

# DWARF FIGHTER

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

As a dwarf, you share many qualities with the earth and rock of your mountain home. You are strong, hardy, and dependable. As a fighter, your job is to defend your allies. You are brave, loyal, and devoted to the cause of goodness.

**Hit Points:** 31      **Current HP:** \_\_\_\_\_  
**Bloodied:** 15      **Healing Surge:** 7      **Surges Per Day:** 12  
**Initiative:** +1      **Second Wind** ☐      **Action Points:** \_\_\_\_\_

## DEFENSES

<b>AC</b>	<b>Fortitude</b>	<b>Reflex</b>	<b>Will</b>
17	15	11	12

## ATTACKS

**Melee Basic Attack:** +6 (Maul)      **Damage:** 2d6+3  
**Ranged Basic Attack:** +3 (Daggers)      **Damage:** 1d4+1

## RACIAL TRAITS

**Height:** 4' 8"      **Weight:** 200 lb.      **Size:** Medium  
**Speed:** 5 squares      **Vision:** Low-Light  
**Languages:** Common, Dwarven  
**Alignment:** Good

**Skill Bonus:** +2 Dungeoneering, +2 Endurance (already included).

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

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

**Stand Your Ground:** When an effect forces you to move through a pull, a push, or a slide you move 1 square less than the effect specifies.

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

## 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:** +6 vs. AC

**Hit:** 2d6 +3 damage, and an enemy adjacent to you takes 3 damage.

**Reaping Strike** Fighter Attack 1

*You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.*

**At-Will ♦ Martial, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 2d6 +3 damage.

**Miss:** 3 damage.



## ENCOUNTER POWERS

**Spinning Sweep** Fighter Attack 1

*You spin beneath your enemy's guard with a long, powerful cut, and then sweep your leg through his an instant later to knock him head over heels.*

**Encounter ♦ Martial, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One Creature

**Attack:** +6 vs. AC

**Hit:** 2d6 +3 damage, and you knock the target prone.

## DAILY POWERS

**Brute Strike** Fighter Attack 1

*You shatter armor and bone with a ringing blow.*

**Daily ♦ Martial, Reliable, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 6d6 + 3 damage.

**Miss:** You don't expend the use of this power.

## CLASS FEATURES

**Combat Challenge:** Every time you attack an enemy, whether that 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 if its attack 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 an enemy that is adjacent to you shifts or makes an attack that does not include you can make a melee basic attack against that enemy as an immediate interrupt.

**Combat Superiority:** You gain a +2 bonus to opportunity attacks.

**Fighter Weapon Talent:** You gain a +1 bonus to attack rolls when using two-handed weapons (already included).

Ability Scores	Check Modifier
Str 16	+3
Con 16	+3
Dex 13	+1

Ability Scores	Check Modifier
Int 10	+0
Wis 14	+2
Cha 11	+0

FEATS

**Power Attacks:** When making a melee attack, you can take a - 2 penalty to the attack roll. If the attack hits, you gain a +3 bonus to the damage roll.

GEAR

**Armor:** Scale mail

**Weapon:** Maul, Daggers (5). Your daggers have a range of 5/10 as thrown weapons.

**Adventurer’s Kit:** This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50ft of hempen rope, and a waterskin.

**Gold:** 10 gp

Skills	(Ability)	Trained?	Modifier
Acrobatics	(Dex)		+1
Arcana	(Int)		+0
Athletics	(Str)	Yes	+8
Bluff	(Cha)		+0
Diplomacy	(Cha)		+0
Dungeoneering	(Wis)		+4
Endurance	(Con)	Yes	+10
Heal	(Wis)		+2
History	(Int)		+0
Insight	(Wis)		+2
Intimidate	(Cha)	Yes	+5
Nature	(Wis)		+2
Perception	(Wis)		+2
Religion	(Int)		+0
Stealth	(Dex)		+1
Streetwise	(Cha)		+0
Thievery	(Dex)		+1

2<sup>ND</sup> LEVEL

At 2<sup>nd</sup> level you gain the following:

**Hit Points:** Increase to 37               **Bloodied:** Increase to 18

**Healing Surge:** Increase to 9

**Level Modifier:** Because your new level is an even number everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

**Feat: Dwarven Weapon Training:** You gain a +2 feat bonus to damage rolls with axes and hammers (such as your maul). Increase your damage numbers accordingly.

Unstoppable	Fighter Utility 2
<i>You let your adrenaline surge carry you through the battle.</i>	
<b>Daily ♦ Healing, Martial</b>	<b>Personal</b>
<b>Minor Action</b>	
<b>Effect:</b> You gain 2d6 +3 temporary hit points.	

3<sup>RD</sup> LEVEL

At 3<sup>rd</sup> level you gain the following:

**Hit Points:** Increase to 43               **Bloodied:** Increase to 21

**Healing Surge:** Increase to 10

Crushing Blow	Fighter Attack 3
<i>You wind up and deliver a devastating blow with your weapon.</i>	
<b>Encounter ♦ Martial, Weapon</b>	
<b>Standard Action</b>	<b>Melee weapon</b>
<b>Target:</b> one creature	
<b>Attacks:</b> +7 vs. AC	
<b>Hit:</b> 4d6 +8 damage.	