

Player Name

kotsfwarrior 1 Fighter 0  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Goliath Medium  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number  
7'-5" 320lbs

### 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
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
18	STR Strength	4	4
18	CON Constitution	4	4
13	DEX Dexterity	1	1
10	INT Intelligence	0	0
11	WIS Wisdom	0	0
8	CHA Charisma	-1	-1

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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	SURGE VALUE	SURGES/DAY
33	16	8	13	

1/2 HP 1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED
	<input type="checkbox"/>

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SKILLS

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

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

- Mountain's Tenacity** - +1 racial bonus to Will
- Powerful Athlete** - Roll twice and use either result when making Athletics check to jump or climb
- Stone's Endurance** - Have the stone's endurance power

### 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.

### LANGUAGES KNOWN

Common, Dwarven

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Perception	10	+

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	0	4		3			2

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Longsword	1d8+4
7	vs AC	Handaxe (Melee)	1d6+4
7	vs AC	Handaxe (Range)	1d6+4
4	vs AC	Unarmed (Melee)	1d4+4

### FEATS

- Weapon Expertise (Heavy Blade)** - Gain bonus to attack rolls with Heavy Blades.



kotsfwarrior

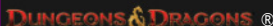
PLAYER NAME

RACE Goliath CLASS Fighter LEVEL 1

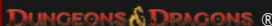
<b>HP</b> 33	<b>18 STR</b>	<b>AC</b> 19
<b>Spd</b> 5	<b>18 CON</b>	<b>Fort</b> 16
<b>Init</b> +1	<b>13 DEX</b>	<b>Ref</b> 13
	<b>10 INT</b>	<b>Will</b> 11
	<b>11 WIS</b>	
	<b>8 CHA</b>	

<b>10</b> Passive Insight	<b>10</b> Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



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 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION



Melee Basic Attack

KEYWORDS Weapon USED

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

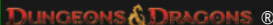
Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+4) damage.  
Increase damage to 2[W] + Strength modifier (+4) at 21st level.  
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Longsword: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK

AT-WILL POWER



Ranged Basic Attack

KEYWORDS Weapon USED

Standard	*	↑	↗	Ranged weapon
<b>ACTION</b>	←	✳		<b>RANGE</b>
<b>7</b>	vs	<b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

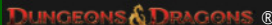
Attack: Dexterity vs. AC  
Hit: 1[W] + Dexterity modifier (+1) damage. Increase damage to 2[W] + Dexterity modifier (+1) at 21st level.  
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Handaxe: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK

AT-WILL POWER



Combat Challenge

KEYWORDS Martial, Weapon USED

Imm Interr	*	↑	↗	Melee
<b>ACTION</b>	←	✳		<b>RANGE</b>
	vs			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

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 LEVEL \* BOOK PH

AT-WILL POWER



Cleave

KEYWORDS Martial, Weapon USED

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

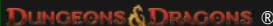
Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+4) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+4). Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Longsword: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER



Tide of Iron

KEYWORDS Martial, Weapon USED

Standard	*	↑	↗	Melee weapon
<b>ACTION</b>	←	✳		<b>RANGE</b>
<b>9</b>	vs	<b>AC</b>		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 (+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: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER



Stone's Endurance

KEYWORDS USED

Minor	↑	↗	Personal
<b>ACTION</b>	←	✳	<b>RANGE</b>
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

Effect: You gain resist 5 to all damage until the end of your next turn.  
Level 11: Resist 10 to all damage.  
Level 21: Resist 15 to all damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH2

ENCOUNTER POWER



## Steel Serpent 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: 2[W] + Strength modifier (+4) damage, and the target is slowed and cannot shift until end of your next turn.

Longsword: +9 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

## 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 (+4) damage, and you can spend a healing surge.

Longsword: +9 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

**DAILY POWER** DUNGEONS & DRAGONS®

## Longsword

1d8	3	Heavy Blade	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>

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: +9 attack, 1d8+4 damage

NOTES

ITEM SLOT One-hand WEIGHT 4 PRICE 15 BOOK

**WEAPON** DUNGEONS & DRAGONS®

## Handaxe

1d6	2	Axe	5/10
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>

PROPERTIES

Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.)  
Heavy Thrown (You hurl a thrown weapon from your hand, rather than using it to loose a projectile. A basic attack with a heavy thrown weapon uses your Strength.)

Melee Basic Attack: +7 attack, 1d6+4 damage  
Ranged Basic Attack: +7 attack, 1d6+4 damage

NOTES

ITEM SLOT Off-hand WEIGHT 3 PRICE 5 BOOK

**WEAPON** DUNGEONS & DRAGONS®

## Scale Armor

7	-	-1	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>

PROPERTIES

NOTES

ITEM SLOT Body WEIGHT 45 PRICE 45 BOOK

**ITEM** DUNGEONS & DRAGONS®

## Heavy Shield

2	-2	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>

PROPERTIES

NOTES

ITEM SLOT Off-hand WEIGHT 15 PRICE 10 BOOK

**ITEM** DUNGEONS & DRAGONS®

## Adventurer's Kit

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>

PROPERTIES

NOTES

ITEM SLOT WEIGHT 33 PRICE 15 BOOK

**ITEM** DUNGEONS & DRAGONS®