

DUNGEONS & DRAGONS

KINDROK

MALE GOLIATH (HALF-GIANT) ARENA FIGHTER (GLADIATOR) / LEVEL 1 / UNALIGNED

"Just give me what you have in your hands. I'll make it deadly."

ABILITY SCORES

MOD

STR 20 +5
CON 13 +1
DEX 14 +2
INT 10 +0
WIS 8 -1
CHA 10 +0

DEFENSES

AC 17
FORT 17
REF 12
WILL 10

INITIATIVE

+2

SPEED
(in squares)

6

VISION
normal

LANGUAGES
Common, Giant

SENSES

Passive Insight 9, Passive Perception 9

TRAINED SKILLS

ATHLETICS +11
INTIMIDATE +5
STREETWISE +5

HIT POINTS
(Bloodied 14)

28

ACTION
POINT

SECOND
WIND

HEALING
SURGES

value
7

EQUIPMENT

Iron bastard sword
Bone gauntlet axe
Hide armor

OTHER EQUIPMENT

BACKGROUND

You have lived in the city-state of Tyr for most of your life, finding your way there when you were a child after your parents disappeared in the wastes. Taken in by a human merchant family before you could be sold into bondage, they raised you as one of their own and trained you to help guard their wares. Once you started to learn how to fight, however, your adopted family saw your natural talent and enrolled you in a gladiator school, where you learned to fight as a professional, using any means possible to win. Now you've grown bored of Tyr and joined up with one of your adopted cousins, Suldin, and a new friend, Vinara, to seek your fortune elsewhere. You know that they wield arcane magic, but you've pledged to keep their dangerous secret from others, as it could get you killed.

APPEARANCE

Kindrok stands just under eight feet tall, and has a dark sickle-shaped marking on his left cheek. He wears tough, scaly hide armor, and his left arm is equipped with a bone gauntlet axe. He carries his most prized possession, an iron bastard sword he won in a tournament, in a scabbard on his back.

PERSONALITY TRAITS

Haughty, bold, gullible



Melee Basic Attack Standard / Melee Weapon / At-Will

Requires iron bastard sword; +8 vs. AC; 1d10 + 5 damage.

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires bone gauntlet axe; +7 vs. AC; 1d8 + 5 damage. **Special:** This weapon is wielded in the off-hand and keeps the hand free.

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires improvised weapon; +7 vs. AC; 1d8 + 5 damage (one-handed) or 1d10 + 5 damage (two-handed).

Combat Challenge Immediate Interrupt / Melee Weapon / At-Will

Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that doesn't include you, you can make a melee basic attack against that enemy.

Cleave Standard / Melee Weapon / At-Will

+8 vs. AC; 1d10 + 5 damage and an enemy adjacent to you other than the target takes 5 damage.

Dual Strike Standard / Melee Weapon / At-Will

Requires iron bastard sword and bone gauntlet axe; +8 vs. AC (bastard sword) and +7 vs. AC (gauntlet axe), two attacks; 1d10 damage with bastard sword and 1d8 damage with gauntlet axe.

Stone's Endurance Minor / Personal / Encounter

You gain resist 5 to all damage until the end of your next turn.

Disrupting Advance Standard / Melee Weapon / Encounter

+8 vs. AC; 2d10 + 5 damage and push the target 2 squares. The target and any of your enemies adjacent to the target at the end of the push are slowed until the end of your next turn. You may also knock the target prone on a hit.

Steel Serpent Strike Standard / Melee Weapon / Encounter

+8 vs. AC; 2d10 + 5 damage and the target is slowed and cannot shift until end of your next turn.

Master's Edge Standard / Melee Weapon / Daily

+8 vs. AC; 1d10 + 5 damage. **Effect:** Until the end of the encounter, whenever the target willingly moves to a square adjacent to one of your allies, you can use an opportunity action either to make a melee basic attack against the target or to charge the target.

OTHER ABILITIES*

Combat Challenge:

When you make an attack against an enemy, you can choose to mark the target. The mark lasts until the end of your next turn. While marked, the enemy takes a -2 penalty to attack rolls if its attack doesn't include you as a target. A creature can only be subject to one mark at a time.

Powerful Athlete:

When making an Athletics check to jump or climb, roll twice and take the better result.

Combat Superiority:

Whenever you hit an enemy with an opportunity action, you stop their movement (if any).

* Some character options not present on character sheet for brevity.

TM & © 2010 Wizards of the Coast LLC.
Illustration by Tyler Walpole. B8726.

