

Player Name

Sir Borys		1	Fighter				0
Character Name		Level	Class		Paragon Path	Epic Destiny	Total XP
Human		Medium	Male		Lawful Good	Pelor	
Race		Size	Age	Gender	Height	Weight	Alignment
							Deity
		Adventuring Company		RPGA Number			

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	4
15	CON Constitution	2	2
11	DEX Dexterity	0	0
10	INT Intelligence	0	0
13	WIS Wisdom	1	1
10	CHA Charisma	0	0

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0	Initiative		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	10	8				2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	10	4	2			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	REF	10					3	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	WILL	10	1				1	

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
35	17	8	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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+ 1
11	Passive Perception	10	+ 1

SPECIAL SENSES

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-4	Acrobatics	DEX	0	0	-4
0	Arcana	INT	0	0	n/a
5	Athletics	STR	4	5	-4
0	Bluff	CHA	0	0	n/a
0	Diplomacy	CHA	0	0	n/a
1	Dungeoneering	WIS	1	0	n/a
3	Endurance	CON	2	5	-4
6	Heal	WIS	1	5	n/a
0	History	INT	0	0	n/a
1	Insight	WIS	1	0	n/a
5	Intimidate	CHA	0	5	n/a
1	Nature	WIS	1	0	n/a
1	Perception	WIS	1	0	n/a
0	Religion	INT	0	0	n/a
-4	Stealth	DEX	0	0	-4
0	Streetwise	CHA	0	0	n/a
-4	Thievery	DEX	0	0	-4

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

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

Armor Proficiency (Plate) - Training with plate armor**Toughness** - Gain 5 additional hit points per tier

OTHER EQUIPMENT

Adventurer's Kit

Heavy Shield (E)

Plate Armor (E)

Longsword (E)

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 104 / 180

CHARACTER NAME
Sir Borys

PLAYER NAME

RACE Human CLASS Fighter LEVEL 1

SCORE	ABILITY	MOD
HP 35	18 STR	+4
Spd 5	15 CON	+2
Init +0	11 DEX	+0
	10 INT	+0
	13 WIS	+1
	10 CHA	+0

AC 20
Fort 17
Ref 13
Will 12

11 Passive Insight **11** Passive Perception


Skills

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

Standard * [down] [up] [right] [left] [star] Personal

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Cleave

KEYWORDS: Martial, Weapon, Standard, ACTION, RANGE

Standard * [down] [up] [right] [left] [star] Melee weapon

8 vs **AC** One creature

ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+4).
Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Longsword: +8 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Combat Challenge

KEYWORDS: Martial, Weapon, Imm Interr, ACTION, RANGE

Imm Interr * [down] [up] [right] [left] [star] Melee

vs

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 Fighter LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Sure Strike

KEYWORDS: Martial, Weapon, Standard, ACTION, RANGE

Standard * [down] [up] [right] [left] [star] Melee weapon

10 vs **AC** One creature

ATTACK	DEFENSE	TARGET

Attack: Strength + 2 vs. AC
Hit: 1[W] damage.
Increase damage to 2[W] at 21st level.

Longsword: +10 attack, 1d8+0 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Tide of Iron

KEYWORDS: Martial, Weapon, Standard, ACTION, RANGE

Standard * [down] [up] [right] [left] [star] Melee weapon

8 vs **AC** One creature

ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) 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 (+4) at 21st level.

Longsword: +8 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Covering Attack

KEYWORDS: Martial, Weapon, Standard, ACTION, RANGE

Standard * [down] [up] [right] [left] [star] Melee weapon

8 vs **AC** One creature

ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage, and an ally adjacent to the target can shift 2 squares.

Longsword: +8 attack, 2d8+4 damage

ADDITIONAL EFFECTS





CLASS Fighter LEVEL 1 BOOK PH


AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS


Brute Strike

KEYWORDS Martial, Reliable, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) damage.</p> <p>Longsword: +8 attack, 3d8+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 1	BOOK PH

DAILY POWER 


Longsword

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
<p>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.)</p> <p>Melee Basic Attack: +8 attack, 1d8+4 damage</p>			
NOTES			
ITEM SLOT One-hand	WEIGHT 4	PRICE 15	BOOK PH

WEAPON 

Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
<p>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.</p>			
NOTES			
ITEM SLOT	WEIGHT 33	PRICE 15	BOOK PH

ITEM 

Heavy Shield

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
<p>Shields grant a shield bonus that you add to your AC and your Reflex defense.</p>			
NOTES			
ITEM SLOT Off-hand	WEIGHT 15	PRICE 10	BOOK PH


ITEM 

Plate Armor

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT Body	WEIGHT 50	PRICE 50	BOOK PH

ITEM 