

WORLDWIDE

DUNGEONS & DRAGONS

GAME DAY

Harbek of Forgekeep

MALE DWARF FIGHTER (SLAYER) / LEVEL 2 / GOOD

"The dwarves of Forgekeep never fall!"

ABILITY SCORES MOD

STR 18 +5

CON 18 +5

DEX 12 +2

INT 10 +1

WIS 12 +2

CHA 8 +0

DEFENSES

AC 19

FORT 17

REF 12

WILL 12

INITIATIVE

+2

SPEED
(in squares)

5

VISION
low-light

LANGUAGES

Common and Dwarven

SENSES

Passive Insight 12, Passive Perception 12

TRAINED SKILLS

ATHLETICS +8

ENDURANCE +10

INTIMIDATE +5

HIT POINTS 44

(Bloodied 22)

ACTION POINT

SECOND WIND

HEALING SURGES value 11

EQUIPMENT

+1 defensive greataxe

3 throwing hammers

plate armor

adventurer's kit

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires greataxe; +8 vs. AC; 1d12 + 6 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires throwing hammer; Ranged 5/10; +8 vs. AC; 1d6 + 5 damage.

Battle Fury

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +2 power bonus to the damage rolls of melee weapon powers.

Poised Assault

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +1 power bonus to the attack rolls of melee weapon powers.

Power Strike

Free / Personal / Encounter

Requires greataxe. **Trigger:** You hit with a melee weapon attack power.
Effect: The triggering attack power deals 1d12 extra damage.

Minor Resurgence

Minor / Personal / Encounter

Requirement: You must be bloodied. **Effect:** You gain 5 temporary hit points.

+1 Defensive Great Axe

+1d6 Critical

Property: When you take the total defense or second wind action, you gain a +1 item bonus to your defenses until the start of your next turn.

OTHER ABILITIES*

Cast-Iron Stomach: You have a +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.

Stand Your Ground: When you are affected by forced movement (push, pull or slide), you move one less square. If an attack would knock you prone, you may make a saving throw to avoid falling prone.

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

