

Player Name

Guard 1 Fighter 0

Character Name Level Class Paragon Path Epic Destiny Total XP

Human Medium Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	10	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	<b>STR</b> Strength	5	5
10	<b>CON</b> Constitution	0	0
14	<b>DEX</b> Dexterity	2	2
10	<b>INT</b> Intelligence	0	0
11	<b>WIS</b> Wisdom	0	0
8	<b>CHA</b> Charisma	-1	-1

### FORT

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

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	0
10	Passive Perception	10	0

SPECIAL SENSES

### REF

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

CONDITIONAL BONUSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+9	0	5		3			1

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+7	0	5		2			

### WILL

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

CONDITIONAL BONUSES

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
25	12	6
	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 +1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### 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				

### 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.

### BASIC ATTACKS

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

### SKILLS

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

### LANGUAGES KNOWN



CHARACTER NAME

# Guard

PLAYER NAME

RACE Human CLASS Fighter LEVEL 1

<b>HP</b> 25	<b>STR</b> 20	<b>AC</b> 19
<b>Spd</b> 5	<b>CON</b> 10	<b>Fort</b> 18
<b>Init</b> +2	<b>DEX</b> 14	<b>Ref</b> 15
	<b>INT</b> 10	<b>Will</b> 11
	<b>WIS</b> 11	
	<b>CHA</b> 8	

<b>10</b> Passive Insight	<b>10</b> Passive Perception
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# Second Wind

KEYWORDS USED

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Effect: You spend a healing surge and regain 6 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
<b>ACTION</b>	← *	<b>RANGE</b>
9 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

## AT-WILL POWER



# Sure Strike

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↗	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
11 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength + 2 vs. AC  
 Hit: 1[W] damage.  
 Increase damage to 2[W] at 21st level.  
 Longsword: +11 attack, 1d8+1 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

## AT-WILL POWER



# Reaping Strike

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↗	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
9 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

## AT-WILL POWER



# Covering Attack

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↗	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
9 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. AC  
 Hit: 2[W] + Strength modifier (+5) damage, and an ally adjacent to the target can shift 2 squares.  
 Longsword: +9 attack, 2d8+6 damage

ADDITIONAL EFFECTS

# Comeback Strike

KEYWORDS Healing, Martial, Reliable, Weapon USED

Standard	* ↑ ↗	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
9 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. AC  
 Hit: 2[W] + Strength modifier (+5) damage, and you can spend a healing surge.  
 Longsword: +9 attack, 2d8+6 damage

ADDITIONAL EFFECTS