

Vorgan Stonesplitter

Sex: Male Age: 42 Race: Dwarf Class: Fighter Level: 1
 Alignment: Unaligned Size: Medium Deity: Moridan
 Languages: Common, Dwarven Exp: _____

Strength:	16	Armor Class:	19
Constitution:	18	Fortitude Defense:	16
Dexterity:	12	Reflex Defense:	11
Intelligence:	11	Will Defense:	11
Wisdom:	13	Initiative:	+1
Charisma:	8	Speed:	5

Hit Points:	33	healing Surge hP healed:	8
Bloodied:	16	healing Surge/Day:	□□□□□□□□□□□□



<i>Basic Attacks</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>	<i>Properties</i>
Battleaxe	+5	1d10+5	Melee	Versatile
Dagger	+6 (+3 thrown)	1d4+3 (1d4+1 thrown)	5/10	Light thrown, Off Hand

Race and Class 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.

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

Armor Proficiencies: Cloth, leather, hide, chainmail, scale; light shield, heavy shield

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

Combat Challenge: In combat, it's dangerous to ignore a fighter. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a -2 penalty to attack rolls for

any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

In addition, whenever a marked enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

Combat Superiority: You gain a bonus to opportunity attacks equal to your Wisdom modifier. An enemy struck by your opportunity attack stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.

Fighter Weapon Talent [One-Handed]: When using a weapon of your chosen style, you gain a +1 bonus to attack rolls.

FEATS

Dwarven Weapon Training [Dwarf]

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

POWERS

Known At Will Powers 2

Known Encounter Powers 1

Known Daily Powers 1

Known Utility Powers 0

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SKILLS

Skill	Trained?	Total
Passive Insight		11
Passive Perception		11
Acrobatics (Dex)*		-1
Arcana (Int)		+0
Athletics (Str)*	Yes	+1
Bluff (Cha)		-1
Diplomacy (Cha)		-1
Dungeoneering (Wis)		+3
Endurance (Con)*	Yes	+11
Heal (Wis)		+1
History (Int)		+0
Insight (Wis)		+1
Intimidate (Cha)	Yes	+4
Nature (Wis)		+1
Perception (Wis)		+1
Religion (Int)		+0
Stealth (Dex)*		-1
Streetwise (Cha)		-1
Thievery (Dex)*		-1

*Armor penalties apply.

Equipment / Treasure

Battleaxe, Dagger, Scale Mail Armor, Heavy Shield, Backpack, Bedroll, Flint & Steel, Belt Pouch x 2, Sunrod x 2, Trail Rations (10 days),

CP: GP: 8
SP: PP:

POWERS

At Will Powers

Cleave Fighter Attack 1
You hit one enemy, then cleave into another.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and an enemy adjacent to you takes damage equal to your Strength modifier. Increase damage to 2[W] + Strength modifier at 21st level

Tide of Iron

Fighter Attack 1

After each mighty swing, you bring your shield to bear and use it to push your enemy back.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be using a shield.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied. Increase damage to 2[W] + Strength modifier at 21st level.

Encounter Powers

Passing Attack

Fighter Attack 1

You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength + 2 vs. AC

Hit: 1[W] + Strength modifier damage.

Daily Powers

Villain's Menace

Fighter Attack 1

You strike your enemy hard and hound him with skilled parries and stern reprisals.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Utility Powers

None