

Astrid Boulderbottom, Good dwarf 10th level fighter

Strength	18	+4	+9	Armor Class	25
Constitution	16	+3	+8	Fortitude	22
Dexterity	14	+2	+7	Reflex	19
Intelligence	10	—	+5	Will	18
Wisdom	15	+2	+7	Initiative	+7
Charisma	11	—	+5	Speed	5

Hit Points	85
Bloodied	42
Healing Surge	21
Surges/Day	12
Second Wind	<input type="checkbox"/>
Resist	5 fire 5 necrotic

Race and Class Features

- ◆ Low-light vision
- ◆ Languages: Common, Dwarven
- ◆ +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.
- ◆ **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.
- ◆ **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 if its attack doesn't include you as a target. In addition, whenever an enemy marked by you is adjacent to you and 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:** +2 bonus to opportunity 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:** +1 bonus to attack rolls with one-handed weapons.

Feats

- ◆ Distracting Shield (if you hit a foe with an attack granted by your Combat Challenge class feature, the target takes a –2 penalty to attack rolls until the start of your next turn. You must have a shield equipped to benefit from this feat.)
- ◆ Dwarven Weapon Training (You gain proficiency and a +2 feat bonus to damage rolls with axes and hammers.)
- ◆ WP: Craghammer
- ◆ Warrior of the Wild, Novice Power, Acolyte Power

Skills

Acrobatics	+7
Arcana	+5
<i>Athletics</i>	+14
Bluff	+5
Diplomacy	+5
Dungeoneering	+9
<i>Endurance</i>	+13
Heal	+7
History	+5
Insight	+7
<i>Intimidate</i>	+10
Nature	+7
Perception	+7
Religion	+5
Stealth	+7
Streetwise	+5
Thievery	+7

Equipment

- ◆ +3 battering craghammer (Brutal 2, Versatile. Power (Daily): Standard Action. Make a basic attack with this weapon against all enemies within a close blast 3.)
- ◆ +2 black iron scale mail
- ◆ Guardian shield (Power (Daily): Immediate Interrupt. You can use this power when an adjacent ally is hit by an attack. You are hit by the attack instead. The ally is unaffected by the attack. You then gain resistance to all damage equal to half the damage dealt by the attack (if any) until the start of your next turn.)
- ◆ Boots of Adept Charging (After charging, you can shift 1 square before your turn ends.)
- ◆ Cloak of Distortion (A ranged attack against you from more than 5 squares away takes a –5 penalty to the attack roll.)
- ◆ Stalwart Belt (When you score a critical hit, gain 3 temporary hit points.)
- ◆ Standard Adventurer's Kit, Sunrod (4), Potion of Healing (3)

At-Will Powers

Lvl	Name	Action	Target	Type	Attack	Effect
	+3 battering craghammer	Standard	One creature	Melee	+15 vs AC	1d10+9 damage, 19 crit.
1	Cleave Martial, Weapon	Standard	One creature	Melee	+15 vs AC	1d10+9 damage, 19 crit, and an enemy adjacent to you other than the target takes 4 damage.
1	Tide of Iron Martial, Weapon	Standard	One creature	Melee	+15 vs AC	1d10+9 damage, 19 crit, 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 Powers

Lvl	Name	Action	Target	Type	Attack	Effect
7	Hawk's Talon Martial, Weapon	Standard	One creature	Melee	+17 vs AC	2d10+9 damage, 29 crit. Ignore any penalties from cover or concealment (but not superior cover or total concealment).
3	Crushing Blow Martial, Weapon	Standard	One creature	Melee	+15 vs AC	2d10+12 damage, 32 crit.
1	Passing Attack Martial, Weapon	Standard	One creature	Melee	+15 vs AC	1d10+9 damage, 19 crit, and you can shift 1 square. Make a secondary attack. Secondary Target: One creature other than the primary target Secondary Attack: 17 vs. AC Hit: 1d10+9 damage, 19 crit.

Daily Powers

Lvl	Name	Action	Target	Type	Attack	Effect
9	Thicket of Blades Martial, Reliable, Weapon	Standard	Each enemy in burst you can see	Close burst 1	+15 vs AC	3d10 + 9 damage, 39 crit, and the target is slowed (save ends).
5	Rain of Steel Martial, Stance, Weapon	Minor	Personal			Any enemy that starts its turn adjacent to you takes 1d10 damage, as long as you are able to make opportunity attacks.
1	Villain's Menace Martial, Weapon	Standard	One creature	Melee	+15 vs AC	2d10+12 damage, 32 crit, 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.

Utility Powers

Lvl	Name	Action	Target	Type	Attack	Effect
10	Stalwart Guard Daily; Martial, Stance	Minor	Personal			Any ally gains a +1 shield bonus to AC while adjacent to you. If you are using a shield, the bonus increases to +2 and applies to Reflex defense as well.
6	Weave Through the Fray Encounter; Martial	Immediate Interrupt	Personal			Trigger: An enemy moves adjacent to you Effect: You can shift 2 squares.
2	No Opening Encounter; Martial	Immediate Interrupt	Personal			Trigger: An enemy attacks you and has combat advantage against you Effect: Cancel the combat advantage you were about to grant to the attack.