

Dwarf Regnant

Level 14 Controller

XP 1000

Medium natural humanoid

Initiative +10

Senses Perception +9

Steel Cyclone (Weapon) Aura 2; an enemy that starts its turn in the aura takes 6 damage

HP 138; Bloodied 69

AC 27; Fortitude 25, Reflex 25, Will 25

Speed 5

⚔ Spiked Chain (standard; at-will) ✪ Weapon

Reach 2; +20 vs. AC; 1d10 + 6 damage and slide target 1 square and target is slowed until the end of dwarf regnant's next turn.

⚔ Moving Strike (standard; at-will) ✪ Weapon

Reach 2; +20 vs. AC; 1d10 + 6 damage and slide target 2 squares and target is knocked prone.

↶ Whirlwind (standard; recharge 2) ✪ Weapon

Close burst 2; +17 vs. AC; 2d10 + 5 damage and push target 2 squares

Threatening Reach

The dwarf regnant can make opportunity attacks against all enemies within its reach (2 squares).

Opportunistic

Opportunity attacks deal +1d6 damage. Targets hit by an opportunity attack suffer a -2 penalty to attacks until the end of their next turn.

Stand Your Ground

Dwarves move 1 less square when pushed, pull, or slid; when knocked prone, make an immediate save to remain standing.

Alignment Unaligned **Languages** Common, Dwarven

Skills Athletics +16, Intimidate +12

Str 19 (+11) **Dex** 16 (+10) **Wis** 15 (+9)

Con 18 (+11) **Int** 12 (+8) **Cha** 11 (+7)

Equipment Spiked Chain

Created by Ketyers (Enworld) for Kenneth White

Dwarf Regnant

Level 5 Solo Controller

XP 1000

Medium natural humanoid

Initiative +4

Senses Perception +4

Steel Cyclone (Weapon) Aura 2; an enemy that starts its turn in the aura takes 3 damage

HP 330; Bloodied 165

AC 20; Fortitude 18, Reflex 18, Will 18

Speed 5

Saving Throws +5

Action Points 2

⚔ Spiked Chain (standard; at-will) ✪ Weapon

Reach 2; +12 vs. AC; 1d10 + 3 damage and slide target 1 square and target is slowed until the end of dwarf regnant's next turn.

⚔ Moving Strike (standard; at-will) ✪ Weapon

Reach 2; +12 vs. AC; 1d10 + 3 damage and slide target 2 squares and target is knocked prone. If target ends adjacent to another enemy, make a secondary attack against that enemy. Secondary: +12 vs. AC; 3 damage and target is knocked prone.

↶ Whirlwind (standard; recharge 2) ✪ Weapon

Close burst 2; +12 vs. AC; 1d10 + 3 damage and push target 2 squares and target is knocked prone.

Turnabout (immediate reaction, when hit by a melee attack; at-will) ✪ Weapon

Make a spiked chain attack against the attacker. The dwarf regnant may shift 1 square before or after making this attack.

Threatening Reach

The dwarf regnant can make opportunity attacks against all enemies within its reach (2 squares).

Opportunistic

Opportunity attacks deal +1d6 damage. Targets hit by an opportunity attack suffer a -2 penalty to attacks until the end of their next turn.

Stand Your Ground

Dwarves move 1 less square when pushed, pull, or slid; when knocked prone, make an immediate save to remain standing.

Alignment Unaligned **Languages** Common, Dwarven

Skills Athletics +10, Intimidate +7

Str 17 (+5) **Dex** 15 (+4) **Wis** 14 (+4)

Con 18 (+6) **Int** 12 (+3) **Cha** 11 (+2)

Equipment Spiked Chain

Created by Ketyers (Enworld) for Kenneth White

Dwarf Regnant

Level 10 Elite Controller

XP 1000

Medium natural humanoid

Initiative +7

Senses Perception +7

Steel Cyclone (Weapon) Aura 2; an enemy that starts its turn in the aura takes 5 damage

HP 212; Bloodied 106

AC 24; Fortitude 22, Reflex 22, Will 22

Speed 5

Action Points 1

⬇ Spiked Chain (standard; at-will) ☼ Weapon

Reach 2; +17 vs. AC; 1d10 + 5 damage and slide target 1 square and target is slowed until the end of dwarf regnant's next turn.

⬇ Moving Strike (standard; at-will) ☼ Weapon

Reach 2; +17 vs. AC; 1d10 + 5 damage and slide target 2 squares and target is knocked prone. If target ends adjacent to another enemy, make a secondary attack against that enemy. Secondary: +17 vs. AC; 5 damage and target is knocked prone.

⬅ Whirlwind (standard; recharge 2 ☼) ☼ Weapon

Close burst 2; +17 vs. AC; 2d10 + 5 damage and push target 2 squares

Threatening Reach

The dwarf regnant can make opportunity attacks against all enemies within its reach (2 squares).

Opportunistic

Opportunity attacks deal +1d6 damage. Targets hit by an opportunity attack suffer a -2 penalty to attacks until the end of their next turn.

Stand Your Ground

Dwarves move 1 less square when pushed, pull, or slid; when knocked prone, make an immediate save to remain standing.

Alignment Unaligned **Languages** Common, Dwarven

Skills Athletics +14, Intimidate +10

Str 18 (+9) **Dex** 15 (+7) **Wis** 15 (+7)

Con 18 (+9) **Int** 12 (+6) **Cha** 11 (+5)

Equipment Spiked Chain

Created by Katerys (Enworld) for Kenneth White