

# Dundur Bearheart

Sex: Male Age: 58 Race: Dwarf Class: Ranger (*two-weapon*)  
 Height: 4'–6" Weight: 190 lbs. Hair: Brown Eyes: Brown  
 Size: Medium Alignment: Good Deity: Avandra  
 Languages: Common, Dwarven Level: 4 Exp: 3,750

<b>Strength:</b>	17	+3	<b>Armor Class:</b>	19
<b>Constitution:</b>	16	+3	<b>Fortitude Defense:</b>	17
<b>Dexterity:</b>	14	+2	<b>Reflex Defense:</b>	16
<b>Intelligence:</b>	10	+0	<b>Will Defense:</b>	16
<b>Wisdom:</b>	16	+3	<b>Initiative:</b>	+4
<b>Charisma:</b>	8	–1	<b>Speed:</b>	5

**Hit Points:** 48 **Current hPs:** \_\_\_\_\_  
**Bloodied:** 24 **Conditions:** \_\_\_\_\_  
**Healing Surge:** 12 **Healing Surges per Day:** □□□□□□□□



## Basic Attacks

Magic Battleaxe +1  
 Handaxe

## Attack Bonus

+8 vs. AC  
 +7 vs. AC

## Damage

1d10+6  
 1d6+5

## Range

melee  
 5/10

## Properties

Versatile  
 Off-hand, Heavy thrown

## Racial Features

**Vision:** Low-light

**Cast-Iron Stomach:** +5 racial bonus to saving throws against poison.

**Dwarven Resilience:** You can use your second wind as a minor action instead of a standard action.

**Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.

**Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load. Other effects that limit speed (such as difficult terrain or magical effects) affect you normally.

**Stand Your Ground:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to.

When an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

## Class Features

**Armor Proficiencies:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Two-Weapon Fighting Style**

**Off-Hand Weapon:** You can wield a one-handed weapon in your off hand as if it were an off-hand weapon.

**Toughness:** You gain *toughness* as a bonus feat.

**Prime Shot:** If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.

**Hunter's Quarry:** Once per turn as a minor action, you can designate the enemy nearest to you as your quarry.

Once per round, you deal +1d6 damage to your quarry. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can have only one enemy designated as your quarry at a time.

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## Feats

### Dwarven Weapon Training [Dwarf]

**Benefit:** You gain proficiency and a +2 feat bonus to damage rolls with axes and hammers.

### Armor Proficiency (Chainmail)

**Benefit:** You gain training with chainmail armor.

### Student of the Axe [Multiclass Fighter]

**Benefit:** You gain training in one skill from the fighter's class skill list (*Athletics*).

Once per encounter as a free action, you can add a +1 bonus to the next attack roll you make with a one-handed weapon. Whether the attack hits or misses, you mark the target until the end of your next turn.

## Skills

Skill	Trained?	Total
Passive Insight		15
Passive Perception		20
Acrobatics		+3
Arcana		+2
Athletics	Yes	+9
Bluff		+1
Diplomacy		+1
Dungeoneering	Yes	+10
Endurance	Yes	+10
Heal		+5
History		+2
Insight		+5
Intimidate		+1
Nature	Yes	+10
Perception	Yes	+10
Religion		+2
Stealth	Yes	+8
Streetwise		+1
Thievery		+3

## Powers

At-Will Powers Known	2
Encounter Powers Known	2
Daily Powers Known	1
Utility Powers Known	1

## Equipment / Treasure

Magic Battleaxe x2, Handaxe x2, Magic Chainmail, Backpack, Bedroll, Flint & Steel, Belt Pouch, Sunrod x 2, Trail Rations (10 days), 50ft of Rope, Climber's Kit, Waterskin.

CP:	9	GP:	52
SP:	10	PP:	24

## Magic Items

### Dwarven Chainmail [Level 2]

Crafted by the finest dwarf armorsmiths, this armor was once only available to dwarves, though now some armorsmiths will create a set for whoever can pay the price.

**Enhancement:** +1 AC

**Property:** Gain a +1 bonus to Endurance checks.

**Power (Daily ♦ Healing):** Free Action. Regain hit points as if you had spent a healing surge.

### Magic Battleaxes (x2) [Level 1]

These twin battleaxes are enchanted with mystic dwarven runes.

**Enhancement:** +1 to attack and damage rolls

**Critical:** +1d6 damage

### Cloak of Resistance [Level 2]

This bearskin-hemmed cloak can be activated to provide minor resistance to all attacks.

**Item Slot:** Neck

**Enhancement:** +1 to Fortitude, Reflex, and Will

**Power (Daily):** Minor Action. Gain resist 5 to all damage until the start of your next turn.

### Boots of Spider Climbing [Level 5]

These enchanted boots enhance your ability to climb.

**Item Slot:** Feet

**Property:** When you make an Athletics check to climb, you can climb at your normal speed instead of one-half your speed.

**Power (Daily):** Move Action. On this move action, you move with a climb speed equal to your speed.

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## Hit and Run

Ranger Attack 1

*Let the fighter stand toe to toe with the monster. You prefer to make your attack, then withdraw to safer ground.*

**At-Will ♦ Martial, Weapon**

**Standard Action**      Melee weapon

**Target:** One creature

**Attack:** +8 vs. AC

**Hit:** 1d10+6 damage

**Effect:** If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

## Twin Strike

Ranger Attack 1

*If the first attack doesn't kill it, the second one might.*

**At-Will ♦ Martial, Weapon**

**Standard Action**      Melee weapon

**Requirement:** You must be wielding two melee weapons.

**Targets:** One or two creatures

**Attack:** +8 vs. AC, two attacks

**Hit:** 1d10+3 damage per attack.

## Student of the Axe

Multiclass [Fighter]

*You wield your axes with practiced precision.*

**Encounter ♦ Martial, Weapon**

**Free Action**      Melee one-handed weapon

**Effect:** You gain a +1 bonus to the next attack roll you make with a one-handed weapon.

Whether the attack hits or misses, you mark the target until the end of your next turn.

## Two-Fanged Strike

Ranger Attack 1

*You sink both of your axes into the flesh of your enemy, causing it to howl in pain.*

**Encounter ♦ Martial, Weapon**

**Standard Action**      Melee weapon

**Requirement:** You must be wielding two melee weapons.

**Target:** One creature

**Attack:** +8 vs. AC, two attacks

**Hit:** 1d10+6 damage per attack. If both attacks hit, you deal an extra +3 damage.

## Crucial Advice

Ranger Utility 2

*You are wise in all things. The sooner your friends realize this, the safer and better off they'll be.*

**Encounter ♦ Martial**

**Immediate Reaction**      Ranged 5

**Trigger:** An ally within range that you can see or hear makes a skill check using a skill in which you are trained.

**Effect:** Grant the ally the ability to reroll the skill check, with a +3 power bonus.

## Cut and Run

Ranger Attack 3

*You attack twice while maneuvering yourself into the most advantageous position possible.*

**Encounter ♦ Martial, Weapon**

**Standard Action**      Melee weapon

**Requirement:** You must be wielding two melee weapons.

**Target:** One or two creatures

**Attack:** +8 vs. AC

**Special:** After the first or the second attack, you can shift up to 3 squares.

**Hit:** 1d10+6 damage per attack.

## Sudden Strike

Ranger Attack 1

*You hold your weapons blade-down and slash your foe across the face with one of them. As he spins away and drops his guard, you roll to one side, spring to your feet, and plunge your other axe into his back.*

**Daily ♦ Martial, Weapon**

**Standard Action**      Melee weapon

**Requirement:** You must be wielding two melee weapons.

**Target:** One creature

**Attack:** +8 vs. AC (off-hand weapon)

**Hit:** 1d10+3 damage (off-hand weapon).

**Effect:** You shift 1 square and make a secondary attack against the target.

**Secondary Attack:** +8 vs. AC (main weapon)

**Hit:** 2d10+6 damage (main weapon), and the target is weakened until the end of your next turn.