

Name: Terren the Dwarf Gender: Male
Race: Dwarf
Class: Fighter Level: 16
XP: _____ XP Needed: _____
Paragon Path: Iron Vangaurd

Epic Destiny:
Hit Points: 122 _____
Bloodied: 61 Healing Surge: 37
Surges/Day: 17 _____

☐ Second Wind ☐ ☐ Death Saves
Initiative: +1 Action Points: _____
Passive Perception: Passive Insight:

ABILITY SCORES

Strength: 21 (+13) Intelligence: 9 (+7)
Constitution: 22 (+14) Wisdom: 14 (+10)
Dexterity: 12 (+9) Charisma: 11 (+8)

FEATS

Dwarven Weapon Training: (+2 damage hammer/Axe)
Armor Prof. Plate: (Prof in platemail)
Initiate of the Faith: (Healing word 1/day, can use Holy Symbol)
Acolyte Power: (Swap utility power with Cleric)
Shield Push: (If hit with combat challenge, may push 1)
Novice Power: (Swap Encounter with Cleric)
Armor Specialization (Plate): (+1 AC, plate)
Dwarven Durability: (+2 HS/day, +CON per HS)
Hammer Rhythm: (If miss with hammer, do CON damage)
Blood Thirst: (+2 damage vs. Bloodied)

DESCRIPTION

Height: 4'8" Weight: 210# Size: Med
Speed: 5 Vision: Low Light
Languages: *Common, Dwarven* Alignment: LG
Religion: Bahamut

DEFENSES

AC	Fortitude	Reflex	Will
36	30	23	24

ATTACKS

Melee Basic Attack: +19 Damage: d10+10
Ranged Basic Attack: +17 (5/10) Damage: d6+8

RACIAL ABILITIES

- +5 save vs. poison
- Second Wind as minor
- May have -1 square on forced moves

CLASS FEATURES

- **Combat Challenge:** When you attack someone, can mark them. They get -2 to any attack that doesn't include you. Plus you can take an immediate action and take a basic melee attack if they shift or make an attack that doesn't include you.
- **Combat Superiority:** +Wis to opportunity attacks, and any hit stops movement.
- **Fighter Weapon Talent:** +1 to attack with one-handed weapons.
- **Enduring Warrior:** Regain CON hit points when you drop an enemy to 0 or fewer hit points
- **Ferocious Reaction:** When dropped to zero or less, may spend action point to get extra action as immediate interrupt. Also +4 to all defenses until start of next turn when use AP to get extra action.
- **Trample the Fallen:** Push or knock prone a creature, it takes Con damage.

AT WILL POWERS

Tide of Iron

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be using a shield.

Target: One creature

Attack: Strength vs. AC **[+19 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. **[d10+10]**

Cleave

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC **[+19 vs AC]**

Hit: 1[W] + Strength modifier damage, and an enemy adjacent to you takes damage equal to your Strength modifier. **[d10+10]**

ENCOUNTER POWERS

Crushing Blow Fighter attack 3

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC [**+19 vs AC**]

Hit: 2[W] + Strength + Constitution. [**2d10+16**]

Strengthen the Faithful Cleric attack 7

Encounter ♦ Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC [**+19 vs AC**]

Hit: 2[W] + Strength modifier damage, and you and each ally adjacent to the target can spend a healing surge. [**2d10+10**]

Frontline Surge Iron Vanguard attack 11

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC [**+19 vs AC**]

Hit: 2[W] + Strength modifier damage, and you push the target 1 square. You can shift into the square formerly occupied by the target. If you do so, each ally within 2 squares of you can shift 1 square as well. [**2d10+10**]

Anvil of Doom Fighter attack 13

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC [**+19 vs AC**]

Hit: 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn. [**2d10+10**]

Unbreakable Fighter utility 6

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: You are hit by an attack

Effect: Reduce the damage from the attack by 5 + your Constitution modifier. [**11**]

Inexorable Shift Iron Vanguard utility 12

Encounter ♦ Martial

Move Action Personal

Effect: Shift into any adjacent square. If a creature occupies the square into which you shift, you push that creature 1 square.

DAILY POWERS

Rain of Steel Fighter attack 5

Daily ♦ Martial, Stance, Weapon

Minor Action Personal

Effect: Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks. [**d10+10**]

Shift the Battlefield Fighter attack 9

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC [**+19 vs AC**]

Hit: 2[W] + Strength modifier damage, and you slide the target 1 square. [**2d10+10**]

Miss: Half damage.

Dragon's Fangs Fighter attack 15

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Targets: One or two creatures

Attack: Strength vs. AC, two attacks against one target or one attack against each target [**+19 vs AC**]

Hit: 3[W] + Strength modifier damage. [**3d10+10**]

Miss: Half damage.

Boundless Endurance Fighter utility 2

Daily ♦ Healing, Martial, Stance

Minor Action Personal

Effect: You gain regeneration 2 + your Constitution modifier when you are bloodied. [**8**]

Mass Cure Light Wounds Cleric utility 10

Daily ♦ Divine, Healing

Standard Action Close burst 5

Targets: You and each ally in burst

Effect: The targets regain hit points as if they had spent a healing surge. Add your Charisma modifier to the hit points regained.

Iron Warrior Fighter utility 16

Daily ♦ Healing, Martial

Minor Action Personal

Effect: You spend a healing surge, regain additional hit points equal to 2d6 + your Constitution modifier, and make a saving throw against one effect that a save can end. [**2d6+42**]

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		9
Arcana (Int)		7
Athletics (Str)	Y	18
Bluff (Cha)		8
Diplomacy (Cha)		8
Dungeoneering (Wis)		10
Endurance (Con)	Y	19
Heal (Wis)	Y	15
History (Int)		7
Insight (Wis)		10
Intimidate (Cha)		8
Nature (Wis)		10
Perception (Wis)		10
Religion (Int)	Y	12
Stealth (Dex)		9
Streetwise (Cha)		8
Thievery (Dex)		9

GEAR

ARMOR

+4 Dwarven Warplate

+4 Amulet of Protection

Heavy Shield of Protection (680)

WEAPONS

+3 Lifedrinker Warhammer

- Gain 10 temp. hit points if you bring an enemy to 0 or fewer hit points.
- +3d6 necrotic damage on a crit

+1 Thunderburst Throwing hammer (840)

+1 Throwing hammer (360)

+1 Warhammer (360)

OTHER EQUIPMENT

Catstep boots

- When you fall or jump down, you take only half normal falling damage and always land on your feet. (680)

Gauntlets of the Ram

- +1 square when pushing. (3,400)

Diadem of Acuity

- +2 to insight and perception (3,400)

Belt of Vigor

- +1 to healing surge (520)

Rope of Climbing

- 100-foot-long rope has 100 hit points and can hold up to 2,500 pounds
- Power (At-Will): Minor Action. The rope moves up to 10 squares along a horizontal or a vertical surface. As part of the same action, it can tie itself around an object to create a secure point for climbing. It can't tie itself to or otherwise affect a creature.
- Anyone holding the rope can activate its power.
- On command, the rope unties itself as a minor action. (5000)

Handy Haversack

- This backpack can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but it always weighs only 1 pound. (5000)
- Drawing an item from a handy haversack is a minor action.

DAILY MAGIC ITEM ABILITIES

+4 Dwarven Warplate

Free action. Regain hit points as if you'd spent a healing surge.

Shield of Protection

Standard Action. You and an adjacent ally gain resist 10 to all damage until the end of your next turn.

+1 Thunderburth Throwing Hammer

Minor Action. The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Fortitude. Each target hit takes thunder damage equal to the normal damage you would deal with a ranged basic attack with the weapon.

Catstep Boots

Free action. +5 on next Athletics or Acrobatics check