



KIVA

FEMALE DRAGONBORN FIGHTER/IRON VANGUARD

LEVEL 11 UNALIGNED

"My sword is at your service."



Ability Score	Value	Modifier	Check		
STRENGTH	23	+6	+11	ARMOR CLASS	26
CONSTITUTION	16	+3	+8	FORTITUDE DEFENSE	26
DEXTERITY	9	-1	+4	REFLEX DEFENSE	18
INTELLIGENCE	11	+0	+5	WILL DEFENSE	20
WISDOM	14	+2	+7	INITIATIVE	+4
CHARISMA	13	+2	+5	SPEED (SQUARES)	5
				ACTION POINTS	1

HIT POINTS	101	HEALING SURGE HP HEALED	29	SECOND WIND	<input type="checkbox"/>
BLOODIED	50	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
Falchion	+18 vs. AC	2d4+13	High crit
Javelin	+14 vs. AC	1d6+7	10/20 Range, Heavy Thrown

FEATS

Armor Proficiency (Plate armor)
Armor Specialization (Plate Armor)
Enlarged Dragon Breath (already included)
Potent Challenge: Add 3 damage to attacks granted by Combat Challenge class feature.
Power Attack Take -2 to hit for +3 damage
Toughness
Weapon Focus: +2 damage with Heavy Blade

SKILLS

Passive Perception	+17
Passive Insight	+17
Acrobatics (Dex)	+2
Arcana (Int)	+5
Athletics (Str)*	+14
Bluff (Cha)	+6
Diplomacy (Cha)	+6
Dungeoneering (Wis)	+7
Endurance (Con)*	+11
Heal (Wis)*	+12
History (Int)	+7
Insight (Wis)	+7
Intimidate (Cha)	+8
Nature (Wis)	+7
Perception (Wis)	+7
Religion (Int)	+5
Stealth (Dex)	+2
Streetwise (Cha)	+6
Thievery (Dex)	+2

* Indicates trained skill

RACE AND CLASS FEATURES

Combat Challenge
Combat Superiority: You gain a +1 bonus to hit on opportunity attacks
Fighter Weapon Talent (already included)
Enduring Warrior gain 3 hit points when you drop an enemy
Ferocious Reaction reduced to 0 HPs or lower, as an immediate interrupt, spend an action point to gain an extra standard action and +4 to all defenses until the start of your next turn.
Dragonborn Fury: When you're bloodied, you gain a +1 racial bonus to attack rolls.
Draconic Heritage: (already included)
Acid Dragon Breath: You can use dragon breath as an encounter power
Languages: Common, Draconic
Vision: Normal

MUNDANE EQUIPMENT

Standard Adventurer's Kit
Climber's Kit
Everburning Torch
Dagger
432 gold pieces

MAGICAL EQUIPMENT

Black Iron Plate Armor +2 (Resist Fire 5 & Necrotic 5)
Amulet of Protection +3
Bracers of Mighty Striking (already included)
Horned Helm (+1d6 damage on a charge)
Boots of Spider Climbing
Vicious Falchion +3
Potions of Healing ☐ ☐

Belt of Vigor
Magic Javelin +1
Potion of Vitality ☐

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: +18 vs. AC

Hit: 2d4+11 damage and an enemy adjacent to you takes damage equal to your Strength modifier (6).

Reaping Strike Fighter Attack 1

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defences.

At-Will * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +18 vs. AC

Hit: 2d4+11 damage.

Miss: Half Strength modifier damage (3). If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (6).

Encounter Powers

Dragon Breath Dragonborn Racial Power

As you open your mouth, the deadly power of your draconic kin blasts forth to engulf your foes.

Encounter * Acid

Minor Action Close blast 5

Targets: All creatures in area

Attack: +13 vs. Reflex

Hit: 1d6+3 damage.

Steel Serpent Strike Fighter Attack 1

You stab viciously at your foe's knee or foot to slow him down.

No matter how tough he is, he's going to favor that leg for a time.

Encounter * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +18 vs. AC

Hit: 4d4+11 damage and the target is slowed and cannot shift until end of your next turn.

Sweeping Blow Fighter Attack 3

You put all your strength into a single mighty swing that strikes many enemies at once.

Encounter * Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: +21 vs. AC (assumes falchion being used)

Weapon: If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Strength modifier.

Hit: 2d4+11 damage.

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.

Griffon's Wrath Fighter Attack 7

You rain several heavy overhand blows down on your foe. They force him to raise his guard high to meet your attack, exposing a vulnerable spot for your next attack—the underarm, side, or belly.

Encounter * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +18 vs. AC

Hit: 4d4+11 damage, and the target takes a –2 penalty to AC until the end of your next turn.

Into the Fray Fighter Utility 10

You unleash a fierce battle cry as you leap boldly into the fray.

Encounter * Martial

Minor Action Personal

Effect: You can move 3 squares, as long as you can end your move adjacent to an enemy.

Frontline Surge Iron Vanguard Attack 11

You beat back your enemy, allowing you and your allies to seize new ground.

Encounter * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +18 vs. AC

Hit: 4d4+11 damage and you push the target 1 square. You can shift into the square formerly occupied by the target. If you do so, each ally within 2 squares of you can shift 1 square as well.

Daily Powers

Villain's Menace Fighter Attack 1

You strike your enemy hard and hound him with skilled parries and stern reprisals.

Daily * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +18 vs. AC

Hit: 4d4+11 damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Unstoppable Fighter Utility 2

You let your adrenaline surge carry you through the battle.

Daily * Healing, Martial

Minor Action Personal

Effect: You gain temporary hit points equal to 2d6+3.

Crack the Shell Fighter Attack 5

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

Daily * Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +18 vs. AC

Hit: 4d4+11 damage and the target takes ongoing 5 damage and a –2 penalty to AC (save ends both).

Victorious Surge Fighter Attack 9

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.

Daily * Healing, Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +18 vs. AC

Hit: 6d4+11 damage and you regain hit points as if you had spent a healing surge.

Berserker Magic Weapon Power

A weapon of pure rage.

Daily * Weapon

Minor Action Personal

Effect: Gain a +2 power bonus to attack rolls and damage rolls with this weapon and take a -5 penalty to all defences. You also gain resist 5 to all damage. This effect lasts until the end of the encounter or until you fall unconscious.

Background

Kiva is still in her time of Scattering, a tradition among her family where a young adult travels the world until they feel that they have learned enough to find their place in it and return with whatever skills they have learned. Kiva has spent most of her time so far learning to wield the falchion that was given to her by her grandfather. She is still unsure of her place in the world, but her skill with the blade is nothing short of remarkable. She realized early on that there are significant cultural differences between where she grew up and what can be found in the wider world, so as a consequence, she tends to not be very assertive when meeting new people, preferring to watch from the background and observing until she feels more comfortable.

She met Acaleem while working as a caravan guard and struck a friendship with him, eventually leading to the joining the Band of the Broken Tower. She drifts between mild amusement at his effort to make her a better soldier and appreciation for the excellent training in discipline he is able to impart.

Traits: Honor-bound, Inexperienced, Perfectionist

Distinguishing Characteristics: Kiva has an uncomfortable, intense stare that she is not aware of. This habit of staring, coupled with her general silence, has made more than a few townsfolk scurry away in fear, something that continues to puzzle Kiva.