

Player Name

Sir Grey	1	Knight					0
Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP		
Half-Orc	Medium	Male	Good	Kord			
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
Adventuring Company				RPGA Number			

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	<b>STR</b> Strength	5	5
14	<b>CON</b> Constitution	2	2
13	<b>DEX</b> Dexterity	1	1
10	<b>INT</b> Intelligence	0	0
10	<b>WIS</b> Wisdom	0	0
8	<b>CHA</b> Charisma	-1	-1

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	<b>Speed (Squares)</b>	6	-1	

**SPECIAL MOVEMENT**  
+2 Speed when charging

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	<b>Initiative</b>	1	3

CONDITIONAL MODIFIERS

### DEFENSES

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

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	<b>FORT</b>	10	5	2				

CONDITIONAL BONUS

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

CONDITIONAL BONUS

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

CONDITIONAL BONUS

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
29	14	7	12

CURRENT HIT POINTS

CURRENT SURGE USES

**SECOND WIND 1/ENCOUNTER** USED

TEMPORARY HIT POINTS

**DEATH SAVING THROW FAILURES**

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SENSES

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

**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	n/a	0
0	<b>Arcana</b>	INT 0	0	n/a	0
10	<b>Athletics</b>	STR 5	5	n/a	0
4	<b>Bluff</b>	CHA -1	5	n/a	0
4	<b>Diplomacy</b>	CHA -1	5	n/a	0
0	<b>Dungeoneering</b>	WIS 0	0	n/a	0
4	<b>Endurance</b>	CON 2	0	n/a	2
0	<b>Heal</b>	WIS 0	0	n/a	0
0	<b>History</b>	INT 0	0	n/a	0
0	<b>Insight</b>	WIS 0	0	n/a	0
1	<b>Intimidate</b>	CHA -1	0	n/a	2
0	<b>Nature</b>	WIS 0	0	n/a	0
0	<b>Perception</b>	WIS 0	0	n/a	0
0	<b>Religion</b>	INT 0	0	n/a	0
1	<b>Stealth</b>	DEX 1	0	n/a	0
-1	<b>Streetwise</b>	CHA -1	0	n/a	0
1	<b>Thievery</b>	DEX 1	0	n/a	0

### RACE FEATURES

- Furious Assault** - Have the furious assault power
- Half-Orc Resilience** - Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter
- Swift Charge** - +2 bonus to speed when charging

### CLASS / PATH / DESTINY FEATURES

- Noble Feature** - You gain the noble presence power.
- Battle Guardian** - Gain the battle guardian power
- Defender Aura** - Gain the defender aura power
- Power Strike** - You gain the power strike power.
- Knight Fighter Stances** - Choose two fighter stances
- Knight Feature** - Choose a Knight's Defense
- Shield Finesse** - Gain the Shield Finesse feat
- Weapon Talent** - +1 to attack with weapon attacks

### ACTION POINTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### CHARACTER BACKGROUND

Half-Orc - First Generation  
One of your parents was a human, and the other was an orc. What circumstances brought them together? Who raised you? Were you welcome in your home village or city, or treated as an outcast?

### PERSONALITY TRAITS

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### MANNERISMS AND APPEARANCE

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### LANGUAGES KNOWN

Common, Giant

### FEATS

- Shield Finesse** - You ignore the check penalty for wearing a shield.
- Thirst for Battle** - +3 to initiative and one additional healing surge

### OTHER EQUIPMENT

- Adventurer's Kit
- Scale Armor (E)
- Heavy Shield (E)
- Broadsword (E)

### COINS AND OTHER WEALTH

Money on hand: 100 gp  
Stored money: 0 gp  
Encumbrance: 100 / 200

CHARACTER NAME  
**Sir Grey**  
PLAYER NAME

RACE Half-Orc CLASS Knight LEVEL 1

SCORE	ABILITY	MOD
<b>HP</b> 29	<b>20 STR</b> +5	<b>AC</b> 19
<b>Spd</b> 5	<b>14 CON</b> +2	<b>Fort</b> 17
<b>Init</b> +4	<b>13 DEX</b> +1	<b>Ref</b> 13
	<b>10 INT</b> +0	<b>Will</b> 10
	<b>10 WIS</b> +0	
	<b>8 CHA</b> -1	

**10** Passive Insight **10** Passive Perception


Skills

1	Acrobatics	DEX
0	Arcana	INT
10	Athletics	STR (Trained)
4	Bluff	CHA (Trained)
4	Diplomacy	CHA (Trained)
0	Dungeoneering	WIS
4	Endurance	CON
0	Heal	WIS
0	History	INT
0	Insight	WIS
1	Intimidate	CHA
0	Nature	WIS
0	Perception	WIS
0	Religion	INT
1	Stealth	DEX
-1	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Standard, 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

CLASS: LEVEL: BOOK: PH

Battle Guardian

KEYWORDS: Martial, Opportunity, Personal, ACTION, RANGE

ATTACK vs DEFENSE TARGET

**Trigger:** An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.  
**Effect:** You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes damage equal to your Strength modifier (+5).

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: BOOK: PEHOTFL

Noble Presence

KEYWORDS: Martial, Move, Close burst 3, ACTION, RANGE

ATTACK vs DEFENSE TARGET

**Effect:** Each target can shift up to 2 squares as a free action, and each target gains a +2 power bonus to all defenses until the end of your next turn.  
**Prerequisite:** Noble

ADDITIONAL EFFECTS

CLASS: LEVEL 1 BOOK: Dragon 399

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Furious Assault

KEYWORDS: Free, Personal, ACTION, RANGE

ATTACK vs DEFENSE TARGET

**Trigger:** You hit an enemy  
**Effect:** The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

ADDITIONAL EFFECTS

CLASS: Racial Power LEVEL: \* BOOK: PH2

Power Strike

KEYWORDS: Martial, Weapon, No Action, Special, ACTION, RANGE

ATTACK vs DEFENSE TARGET

**Trigger:** You hit an enemy with a melee basic attack using a weapon.  
**Effect:** The target takes 1[W] extra damage from the triggering attack.  
Level 17: 2[W] extra damage.  
Level 27: 3[W] extra damage.

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: BOOK: PEHOTFL

Defender Aura

KEYWORDS: Aura, Minor, Personal, ACTION, RANGE

AT-WILL  ENCOUNTER  DAILY

**Effect:** You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: BOOK: PEHOTFL

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

UTILITY POWER DUNGEONS & DRAGONS

### Hammer Hands

KEYWORDS Martial, Stance USED

Minor			Personal
ACTION		RANGE	
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

**Effect:** You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL BOOK PEHOTFL

### Battle Wrath

KEYWORDS Martial, Stance USED

Minor			Personal
ACTION		RANGE	
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

**Effect:** You assume the battle wrath stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon. Level 11: +3 power bonus. Level 21: +4 power bonus.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL BOOK PEHOTFL

### Broadsword

1d10	2	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES

Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon. A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)

Melee Basic Attack: +8 attack, 1d10+5 damage

NOTES

ITEM SLOT One-hand WEIGHT 5 PRICE 20 BOOK AV

### Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOT WEIGHT 33 PRICE 15 BOOK PH

### Scale Armor

7	-	-1	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

Overlapping pieces of highly durable material, such as steel or even dragon scales, make up scale armor. Despite its heaviness, scale is surprisingly easy to wear; its straps and buckles make it adjustable and able to fit snugly on the body, allowing for flexibility and agility.

NOTES

ITEM SLOT Body WEIGHT 45 PRICE 45 BOOK PH

### Heavy Shield

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

While you're using a heavy shield, you can't use your shield hand for any other task, since you must use that hand to handle the shield.

NOTES

ITEM SLOT Off-hand WEIGHT 15 PRICE 10 BOOK PH