

Acwald Doubleaxe

Male Dwarf Lawful Neutral – Fighter 6

Str 18/82, Int 14, Wis 15, Dex 15, Con 17, Cha 14

AC 2*; Move 9"; THACO 16; #At 1 (3/2 with bardiches)

Saves: PPD 11* | PP 12 | RSW 13* | BW 13 | S 14*

Special Abilities: Infravision 60'; +4 saves vs. poisons, wands, staves, rods, and spells; detect slope 3 in 4; detect new construction or new tunnel 3 in 4; detect sliding or shifting rooms and passages 4 in 6; detect stonework traps 3 in 6; determine approximate depth underground 3 in 6; +1 attack rolls vs. half-orcs, goblins, hobgoblins, and orcs; -4 AC vs. ogres, trolls, ogre magi, giants, and titans

Languages: Common, Dwarvish, Giantish, Gnome, Goblin, Kobold, Lawful Neutral, Orcish, Troll

Weapon Proficiencies: Bardiche (double specialization), Hammer, Light Crossbow, Short Sword

Non-Weapon Proficiencies: Blacksmith (18), Leatherworker (14), Mountaineering, Stonemason (16)

Attacks:

- ◆ **Bardiche:** +6 attack rolls; S-M: 2d4+8; L: 3d4+8; speed factor: 9; length: 5'
- ◆ **Light Crossbow:** +0 attack rolls; S-M: 1d4; L: 1d4; ROF: 1; Range: 6/12/18
- ◆ **Short Sword:** +2 attack rolls; S-M: 1d6+4; L: 1d8+4; speed factor: 3; length: 2'

Equipment—Magic: +1 banded mail (AC 3), +1 bardiche (S-M: 2d4; L: 3d4; length: 5'; space required: 5'; speed factor: 9), *potion of growth* (each quarter of potion adds 6' height; 1d4+4 turn duration)

Equipment—Mundane: belt (3 sp), cap (1 sp), cloak (5 sp), crowbar (3 gp), hammer (3 gp), iron rations (14 days) (10 gp), 5 iron spikes (1 cp each), leather backpack (2 gp), leather scroll case (15 sp), light crossbow (S-M: 1d4; L: 1d4; ROF: 1; Range: 6/12/18) (12 gp), low soft boots (8 sp), 20 quarrels (1 sp each), quiver (20 quarrel capacity) (15 sp), robe (6 sp), rope (50') (4 sp), short sword (S-M: 1d6; L: 1d8; length: 2'; space required: 1'; speed factor: 3), small belt pouch (15 sp), 2 small sacks (10 cp each), 15 tallow candles (1 cp each), tinder box (1 gp), 5 torches (1 cp each), waterskin (15 sp), whistle (1 sp)

