

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
Thievery	-----	+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.

ACTION
POINT

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

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.

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