

DWARF FIGHTER

Haldor

Name: **Haldor**

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 37
Bloodied 18 Healing Surge 9 Surges Per Day 12
Initiative +2 Action Points

DEFENSE

AC	Fortitude	Reflex	Will
18	16	12	13

ATTACKS

Melee Basic Attack: +7 (maul) Damage: 2d6+3
Ranged Basic Attack: +4 (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: +7 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

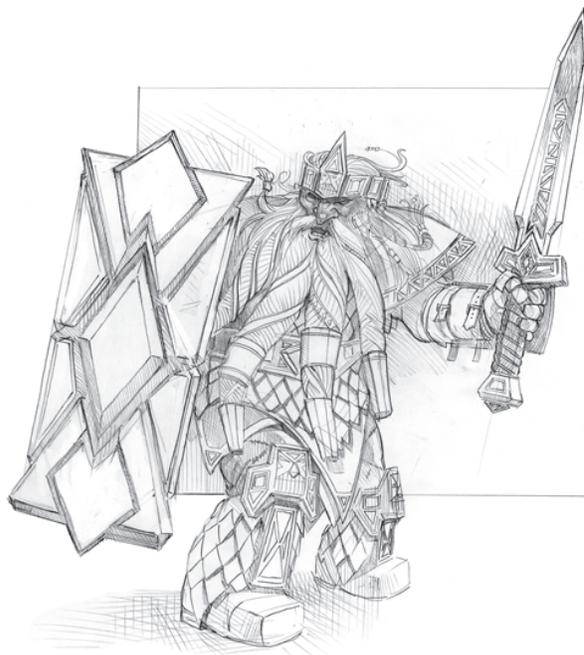
Standard Action Melee weapon

Target: One creature

Attack: +7 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: +7 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: +7 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)		+2
Arcana (Int)		+1
Athletics (Str)	Yes	+9
Bluff (Cha)		+1
Diplomacy (Cha)		+1
Dungeoneering (Wis)		+5
Endurance (Con)	Yes	+11
Heal (Wis)		+3
History (Int)		+1
Insight (Wis)		+3
Intimidate (Cha)	Yes	+6
Nature (Wis)		+3
Perception (Wis)		+3
Religion (Int)		+1
Stealth (Dex)		+2
Streetwise (Cha)		+1
Thievery (Dex)		+2

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.

Backstory

Haldor is a grizzled dwarf with a salt-and-pepper beard and a scar across the left side of his face. He was born in the Dawnforge Mountains to a long line of skilled blacksmiths and spent his early years crafting weapons and armor for his kin. However, the allure of the unknown always called to him. As the years passed, Haldor found it increasingly difficult to resist the call of adventure.

In his prime, Haldor was a renowned warrior, his exploits celebrated in the taverns of Hammerfast. Tales of his courage and skill in battle spread far and wide, but the passing years have taken their toll. Though past his physical prime, Haldor remains a formidable fighter, his experience and wisdom compensating for any loss in strength.

Despite the wear and tear on his body, Haldor's desire for adventure burns as fiercely as ever. Having lost family members to marauding goblins, orcs, and kobold, he carries a personal vendetta against the creatures of darkness. Haldor yearns to make one last mark upon the world before he hangs up his maul for good.

He has traveled the wilds for over a year searching for that one final quest. Thus far he has been disappointed in what he has achieved. He recently connected with a small group of fellow adventurers making their way to Winterhaven. He hopes this journey brings the reward he seeks.

Personality

Though he may be past his physical prime, Haldor's determination and battle-hardened experience make him a valued strategist among his companions. With an eye on securing his place in dwarven history, he goes out of his way to pick fights and shout his name aloud for all to hear. If he falls in battle, everyone will know his name.

Goals

Haldor's primary goal is to embark on a final quest that he feels is worthy of remembrance. He wants word of his glory to be passed down in stories amongst his people for many generations.

Complications

Despite his unrivaled confidence in himself, he is not as physically able as he used to be. He often attempts maneuvers that were routine years ago, but are now significantly more difficult.

