**Forge Sourgrapes**

Dwarf Fighter – 2 **Alignment:** Lawful (Lord Bounty)

**STR 18** (+1 to hit melee & hurled / +2 damage)

**DEX 12**

**CON** *~~16~~* **18** [+1Dwarf, +1 Lord Bounty] (+2 HP per hit die)

**INT 13** (up to 3 languages)

**WIS 10**

**CHA** *~~13~~* **12** [-1 Dwarf] (up to 2 Henchmen)

**HP: 16**

**AC: 16**  (Mail and Shield)

**Attack bonus:** +2 **Rampage:** 2 **Saves:** 15 ( +2 Saves magic & poison)

Spear (+3 to Hit; Dam 1d6+2 [1H] 1d8+2 [2H]; S:Med; H, AM, R1, RC; throw 10/20/30),

Battle Axe (+3 to Hit; Dam 1d6+2 [1H] 1d8+2 [2H]; S:Med; SS)

Sling (+2 to Hit; Dam 1d6 [1H]; S:Sml; H, AM, R1, RC; Range:40/80/160)

- (30 bullets)

Throwing knives [2x] ( (+3 to Hit; Dam 1d4 [1H]; S:Sml; throw 10/20/30)

**Special Feature:** —Dark Vision

**GOLD:** 83 gp

**Languages:** Forge speaks Common, Dwarvish, Giantish, Orcish and Goblin

**Skills:**  Repairman Stonework skill

**Stuff:** Chain Armor, Shield, Spear, Battle Axe, Sling & Bullets; Work Clothes,

 Backpack, Food bagx2 , Toolkit , Sack, 2 full skins of wine, coinpurse, belt and scabbards,

 mighty haggis (d4+2), bolt of wool, healing potion

***Boots of Mighty Kicking\*****:* if the wearer is standing behind an enemy, he, as his attack, use these

boots to give a sound kick to the posterior of the target. If he hits, the boots do 1d6 damage

plus any STR or class bonus and propel the target 4d6’ forward to land prone on the ground.

**Experience:** 4030 xp + /5000xp (lvl 5)