

Player Name

Kerbek 1 Fighter 0  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Dwarf Medium Male Good Moradin  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

## ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	<b>STR</b> Strength	3	3
15	<b>CON</b> Constitution	2	2
12	<b>DEX</b> Dexterity	1	1
11	<b>INT</b> Intelligence	0	0
16	<b>WIS</b> Wisdom	3	3
10	<b>CHA</b> Charisma	0	0

## MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	<b>Speed (Squares)</b>	5		

SPECIAL MOVEMENT

## INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	<b>Initiative</b>	1	

CONDITIONAL MODIFIERS

## DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	<b>AC</b>	10	7					2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	<b>FORT</b>	10	3	2				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	<b>REF</b>	10	1				2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	<b>WILL</b>	10	3					

CONDITIONAL BONUSES

## HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
30	15	7	11
	1/2 HP	1/4 HP	

CURRENT HIT POINTS

CURRENT SURGE USES

## SECOND WIND 1/ENCOUNTER

USED 

TEMPORARY HIT POINTS

## DEATH SAVING THROW FAILURES

  

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

## SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	<b>Passive Insight</b>	10	+ 3
13	<b>Passive Perception</b>	10	+ 3

SPECIAL SENSES

Low-light Vision

## SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-1	<b>Acrobatics</b>	DEX 1	0	-2	
0	<b>Arcana</b>	INT 0	0	n/a	
6	<b>Athletics</b>	STR 3	5	-2	
0	<b>Bluff</b>	CHA 0	0	n/a	
0	<b>Diplomacy</b>	CHA 0	0	n/a	
5	<b>Dungeoneering</b>	WIS 3	0	n/a	2
7	<b>Endurance</b>	CON 2	5	-2	2
8	<b>Heal</b>	WIS 3	5	n/a	
0	<b>History</b>	INT 0	0	n/a	
3	<b>Insight</b>	WIS 3	0	n/a	
0	<b>Intimidate</b>	CHA 0	0	n/a	
3	<b>Nature</b>	WIS 3	0	n/a	
3	<b>Perception</b>	WIS 3	0	n/a	
0	<b>Religion</b>	INT 0	0	n/a	
-1	<b>Stealth</b>	DEX 1	0	-2	
0	<b>Streetwise</b>	CHA 0	0	n/a	
-1	<b>Thievery</b>	DEX 1	0	-2	

## RACE FEATURES

**Dwarven Weapon Proficiency** - Proficient with hammers.**Cast-Iron Stomach** - +5 bonus to saving throws against po**Encumbered Speed** - Armor or heavy load doesn't reduce y**Dwarven Resilience** - Second wind is minor action.**Stand Your Ground** - Can move 1 less when forced to move

## CLASS / PATH / DESTINY FEATURES

**Combat Challenge** - Mark foes you attack. They get -2 to

attacks not including you. Make basic melee attack against

adjacent marked foe who shifts or makes attack not

including you. Mark lasts until end of your next turn or

marked by other.

**Combat Superiority** - Add Wis mod to opportunity attacks.

Hit ends foe's movement (if any) this action.

**Fighter Talents** - Select a Fighter Talent.**One-handed Weapon Talent** - +1 on attacks with

one-handed weapons.

## ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## CHARACTER BACKGROUND

## PERSONALITY TRAITS

## MANNERISMS AND APPEARANCE

## LANGUAGES KNOWN

Common, Dwarven

## FEATS

**Dwarven Weapon Training** - +2 damage and proficiency with axes and hammers

## OTHER EQUIPMENT

Adventurer's Kit

Heavy Shield (E)

Scale Armor (E)

Warhammer (E)

## COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 100 / 160

CHARACTER NAME  
**Kerbek**

PLAYER NAME

RACE Dwarf CLASS Fighter LEVEL 1

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>16</b>	<b>STR</b>	<b>+3</b>	<b>AC</b>
<b>30</b>	<b>15</b>	<b>CON</b>	<b>+2</b>	<b>19</b>
<b>Spd</b>	<b>12</b>	<b>DEX</b>	<b>+1</b>	<b>Fort</b>
<b>5</b>	<b>11</b>	<b>INT</b>	<b>+0</b>	<b>15</b>
<b>Init</b>	<b>16</b>	<b>WIS</b>	<b>+3</b>	<b>Ref</b>
<b>+1</b>	<b>10</b>	<b>CHA</b>	<b>+0</b>	<b>13</b>
<b>13</b>	<b>Passive</b>	<b>13</b>	<b>Passive</b>	
	<b>Insight</b>		<b>Perception</b>	

**13** Passive Insight **13** Passive Perception

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ENCOUNTER SPECIAL DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

Minor Personal

**ACTION** **RANGE**

AT-WILL  ENCOUNTER  DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS  
Second wind is a minor action for dwarves.

CLASS LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS®

Combat Challenge

KEYWORDS Martial, Weapon USED

Imm Interr \* + ↗ Melee

**ACTION** **RANGE**

6 vs AC

**ATTACK** **DEFENSE** **TARGET**

**Effect:** 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.

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS®

Cleave

KEYWORDS Martial, Weapon USED

Standard \* + ↗ Melee weapon

**ACTION** **RANGE**

6 vs AC

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+3) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+3).  
Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Warhammer: +6 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS®

Tide of Iron

KEYWORDS Martial, Weapon USED

Standard \* + ↗ Melee weapon

**ACTION** **RANGE**

6 vs AC

**ATTACK** **DEFENSE** **TARGET**

**Requirement:** You must be using a shield.  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+3) damage, 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.  
Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Warhammer: +6 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS®

Covering Attack

KEYWORDS Martial, Weapon USED

Standard \* + ↗ Melee weapon

**ACTION** **RANGE**

6 vs AC

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+3) damage, and an ally adjacent to the target can shift 2 squares.

Warhammer: +6 attack, 2d10+5 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS®

Brute Strike

KEYWORDS Martial, Reliable, Weapon USED

Standard \* + ↗ Melee weapon

**ACTION** **RANGE**

6 vs AC

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+3) damage.

Warhammer: +6 attack, 3d10+5 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS®