

DUNGEONS & DRAGONS

ENCOUNTERS

FARGRIM

DWARF FIGHTER (SLAYER) / LEVEL 1

DIFFICULTY ★

"The earth trembles at my step? You should see what I can do with my axe!"

ABILITIES & SKILLS

STRENGTH 18 +4

Athletics ----- +7

CONSTITUTION 16 +3

Endurance ----- +8

DEXTERITY 14 +2

Acrobatics ----- +0

Stealth ----- +0

Thiery ----- +0

INTELLIGENCE 10 +0

Arcana ----- +0

History ----- +0

Religion ----- +0

WISDOM 11 +0

Dungeoneering ----- +2

Heal ----- +0

Insight ----- +0

Nature ----- +0

Perception ----- +0

CHARISMA 10 +0

Bluff ----- +0

Diplomacy ----- +0

Intimidate ----- +5

Streetwise ----- +0

DEFENSES

Armor Class 18

Fortitude 16

Reflex 12

Will 10

INITIATIVE

+2

SPEED

5

VISION

low-light, normal

LANGUAGES

Common, Dwarven

OTHER STATISTICS

Hit Points (Bloodied 15)

31

Healing Surges (Value 7)



EQUIPMENT

greataxe, 4 throwing hammers, and plate armor.

TRAITS

Stand Your Ground:

Push, Pull and Slides that effect you move you one less square. If you would be knocked prone you take a saving throw to avoid being knocked prone.

Cast-Iron Stomach:

You gain a +5 racial bonus to saving throws against poison.

FEATS

Armor Proficiency: Plate

ACTION POINT



Slayers are elite shock troops, standing at the forefront of battle with a combination of strong armor, advanced tactical cunning, and a mastery of the most brutal weaponry. Your high defenses allow you to stay in the fight longer than some others, but your main focus is deal as much damage to enemies as quickly as you can. Use berserker charge to charge unsuspecting enemies and then finish them off with battle wrath and power strike.

ATTACK POWERS

⚔ Greataxe **At-Will**

Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 7 vs. AC **Hit:** 1d12 + 6 damage.

🔱 Throwing Hammer **At-Will**

Standard Action **Ranged 5/10**
Target: One creature
Attack: 1d20 + 7 vs. AC **Hit:** 1d6 + 6 damage.

⚡ Power Strike **Encounter**

Free Action **Personal**
Trigger: You hit an enemy with your greataxe.
Target: The enemy you hit
Effect: The target takes 1d12 extra damage from the triggering attack

STANCE POWERS

You have two stances, but you can only use one at a time. Pick a stance to start each combat in, but don't worry—you may switch stances as a minor action.

🔱 Battle Wrath **At-Will**

Minor Action **Personal (Stance)**
Effect: You assume the battle wrath stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon.

⚡ Berserker Charge **At-Will**

Minor Action **Personal (Stance)**
Effect: You assume the berserker's charge stance. Until the stance ends, you gain a +2 power bonus to your speed when charging and a +2 power bonus to the attack rolls of your charge attacks.

UTILITY POWERS

🏹 Dwarven Resilience **Encounter**

Minor Action **Personal**
Effect: You use your second wind.
Second Wind **Encounter n**
Standard Action **Personal**
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

This character was made using the *Heroes of the Fallen Lands™* sourcebook. Use the D&D Character Builder to create and modify this character!

See DungeonsandDragons.com for more information.