield. The men had left him there, probably to die on his own on the plains. They had probably taken Kurena though, because Urdos did not find a sign of her in any direction. Doubly unfortunate was the fact that Kurena was always the better tracker; however he managed to pick up a faint trail with the help of Occolo, and began to follow it, knowing that the Okranna would not have it otherwise.

After three long days of traveling, the climate seemed to change a bit. And after yet another day Urdos found himself in the middle of a thick jungle, staring at a distant hilltop on which some sort of castle was visible. As far as he could tell the tracks ran straight on to it. Determined, he made his way through the unfamiliar territory and arrived at the gates the next morning.

Just as he was deciding on his next course of action, the gates of the mighty castle opened, and a carriage and a cart came out. On the cart was Kurena! Bound to a pole, barely dressed and at least severely wounded, but Urdos did not think to stop to see if she was dead or alive -- she had to be freed!

From the covered location that he was sitting in, behind one of the many thick trees in the jungle, he began to fire his deadly arrows.

Each one of them hit their exact target; each one killed one of the horses that bore the carriage and the cart, until after merely half a minute of firing both carriage and cart had ground to a halt.

None of this appeared to have any effect for a while, which seemed strange to Urdos; just as he was about to approach the carriage however, one single elf stepped out of it. He was dressed in a robe, covered with many strange and some familiar symbols; clearly this was a great wizard, and he did not look very pleased with this turn of events.

Urdos knew he did not really stand a chance; nevertheless he aimed his bow straight at the wizard's heart. At the exact moment that he fired however, the wizard looked straight at him; and his image seemed to grow in Urdos' mind, and he could do naught but stand there, clinging to his sanity while he listened to his Okranna's voice draining away, his childhood memories fading...

At that moment the arrow hit the wizard, for all of the magic disappeared suddenly. Urdos felt very faint, but managed to scramble away from his discovered hiding place. He dare not go back to the wizard that nearly killed him, even though he did not know Kurena's fate; all he knew was that he needed treatment soon or else he would still die...

He walked for about an hour in a random direction before he collapsed. When he next woke, he found himself in a strange bed, in a strange chamber. Scared, he gathered his stuff and was about to get away when the door opened and a halfling walked in, exclaiming 'oh you're awake! please don't go yet!'.

As it turned out, Urdos had the fortune of being rescued by the local village's huntress, Li-esa, who was curious about the dwarf lying in 'her' woods with an obviously magical bow. Urdos had slept for about 7 days before awakening. Each day she had treated him with her knowledge of the forest herbs. She had saved his life.

Urdos stayed at Li-esa's place for a while until he was completely recovered. Then, he bade her farewell, repeating that he owed her his life, and that one day he would be back to exact his revenge from the elven wizard. They parted on friendly terms.

Since then, Urdos has not dared to go back to his Okranna. He believes he must free Kurena before he can go back. He secretly hopes that the Okranna believes him and Kurena dead, and therefore he does not want any of his village people and or relatives to know that he is alive. This is why he is very untrusting of strangers until he gets to know them better.

All of the events above took place about one year before. Urdos still hasn't found out anything else about the wizard, but he does know that he will have to gain much in power before he has a chance to beat him. Which is why he is traveling throughout the land, doing the occasional mercenary job to hone his bow-skills. One day, he swears, he will get his revenge!

Notes:

Character Sheet Notes: