



KATHRA IRONFORGE

FEMALE DWARF FIGHTER



LEVEL 1 UNALIGNED

"Happiness is breaking my enemies' bones."

| Ability Score | Value | Modifier | | |
|---------------------|-------|----------|--------------------------------|--------------------------|
| STRENGTH | 16 | +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 |
| BLOODIED | 16 | | HEALING SURGES/DAY | 13 |
| | | | SECOND WIND | <input type="checkbox"/> |

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

| Basic Attack Name | Attack Bonus | Damage | Range/Properties |
|-------------------|--------------|--------|-------------------------------------|
| Warhammer | +6 vs. AC | 1d10+5 | 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 |

EXPLOITS (Martial Powers)

See back of character 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

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

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

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).