

Tonrok, formerly of clan Thunderspire

Dwarven Rune Priest 2 ½-level bonus = +1

Ability	Score	Modifier
Strength	16	+3
Constitution	18	+4
Dexterity	10	+0
Intelligence	10	+0
Wisdom	14	+2
Charisma	10	+0

Defense	Value
AC	19
Fortitude	16
Reflex	12
Will	16
Healing Surges	11
Max. Hit points	35
Healing Surge Value	8

Feats	Description
Dwarven Weapon Training	+2 damage with dwarven weapons
Weapon Expertise: Hammer	+1 to hit with hammers

Combat	
To-hit bonus	+8
Damage	1d10+8
Critical hit damage	1d6+18

Features
Cast-Iron Stomach: +5 racial bonus to saves vs poison.
Dwarven Resilience: You can use Second Wind as a minor action.
Encumbered Speed: Armor doesn't reduce your speed.
Stand Your Ground: Slide/push/pull 1 square less if you want.
Runic Artistry – Wrathful Hammer: Deal [CON MOD] damage on your next turn against a foe that damages you.

Speed: 5 squares (25 ft.) Initiative: +1

Low-light Vision Common, Dwarven

Skills	Bonus
Acrobatics	+1
Arcana	+1
Athletics	+4
Bluff	+1
Diplomacy	+1
Dungeoneering	+3
Endurance	+8
Heal	+8
History	+6
Insight	+8
Intimidate	+1
Nature	+1
Perception	+3
Religion	+6
Stealth	+1
Streetwise	+1
Thievery	+1

Equipment
Cash:
Dwarven Scale Armor (+8 AC) Magic Warhammer (+1) Bracers of Heroic Might (+2 melee damage) Amulet of Protection (+1)