

Thorgrim the Bear

NAME	PLAYERNAME	None	Chaotic Good
Clr20	190000	Human	Medium
CLASS	EXPERIENCE	6' 4"	222 lbs.
20	210000	34	Male
Character Level	NEXT LEVEL	AGE	GENDER
		Blue	Blond,
		EYES	HAIR
		-2	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	16	+3	18	+4	18	+4	152				Walk 20 ft.
DEX	13	+1	13	+1	13	+1	AC	36	35	16	10
CON	13	+1	13	+1	13	+1	armor class	TOTAL	FLAT	TOUCH	BASE
INT	12	+1	12	+1	12	+1					
WIS	19	+4	19	+4	19	+4					
CHA	10	+0	10	+0	10	+0					
Charisma											

INITIATIVE	+1	+1	+0
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	+15/+10/+5		
bonus			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+13	+12	+1	+0	+0	+0		
(constitution)								
REFLEX	+7	+6	+1	+0	+0	+0		
(dexterity)								
WILL	+16	+12	+4	+0	+0	+0		
(wisdom)								

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE	+19/+14/+9	+15/+10/+5	+4	+0	+0	
attack bonus						
RANGED	+16/+11/+6	+15/+10/+5	+1	+0	+0	
attack bonus						
GRAPPLE	+19/+14/+9	+15/+10/+5	+4	+0	+0	
attack bonus						

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+19/+14/+9	1d3+4	20/x2

*Stormfist		CURRENT HAND	TYPE	SIZE	CRITICAL
TOTAL ATTACK BONUS		Primary	B	M	20/x3
+25/+20/+15		DAMAGE			
20 ft.		30 ft.	40 ft.	60 ft.	80 ft.
To Hit	+22/+17/+12	+20/+15/+10	+20/+15/+10	+18/+13/+8	+16/+11/+6
Dam	1d8+9	1d8+9	1d8+9	1d8+9	1d8+9
Special Properties	Returning, (Warhammer +5 (Shocking Burst/Distance/Throwing)), range increment doubled, can be thrown with a range increment of 10 ft by those proficient in its use, +1d6 electricity damage bestowed on ammunition. On a critical hit deals +2d10 additional electricity damage				

*: 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
*Nanook's Hide	Medium	+8	+4	-2	20
(Hide), Critical and Sneak Attack bonus damage negated(100% of time)					
*Ice Mirror	Heavy	+7		-1	15
(Shield +5 (Heavy/Wood/Reflecting)), spell turning/1 day					
*Nanook's Heart		+5		+0	0
(Amulet of Natural Armor +5)					
*Nanook's Spirit		+5		+0	0
(Ring (Protection +5))					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	1	= 1	+	+
Balance	DEX	-2	= 1	+	-3
Bluff	CHA	0	= 0	+	+
Climb	STR	1	= 4	+	-3
Concentration	CON	11	= 1	+ 10.0	+
Craft (Alchemy)	INT	11	= 1	+ 10.0	+
Craft (Blacksmithing)	INT	19	= 1	+ 18.0	+
Craft (Untrained)	INT	1	= 1	+	+
Diplomacy	CHA	5	= 0	+ 5.0	+
Disguise	CHA	0	= 0	+	+
Escape Artist	DEX	-2	= 1	+	-3
Forgery	INT	1	= 1	+	+
Gather Information	CHA	0	= 0	+	+
Heal	WIS	18	= 4	+ 14.0	+
Hide	DEX	-2	= 1	+	-3
Intimidate	CHA	0	= 0	+	+
Jump	STR	-5	= 4	+	-9
Knowledge (Arcana)	INT	12	= 1	+ 11.0	+
Knowledge (Religion)	INT	14	= 1	+ 13.0	+
Knowledge (The Planes)	INT	7	= 1	+ 6.0	+
Listen	WIS	4	= 4	+	+
Move Silently	DEX	-2	= 1	+	-3
Ride	DEX	1	= 1	+	+
Search	INT	1	= 1	+	+
Sense Motive	WIS	4	= 4	+	+
Spellcraft	INT	8	= 1	+ 5.0	2
Spot	WIS	4	= 4	+	+
Survival	WIS	4	= 4	+	+
Swim	STR	-2	= 4	+	-6
Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

/: can be used untrained. /: exclusive skills

TURN UNDEAD	TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+2
	Up to 0	16	Turn level	20
	1 - 3	17	Turn damage	2d6 +20
	4 - 6	18		
	7 - 9	19		
	10 - 12	20		
	13 - 15	21		
	16 - 18	22		
	19 - 21	23		
	22+	24		
TURN/DAY	[] [] [] []			

You destroy Undead creatures with total hit dice up to 10.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Ashuru (Ring (Elemental Command/Air))	Equipped	1	0.0	200000.0	
Nanook's Roar - Horn of Panic (Drums of Panic)	Carried	1	10.0	30000.0	
Ice Mirror (Shield +5 (Heavy/Wood/Reflecting)), spell turning/1 day	Equipped	1	10.0	100157.0	
Nanook's Claws (Gauntlets of Ogre Power)	Equipped	1	4.0	4000.0	
Nanook's Head	Equipped	1	3.0	22000.0	
Nanook's Heart (Amulet of Natural Armor +5)	Equipped	1	0.0	50000.0	
Nanook's Hide (Hide), Critical and Sneak Attack bonus damage negated(100% of time)	Equipped	1	25.0	100165.0	
Nanook's Paws (Boots of the Winterlands)	Equipped	1	1.0	2500.0	
Nanook's Spirit (Ring (Protection +5))	Equipped	1	0.0	50000.0	
Traveler's Outfit	Equipped	1	5.0	0.0	
Potion of Cure Light Wounds □□□□	Carried	4	0.0 (0.0)	50.0 (200.0)	
Potion of Cure Moderate Wounds □□	Carried	2	0.0 (0.0)	300.0 (600.0)	
Stormfist Returning, (Warhammer +5 (Shocking Burst/Distance/Throwing)), range increment doubled, can be thrown with a range increment of 10 ft by those proficient in its use, +1d6 electricity damage bestowed on ammunition. On a critical hit deals +2d10 additional electricity damage	Equipped	1	5.0	200312.0	
TOTAL WEIGHT CARRIED/VALUE			58 lbs.	759934.0 gp	

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

SPECIAL ABILITIES	
Spontaneous casting	
Turn Undead (Su) 3/day (turn level 20) (turn damage 2d6+20)	

FEATS	
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Sunder	When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.
Martial Weapon Proficiency (Warhammer)	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Spell Penetration	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.
Weapon Focus (Warhammer)	You gain a +1 bonus on all attack 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.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

DOMAINS	
Chaos	You cast chaos spells at +1 caster level.
Strength	You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike, Warhammer	

LANGUAGES	
Common	