|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Character**  | Mjord Skagmod | **Level** | 2 | **Max HP** | 20 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Intelligence** | **Wisdom** | **Dexterity** | **Constitution** | **Charisma** |
| 15 | / | +1 | 10 | / | 0 | 16 | / | +2 | 16 | / | +2 | 16 | / | +2 | 10 | / | 0 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Fortitude** | **Reflex** | **Will** | **Initiative** | **Move** | **BAB** |
| 5 | 4 | 3/5\* | +2 | 4 | 2 |
| \*Dwarven Heritage – Resist Will adds +2 to Will saves vs targeted spells/devices/wands/rods/staves |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attack** | **Attack Bonus** | **Damage** | **Critical** | **Range** | **Type** |
| Melee / Axe, throwing | +4 / +5 Attuned | 1d6 +5 | 20 / 2X | NA | S |
| Rng / Axe, throwing | +6 / +7 Attuned+3 / +4 Attuned+1 / +2 Attuned-1 / 0 Attuned | 1d6 + 61d6 + 51d6 + 51d6 + 5 | 20 / 2X | 1-45-89-1213-16 | S |
| Crossbow, Light | +5+4+20-2 | 1d8 +11d81d81d81d8 | 19 / 2X | 1-67-2425-4849-7273-96 | P |

|  |  |  |  |
| --- | --- | --- | --- |
| **Armor Class (Normal / Flat-footed / Touch)** | 18 (w dodge) / 16 | 14 | 14 (w dodge) |
| **Check Penalty / Max Dexterity Bonus** | -4 | 3 |

|  |
| --- |
| **Armor/Weapon Proficiencies** |
| Simple Unarmed | Simple Ranged | Martial – Light Weapon |
| Medium Armor |  |  |

|  |
| --- |
| **Primary Skills (Armor Check – AC) | Attribute | modified/passive** |
| **Acrobatics (AC)** | **Dex** | **3/11** | Intimidation | Cha | -3/10 | Manipulate Device | Dex | NA |
| Animal Handling | Cha | -3/10 | Investigation | Int | -3/10 | **Perception** | **Wis** | **5/13** |
| **Athletics (AC)** | **Str** | **2/11** | Knowledge Arcana | Int | NA | Perform | Cha | -3/10 |
| **Concentration (AC)** | **Con** | **4/12** | Knowledge History | Int | NA | Persuasion | Cha | -3/10 |
| Deception | Cha | -3/10 | Knowledge Nature | Int | NA | Sleight of Hand (AC) | Dex | NA |
| **Heal** | **Wis** | **3/11** | Knowledge Religion | Int | NA | Stealth (AC) | Dex | -1/10 |
| Insight | Wis | -1/10 | Language | Int | NA | **Survival** | **Wis** | **4/12** |
| **Craft/Profession Skills (modified and passive)** |
| Secondary Profession: **Butcher** | Craft: **Cook** | Wis | 3/11 |  |  |  |

## Mundane Feats / Powers / Notes

|  |
| --- |
| (FEAT) Point Blank Shot - +1 to hit / +1 dam @ 1range increment or 6 squares (whichever is less) |
| (FEAT) Weapon Focus - +1 to hit with Martial Light Weapons (like my axe or if I had a short sword) |
| (FEAT) Great Fortitude – grants +2 to Fortitude Saves |
| (FEAT) Weapon Specialist – grants +2 Damage w/ Martial Light Weapons |
| (KATA) Far Shot – 100% increase in hurled ranges, 50% increase in missile ranges |
| (KATA) Precise Shot – Firing into melee will not hit allies |
| (KATA) Attuned Weapon – one of my Throwing Axes (permanently uses 1 of my 2 Chi points) |
| (KATA) Call Weapon – use 1 Chi to retrieve my attuned weapon from within 10 squares |
|  |

## Equipment

|  |  |
| --- | --- |
| Scale Mail | **Backpack** |
| Crossbow, light w/ quarrel bolt qty: 10 | Quarrel bolt qty: 10 |
| Axe, throwing #1 |  |
| Axe, throwing #2 | Parchment, sheets qty: 10 |
| Axe, throwing #3 | Quill pen |
|  | Ink, vial |
| Holy Symbol, silver (actually enameled steel) |  |
| Dagger | Oil, flasks qty: 2 |
| Clothing, basic | Bedroll |
| Cloak, cloth |  |
| Pouch, large (w/ 1 day’s iron rations) | Iron rations, days qty: 12 |
| Pouch, small (w/ candle, flint/steel, gems, PP, GP) | Garlic, ounce qty: 2 |
|  | Rope, silk, 50’ |
| Pouch, small (w/ SP and CP) | Cooking kit |
|  | Cooking gear, camp |
|  | Sack, small qty: 3 |
|  | Sack, large qty: 2 |
|  | Crowbar |
|  |  |
| Waterskin #1, 2 quarts | Waterskin #2, 2 quart |
|  |  |
|  |  |
| Wealth: 2 gems (10 GP), 1 gem (25 GP),  |
|  Platinum: 1, Gold: 10, Silver: 7, Copper: 10 |

## Notes

|  |
| --- |
| Norheim Dwarf (18 square darkvision) |
| Heritage Feats:  Master of the Axe (+2 dam w/ axes),  Resist Will (+2 sv vs targeted spells/devices/wands/etc) |

**Void Touched**

Any time a Void Touched is exposed to elemental damage, they must make a Will save versus the source. If they fail (or choose to absorb damage), they absorb and negate elemental energy in a sphere around themselves. If they choose to absorb damage, they can control the radius of effect. If they fail a save, they absorb energy from the largest area possible.

Each die of energy absorbed causes 1 point of non-lethal damage. The base area affected is a 1 radius sphere and each +1 radius to the area of effect increases the non-lethal damage taken by 50 percent: 150 percent at 2 radius, 200 percent at 3 radius, etc., to a maximum radius of 12.

Damage caused by absorbing elemental energy can only be cured by rest.

**Casting MAGIC**

 Domain: Skystone Domain Knowledge Level: 1

Religion: King of Steel

Order: Red Wardens

Chance to learn a spell: 1d20+3 and roll => 11

Saving throws vs my spells: DC 13

Available Mana: 3

**SPELL DESCRIPTIONS** (Should get a chance to learn a spell on reaching 2nd Lvl)







## How to Play Mjord (Second Tier Fighter w/ magical support

Mjord can cast up to **THREE** spells per day. Reserve 1 spell for Cure Light Wounds.

 \* Always, retain one throwing axe for melee (until 3rd Level and Boomerang is available)

\* He can safely shoot/hurl into melee with no fear of hitting allies (Precise Shot Kata)

Long Range

 Use the Light Crossbow Standard action to reload (-2 to hit one-handed)

 He is more accurate at long range with the crossbow. But, he does more damage with the throwing axe

Short Range

 Inside of 8 squares he should be using his throwing axes if he has any to spare

 He’s best at 4 squares or less with the throwing axe

Melee

 Use the throwing axe as a melee weapon. The critical hit damage (2X) is less than a hand axe.

 (Maybe after 3rd level (Boomerang), go down to one throwing axe (Attuned Weapon) and pick up a hand axe.