



# THORFIN

## MALE DWARF FIGHTER

LEVEL 6 UNALIGNED

"Kill'em all."



Ability Score	Value	Modifier
STRENGTH	18	+4
CONSTITUTION	17	+3
DEXTERITY	10	+0
INTELLIGENCE	10	+0
WISDOM	16	+3
CHARISMA	8	-1

ARMOR CLASS	24
FORTITUDE DEFENSE	21
REFLEX DEFENSE	15
WILL DEFENSE	18
INITIATIVE	+3
SPEED (SQUARES)	5

HIT POINTS	61	HEALING SURGE HP HEALED	15	SECOND WIND	<input type="checkbox"/>
BLOODIED	30	HEALING SURGES/DAY	12	(Use second wind up to 1/encounter)	

Current Hit Points	Current Surge Uses
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Warhammer	+12 vs. AC	1d10+8	Versatile (+1 damage when 2-handed)
Throwing Hammer	+9 vs. AC	1d6+4	5 squares normal/10 squares max

### FEATS

Distracting Shield (see back)  
Dwarven Weapon Training  
Potent Challenge (see back)  
Armor Proficiency (plate)

### RACE AND CLASS FEATURES

Cast-Iron Stomach (see back)  
Dwarven Resilience (see back)  
Stand Your Ground (see back)

Passive Perception	16
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Languages: Common and Dwarven  
Low-light

### SKILLS

Athletics	+12
Dungeoneering	+8
Endurance	+13
Heal	+11
Insight	+6
Nature	+6
Perception	+6

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

## EQUIPMENT

Heavy shield, throwing hammer, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

## MAGIC ITEMS

### Amulet of Protection +2

Level 6

*This light blue amulet increases your defenses.*

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex and Will

### Battleforged Armor +1

Level 5

*The dwarves and dragonborn argue over which race invented this enchanted armor.*

**Armor:** plate

**Enhancement:** AC

**Property:** If you use your second wind when you are bloodied, regain an extra 1d10 hit points.

### Resounding Warhammer +2

Level 7

*A thundering peal sounds when this weapon hits, dazing its target.*

**Enhancement:** +2 to attack rolls and damage rolls

**Critical:** +2d6 thunder damage

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn.

## FEATS

### Distracting Shield

**Benefit:** If you hit a foe with an attack granted by your Combat Challenge class feature, the target takes a -2 penalty to attack rolls until the start of your next turn.

### Potent Challenge

**Benefit:** If you hit a foe with an attack granted by your Combat Challenge class feature, add your Constitution modifier (+3) to the damage roll.

## RACE & CLASS FEATURES

### Cast-Iron

Race Feature

+5 racial bonus to saving throws against poison.

### Dwarven Resilience

Race Feature

You can use your second wind as a minor action instead of a standard action

### Stand Your Ground

Race Feature

When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to.

In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

## Combat Challenge

Fighter Feature

In combat, it's dangerous to ignore a fighter. Every time you attack an enemy, whether the 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 for any attack that 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 a marked 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

Fighter Feature

You gain a bonus to opportunity attacks equal to your Wisdom modifier (+3). An enemy struck by your opportunity attacks stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.

## EXPLOITS (MARTIAL POWERS)

Your powers are called exploits. Some work better for great weapon fighters and some work better for guardian fighters, but you can choose any power you like when you reach a level that allows you to choose a new power. The choice of weapon you make also provides benefits to certain fighter powers.

### At-Will Exploits

#### Sure Strike

Fighter Attack 1

*You trade power for precision.*

**At-Will ♦ Martial, Weapon**

**Standard Action**      **Melee warhammer**

**Target:** One creature

**Attack:** +12 vs. AC

**Hit:** 1d10 + 4 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 warhammer**

**Target:** One creature

**Attack:** +10 vs. AC

**Hit:** 1d10 + 8 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 Exploits

#### Covering Attack

Fighter Attack 1

*You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from that samw foe..*

**Encounter ♦ Martial, Weapon**

**Standard Action**      **Melee warhammer**

**Target:** One creature

**Attack:** +10 vs. AC

**Hit:** 2d10 + 8 damage, and an ally adjacent to the target can shift 2 squares.

## Crushing Blow

Fighter Attack 3

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

**Encounter ♦ Martial, Weapon**

**Standard Action**      **Melee warhammer**

**Target:** One creature

**Attack:** +10 vs. AC

**Hit:** 2d10 + 8 damage

## Daily Exploits

### Comeback Strike

Fighter Attack 1

*A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on..*

**Daily ♦ Healing, Martial, Reliable, Weapon**

**Standard Action**      **Melee warhammer**

**Target:** One creature

**Attack:** +10 vs. AC

**Hit:** 2d10 + 8 damage, and you can spend a healing surge.

### Crack the Shell

Fighter Attack 5

*You break through the enemy's armor and deal a painful bleeding wound.*

**Daily ♦ Martial, Reliable, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One target

**Attack:** +10 vs. AC

**Hit:** 2d10 + 8 damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

## Utility Exploits

### Get Over Here

Fighter Utility 2

*You pull one of your allies into a more advantageous position.*

**Encounter ♦ Martial**

**Move Action**      **Melee 1**

**Effect:** You slide the target 2 squares to a square that is adjacent to you.

### Unbreakable

Fighter Utility 6

*You steel yourself against a brutal attack.*

**Encounter ♦ Martial**

**Immediate Reaction**      **Personal**

**Trigger:** You are hit by an attack.

**Effect:** Reduce the damage from the attack by 8.

# BACKGROUND

You were not there the day when the Empire came to your clan hold to take control of its rich mines and skilled craftsmen. Your clan resisted and many died with the survivors enslaved. You seek your vengeance against the Empire for what they did and you will have it.

**Althaca:** The eladrin is laconic and seems to take little notice of you.

**Adrie:** The rogue is a natural battle partner for you. You are the mountain upon which the foe crashes. She is the lightning from the sky that shall kill them.

**Torinn:** The dragonborn is an honorable, dependable fighting companion whose devotion to battling the Empire is valued.

**Lamander:** The human is concerned with doing the right thing. He has spoken to you, letting him know you can confide in him anything. He seems too weak for what you know is coming.