

## Bazwynn, the Graceful Flame Level 5 Dwarf Fighter

(Great Weapon, Defender)

Medium female; XP 5,500  
54yrs, 4'0", 140lbs.

*As a dwarf, you are strong, hardy, and dependable. As a fighter, you are interested in dealing out the most damage you can.*

<b>HP</b> 56	<b>Surges per Day</b> 12		
<b>Bloodied</b> 28	<b>Surge Value</b> 14		
<b>AC</b> 21	<b>Fortitude</b> 15	<b>Reflex</b> 13	<b>Will</b> 14
<b>Saving Throws</b>	<b>Speed</b> 5		
+5 racial bonus vs. poison	<b>Initiative</b> +3		
<b>Senses</b> Low-light vision	<b>Action Points</b> 1		
Passive Perception 14; Passive Insight 14			
<b>Alignment</b> Unaligned	<b>Deity</b> Moradin	<b>Languages</b> Common, Dwarven	
<b>Str</b> 17 (+3)	<b>Dex</b> 13 (+1)	<b>Wis</b> 14 (+2)	
<b>Con</b> 17 (+3)	<b>Int</b> 10 (+0)	<b>Cha</b> 11 (+0)	

### Racial Traits

**Cast-Iron Stomach:** +5 racial bonus to saving throws against poison.

**Dwarven Resilience:** You can use your second wind as a minor action instead of a standard action.

**Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.

**Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load. Other effects that limit speed (such as terrain or magical effects) affect you normally.

**Stand Your Ground:** 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.

### Class Features

**Armor Proficiencies:** cloth, leather, hide, chainmail, scale; light shield, heavy shield

**Weapon Proficiencies:** simple melee, military melee, simple ranged, military ranged

**Combat Challenge:** 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:** You gain a +3 bonus to opportunity

**Player Name:**  
**Party Name:**

attacks. An enemy struck by your opportunity attack stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.

**Fighter Weapon Talent:** When using a two-handed weapon, you gain a +1 bonus to attack rolls.

Skills	(Ability)	Trained	Modifier
Acrobatics	(Dex)		+3
Arcana	(Int)		+2
Athletics	(Str)	Yes	+11
Bluff	(Cha)		+2
Diplomacy	(Cha)		+2
Dungeoneering	(Wis)		+6
Endurance	(Con)	Yes	+12
Heal	(Wis)		+4
History	(Int)		+2
Insight	(Wis)		+4
Intimidate	(Cha)	Yes	+7
Nature	(Wis)		+4
Perception	(Wis)		+4
Religion	(Int)		+2
Stealth	(Dex)		+3
Streetwise	(Cha)		+2
Thievery	(Dex)		+3

### Feats

**Dwarven Weapon Training:** You gain proficiency and a +2 feat bonus to damage rolls with axes and hammers.

**Potent Challenge:** If you hit a foe with an attack granted by your Combat Challenge class feature, add +3 to the damage roll. *Special:* This benefit applies only to attacks made with two-handed weapons.

**Power Attack:** When making a melee attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to the damage roll (or a +3 bonus with a two-handed weapon).

### Gear

#### Armor:

Magic Scale +2

#### Weapons:

Greataxe of Terror +1  
Throwing Hammer (x2)

**Treasure:** 840g

#### Other:

Backpack  
Bedroll  
Flint and Steel  
Belt Pouch  
Rations (10 days)  
Hemp Rope (50 ft)  
Sunrod (2)  
Waterskin  
Gauntlets of Ogre Power

**Bazwynn, the Graceful Flame**  
**Dwarf Fighter (Great Weapon, Defender)**  
**Level 5**

### **Magic Scale +2**

*A set of basic yet effective enchanted armor.*

**Armor:** heavy

**Enhancement:** AC

### **Greataxe of Terror +1**

*The bite of this weapon sends waves of fear through its target.*

**Weapon:** axe

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8

**Power** (free; daily) – **Fear**

Use this power when you hit with the weapon. The target takes a -2 penalty to all defenses (save ends).

### **Gauntlets of Ogre Power**

*These oversized armored gloves increase your strength and can be activated to increase your damage.*

**Item Slot** hands

**Property**

Gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

**Power** (free; daily)

Use this power when you hit with a melee attack. Add a +5 power bonus to the damage roll.

### **Basic Attacks**

⚔ **Greataxe of Terror +1** (standard; at-will) – **Weapon**

*You resort to the simple attack you learned when you first picked up a melee weapon.*

+9 vs. AC; 1d12 + 6 damage (plus an additional 1d12 + 1d8 damage on a critical hit)

🔨 **Throwing Hammer** (standard; at-will) – **Weapon**

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

Ranged 5/10; +5 vs. AC; 1d6 + 1 damage

### **At-Will Exploits**

⚔ **Cleave** (standard; at-will) – **Martial, Weapon**

*You hit one enemy, then cleave into another.*

+9 vs. AC; 1d12 + 6 damage, and an enemy adjacent to you takes 6 damage.

⚔ **Reaping Strike** (standard; at-will) – **Martial, Weapon**

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

+9 vs. AC; 1d12 + 6 damage. Miss: 3 damage.

### **Encounter Exploits**

⚔ **Crushing Blow** (standard; encounter) – **Martial, Weapon**

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

+9 vs. AC; 2d12 + 9 damage

⚔ **Spinning Sweep** (standard; encounter) – **Martial, Weapon**

*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 of heels.*

+9 vs. AC; 1d12 +3 damage, and you knock the target prone.

### **Daily Exploits**

⚔ **Brute Strike** (standard; daily) – **Martial, Reliable, Weapon**

*You shatter armor and bone with a ringing blow.*

+9 vs. AC; 3d12 + 6 damage.

⚔ **Crack the Shell** (standard; daily) – **Martial, Reliable, Weapon**

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

+9 vs. AC; 2d12 + 6 damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

### **Utility Exploits**

🛡 **Unstoppable** (minor; daily) – **Healing, Martial**

*You let your adrenaline surge carry you through the battle.*

You gain 2d6 + 3 temporary hit points.