

BROMIR BRONZEHAMMER

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Medium dwarf (hill dwarf), lawful good

- **Armor Class** 20 (plate armor, shield)
- **Hit Points** 153 (13d10 + 65)
- **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	10 (+0)	14 (+2)	10 (+0)

- **Saving Throws** Str +10, Con +10, Wis +7
- **Skills** Acrobatics +6, Athletics +10, Perception +7, Survival +7
- **Damage Resistances** Poison
- **Senses** darkvision 60 ft., passive Perception 17
- **Languages** Common, Dwarvish, one other language
- **Challenge** 10 (5,900 XP)

Fighting Style: Defense. While wearing armor, Bromir gains a +1 bonus to AC.

Second Wind (1d10 + 13). As a bonus action, Bromir can regain hit points equal to 1d10 + 13. Once used, this feature can't be used again until Bromir finishes a short or long rest.

Action Surge (1/Short Rest). On Bromir's turn, he can push himself beyond his normal limits to take one additional action on his turn.

Indomitable (2/Long Rest). Bromir can reroll a saving throw that he fails. He must use the new roll.

Extra Attack (2). Bromir can attack three times, instead of once, whenever he takes the Attack action on his turn.

Improved Critical. Bromir's weapon attacks score a critical hit on a roll of 19 or 20.

ACTIONS

Multiattack. Bromir makes three attacks with his Warhammer.

Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 5) bludgeoning damage.

Throwing Hammer. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 12 (1d4 + 5) bludgeoning damage.

Precision Strike (Recharge 5–6). Bromir can expend a superiority die to make a precise strike with his weapon. When Bromir hits a creature with a weapon attack, he can roll a superiority die (1d8) and add the number rolled to the attack's damage. The attack must be made with a weapon that uses Strength.

REACTIONS

Parry. Bromir can use his reaction to reduce the damage of a melee attack by 1d10 + 5. He can use this feature a number of times equal to his proficiency bonus per long rest.