



# 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

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.