

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 _____
Bloodied 15 Healing Surge 7 Surges Per Day 12
Initiative +1 _____ Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
17	15	11	12

ATTACKS

Melee Basic Attack: +6 (maul) Damage: 2d6+3
Ranged Basic Attack: +3 (dagger) 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

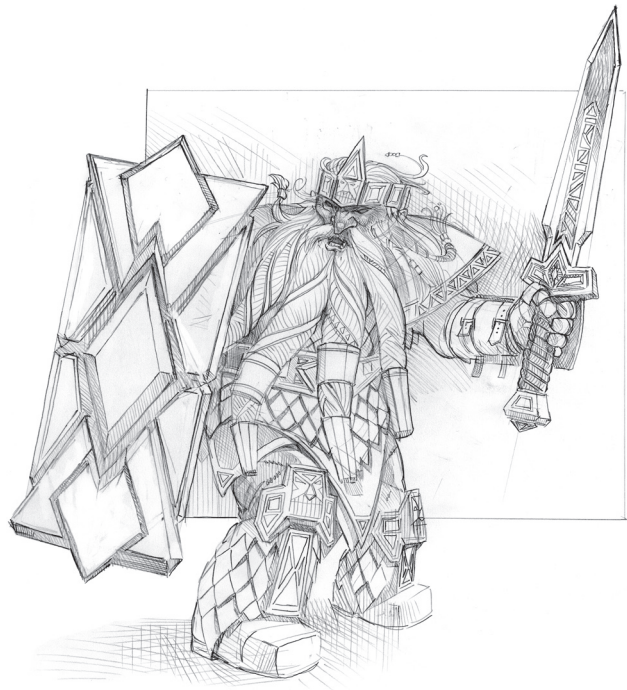
Standard Action Melee weapon

Target: One creature

Attack: +6 vs. AC

Hit: 2d6 + 3 damage.

Miss: 3 damage.



ENCOUNTER POWER

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 POWER

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, 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
Int 10	+0
Wis 14	+2
Cha 11	+0

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

FEAT

Power Attack: 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, 50 feet of hempen rope, and a waterskin.

Gold: 10 gp

2ND LEVEL

At 2nd 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

You let your adrenaline surge carry you through the battle.

Daily ♦ **Healing, Martial**

Minor Action **Personal**

Effect: You gain 2d6 + 3 temporary hit points.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 43 **Bloodied:** Increase to 21
Healing Surge: Increase to 10

Crushing Blow

Fighter Attack 3

You wind up and deliver a devastating blow with your weapon.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +7 vs. AC

Hit: 4d6 + 8 damage.