

Player Name

Bjorn Farnhand - Corporal of the Watch

2

Fighter

1,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	2	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	11	7				2	

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	6
10	CON Constitution	0	1
14	DEX Dexterity	2	3
10	INT Intelligence	0	1
11	WIS Wisdom	0	1
8	CHA Charisma	-1	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	11	5	2			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	11	2				3	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	WILL	11					1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3

11	Passive Perception	10	1
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	1	5		3			1

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+8	1	5		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
36	18	9
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES
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SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +1 to all saving throws, +2 bonus against fear effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+6	5	1			

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	AC	Longsword	1d8+6
8	AC	Unarmed (Melee)	1d4+5
5	AC	Unarmed (Range)	1d4+2

SKILLS

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

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.

FEATS

Human Perseverance - +1 to saving throws**Weapon Focus (Heavy Blade)** - Gain +1 damage per tier with Heavy Blades.**Toughness** - Gain 5 additional hit points per tier

LANGUAGES KNOWN

CHARACTER NAME

Bjorn Farnhand - Corporal of the Watch

PLAYER NAME

RACE Human CLASS Fighter LEVEL 2

HP 36	STR 20	AC 20
Spd 5	CON 10	Fort 19
Init +3	DEX 14	Ref 16
	INT 10	Will 12
	WIS 11	
	CHA 8	

13 Passive Insight	11 Passive Perception
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Second Wind

KEYWORDS USED

Standard		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

PLAY DATA ENCOUNTER SPECIAL ENCOUNTER ACTION

Tide of Iron

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Requirement: You must be using a shield.
 Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+5) 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 (+5) at 21st level.

Longsword: +10 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK *PH*

Sure Strike

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

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

Longsword: +12 attack, 1d8+1 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK *PH*

Reaping Strike

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+5) damage.
 Increase damage to 2[W] + Strength modifier (+5) at 21st level.
 Miss: Half Strength modifier (+5) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+5).

Longsword: +10 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK *PH*

AT-WILL POWER

Covering Attack

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+5) damage, and an ally adjacent to the target can shift 2 squares.

Longsword: +10 attack, 2d8+6 damage

ADDITIONAL EFFECTS

AT-WILL POWER

Comeback Strike

KEYWORDS Healing, Martial, Reliable, Weapon USED

Standard		Melee weapon
ACTION		RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+5) damage, and you can spend a healing surge.

Longsword: +10 attack, 2d8+6 damage

ADDITIONAL EFFECTS

AT-WILL POWER

Unstoppable

KEYWORDS Martial USED

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

Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier (+0).

ADDITIONAL EFFECTS