



# KATHRA IRONFORGE

## FEMALE DWARF FIGHTER



LEVEL 1 UNALIGNED

"Happiness is breaking my enemies' bones."

Ability Score	Value	Modifier		
<b>STRENGTH</b>	16	+3	<b>ARMOR CLASS</b>	19
<b>CONSTITUTION</b>	18	+4	<b>FORTITUDE DEFENSE</b>	16
<b>DEXTERITY</b>	12	+1	<b>REFLEX DEFENSE</b>	13
<b>INTELLIGENCE</b>	10	+0	<b>WILL DEFENSE</b>	12
<b>WISDOM</b>	14	+2	<b>INITIATIVE</b>	+1
<b>CHARISMA</b>	8	-1	<b>SPEED (SQUARES)</b>	5

<b>HIT POINTS</b>	33	<b>HEALING SURGE HP HEALED</b>	8	<b>SECOND WIND</b>	<input type="checkbox"/>
<b>BLOODIED</b>	16	<b>HEALING SURGES/DAY</b>	13	(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).