

Player Name

Brian Blackforce 3 Fighter 2,250  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Dwarf Medium Male 4' 8" 215 Good  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

## INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1		1	

CONDITIONAL MODIFIERS

## DEFENSES

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

CONDITIONAL BONUSES

## MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

## ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	<b>STR</b> Strength	4	5
16	<b>CON</b> Constitution	3	4
11	<b>DEX</b> Dexterity	0	1
10	<b>INT</b> Intelligence	0	1
12	<b>WIS</b> Wisdom	1	2
8	<b>CHA</b> Charisma	-1	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	<b>FORT</b>	11	4	2				

CONDITIONAL BONUSES

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SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	<b>REF</b>	11						

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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## SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	2

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Perception	10	2

SPECIAL SENSES  
Low-light Vision

## ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Greatsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	1	4		3			1

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	4		2			

## HIT POINTS

MAX HP	BLOODED	HEALING SURGES
43	21	10
	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

## ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## RACE FEATURES

**Dwarven Weapon Proficiency** - Proficient with throwing hammer and warhammer.

**Cast-Iron Stomach** - +5 bonus to saving throws against poison.

**Encumbered Speed** - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

**Dwarven Resilience** - Second wind is minor action, not standard.

**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.  
**Two-handed Weapon Talent** - +1 on attacks with two-handed weapons.

## BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	AC	Greatsword	1d10+4
7	AC	Unarmed (Melee)	1d4+4
3	AC	Unarmed (Range)	1d4

## FEATS

**Power Attack** - +2 damage for -2 to attack  
**Armor Proficiency (Plate)** - Training with plate armor

## SKILLS

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

## LANGUAGES KNOWN



CHARACTER NAME  
**Brian Blackforge**

PLAYER NAME

RACE Dwarf CLASS Fighter LEVEL 3

<b>HP</b> 43	<b>STR</b> 18	<b>AC</b> 18
<b>Spd</b> 5	<b>CON</b> 16	<b>Fort</b> 17
<b>Init</b> +1	<b>DEX</b> 11	<b>Ref</b> 11
	<b>INT</b> 10	<b>Will</b> 12
	<b>WIS</b> 12	
	<b>CHA</b> 8	

**12** Passive Insight    **12** Passive Perception



**Second Wind**

KEYWORDS: Minor, Personal

**ACTION** vs **RANGE**

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

Effect: You spend a healing surge and regain 10 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: Fighter LEVEL: 1 BOOK: PH

**PLAY DATA** DUNGEONS & DRAGONS

**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

**ENCOUNTER ACTION** DUNGEONS & DRAGONS

**Cleave**

KEYWORDS: Martial, Weapon

Standard \* [Melee weapon]

**ACTION** vs **RANGE**

**9** vs **AC** vs One creature

**ATTACK** vs **DEFENSE** vs **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.

Greatsword: +9 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 1 BOOK: PH

**Reaping Strike**

KEYWORDS: Martial, Weapon

Standard \* [Melee weapon]

**ACTION** vs **RANGE**

**9** vs **AC** vs One creature

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

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+4) damage.  
Increase damage to 2[W] + Strength modifier (+4) at 21st level.  
Miss: Half Strength modifier (+4) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+4).

Greatsword: +9 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 1 BOOK: PH

**Spinning Sweep**

KEYWORDS: Martial, Weapon

Standard \* [Melee weapon]

**ACTION** vs **RANGE**

**9** vs **AC** vs One creature

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

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+4) damage, and you knock the target prone.

Greatsword: +9 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 1 BOOK: PH

**AT-WILL POWER** DUNGEONS & DRAGONS

**AT-WILL POWER** DUNGEONS & DRAGONS

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**Rain of Blows**

KEYWORDS: Martial, Weapon

Standard \* [Melee weapon]

**ACTION** vs **RANGE**

**9** vs **AC** vs One creature

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

Primary Target: One creature  
Attack: Strength vs. AC, two attacks  
Hit: 1[W] + Strength modifier damage.  
Weapon: If you're wielding a light blade, spear, or flail and have Dexterity 15 or higher, make a secondary attack.  
Secondary Target: The same or a different target  
Secondary Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier damage.

Greatsword: +9 attack, 1d10+4 damage

ADDITIONAL EFFECTS

**Brute Strike**

KEYWORDS: Martial, Reliable, Weapon

Standard \* [Melee weapon]

**ACTION** vs **RANGE**

**9** vs **AC** vs One creature

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

Attack: Strength vs. AC  
Hit: 3[W] + Strength modifier (+4) damage.

Greatsword: +9 attack, 3d10+4 damage

ADDITIONAL EFFECTS

**Boundless Endurance**

KEYWORDS: Healing, Martial, Stance

Minor [Personal]

**ACTION** vs **RANGE**

AT-WILL  ENCOUNTER  DAILY

Effect: You gain regeneration 2 + your Constitution modifier (+3) when you are bloodied.

ADDITIONAL EFFECTS