



KATHRA IRONFORGE

FEMALE DWARF FIGHTER

LEVEL 1 UNALIGNED

"Happiness is breaking my enemies' bones."



Ability Score

STRENGTH

Value

16

Modifier

+3

ARMOR CLASS

19

CONSTITUTION

18

+4

FORTITUDE DEFENSE

16

DEXTERITY

12

+1

REFLEX DEFENSE

13

INTELLIGENCE

10

+0

WILL DEFENSE

12

WISDOM

14

+2

INITIATIVE

+1

CHARISMA

8

-1

SPEED (SQUARES)

5

HIT POINTS 33

HEALING SURGE HP HEALED 8

SECOND WIND

☐

BLOODIED 16

HEALING SURGES/DAY 13

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name

Warhammer

Attack Bonus

+6 vs. AC

Damage

1d10+5

Range/Properties

Versatile (+1 damage when 2-handed)

Handaxe

+6 vs. AC

1d6+5

5 squares normal/10 squares max

FEATS

Dwarven Weapon Training (already added)

SKILLS

Passive Insight 12

Passive Perception 12

Acrobatics -1

Athletics +6

Endurance +9

Heal +7

Insight +2

Perception +2

Stealth -1

Streetwise +4

RACE AND CLASS FEATURES

Cast-Iron Stomach (+5 to saving throws vs. poison)

Dwarven Resilience (use second wind as a minor action)

Stand Your Ground (move 1 square less when subject to

a push, pull, or slide; when knocked prone make an

immediate saving throw to stay standing)

Combat Challenge (when you attack you may mark the

enemy, giving a -2 to attack targets other than you, only one

mark per enemy, new mark supersedes old one)

Combat Challenge (when an adjacent enemy shifts,

make an immediate melee basic attack against them)

Combat Superiority (+2 to opportunity attacks and

enemies hit stop moving if a move provoked the attack)

Languages: Common and Dwarven

Low-Light Vision

EXPLOITS (Martial Powers)

See back of character sheet.

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EQUIPMENT

Scale armor, heavy shield, warhammer, 2 handaxes, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

EXPLOITS (MARTIAL POWERS)

Your powers are called exploits, since they are from the martial power source. Your powers require you to use a weapon.

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: 1d10 + 5 damage (if using handaxe 1d6 + 5 damage), and an enemy adjacent to the target takes 3 damage.

Tide of Iron

Fighter Attack 1

After each mighty swing, you bring your shield to bear and use it to push your enemy back.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be using a shield.

Target: One creature

Attack: +6 vs. AC

Hit: 1d10 + 5 damage (if using handaxe 1d6 + 5 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.

Encounter Power

Passing Attack

Fighter Attack 1

You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Attack: +6 vs. AC

Hit: 1d10 + 5 damage (if using handaxe 1d6 + 5 damage), and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: +8 vs. AC

Hit: 1d10 + 5 damage (if using handaxe 1d6 + 5 damage).

Daily Power

Brute Strike

Fighter Attack 1

You shatter armor and bone with a ringing blow.

Daily ♦ Martial, Reliable, Weapon

Reliable: If you miss with this power, you do not expend its use.

Standard Action **Melee weapon**

Target: One creature

Attack: +6 vs. AC

Hit: 3d10 + 5 damage (if using handaxe 3d6 + 5 damage).