

Player Name Korash

Vatan Redbeard 2 **Fighter** 1,000
 Character Name Level Class Total XP
 Human Medium Male 6'1" 220 lbs Paragon Path Epic Destiny The Witchlight Strand
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
3	2	1	
INITIATIVE			

DEFENSES								
SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	11	4					

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	4
14	CON Constitution	2	3
14	DEX Dexterity	2	3
10	INT Intelligence	0	1
13	WIS Wisdom	1	2
10	CHA Charisma	0	1

CONDITIONAL BONUSES
+1 AC while wielding a melee weapon in each hand

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	11	3	2			1	

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	2
12	Passive Perception	10	2

CONDITIONAL BONUSES

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

SPECIAL SENSES

CONDITIONAL BONUSES
+1 Reflex Defense while wielding a melee weapon in each hand

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

ATTACK WORKSPACE								
ABILITY: Melee Basic Attack - Longsword								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+7	1	3		3				
ABILITY: Melee Basic Attack - Dagger								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+8	1	3		3				1

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
35	17	8	11
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	2
1	2	3

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Longsword					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+6	3	1		1	1
ABILITY: Melee Basic Attack - Dagger					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	3			2	1

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

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Longsword	1d8+6
8	vs AC	Dagger (Melee)	1d4+6
6	vs AC	Dagger (Range)	1d4+3
6	vs AC	Handaxe (Melee)	1d6+3

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

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	- You gain a fighter talent
Tempest Technique	- When wielding two weapons, +1 attack with offhand weapons; gain Two-Weapon Defense; in light armor or chainmail, +1 damage with melee or close weapons, +2 with offhand weapons

FEATS	
Two-Weapon Fighting	- +1 damage while holding a melee weapon in each hand
Two-Weapon Defense	- +1 to AC and Reflex while holding a weapon in each hand
Two-Weapon Threat	- +3 damage on opportunity attacks with two melee weapons
Weapon Focus (Heavy Blade)	- Gain +1 damage per tier with Heavy Blades.

LANGUAGES KNOWN	
Common, Elven	

CHARACTER NAME
Vatan Redbeard

PLAYER NAME
Korash

RACE Human CLASS Fighter LEVEL 2

SCORE	ABILITY	MOD
HP 35	STR +3	AC 15
Spd 6	CON +2	Fort 17
Init +3	DEX +2	Ref 14
	INT +0	Will 13
	WIS +1	
	CHA +0	

12 Passive Insight **12** Passive Perception

Skills

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

Second Wind

KEYWORDS: Standard, Personal, ACTION, RANGE

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: LEVEL: BOOK: PH

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS: Weapon, ACTION, RANGE

7 vs AC

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Level 21: 2[W] + Strength modifier (+3) damage.

Longsword: +7 attack, 1d8+6 damage
Dagger: +8 attack, 1d4+6 damage
Handaxe: +6 attack, 1d6+3 damage
Unarmed: +4 attack, 1d4+3 damage

ADDITIONAL EFFECTS
+1 to attack rolls with opportunity attacks - Combat Superiority.

CLASS: LEVEL: BOOK: PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS: Weapon, ACTION, RANGE

6 vs AC

ATTACK DEFENSE TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+2) damage.
Level 21: 2[W] + Dexterity modifier (+2) damage.

Dagger: +6 attack, 1d4+3 damage
Handaxe: +6 attack, 1d6+3 damage
Shortbow: +5 attack, 1d8+2 damage
Unarmed: +3 attack, 1d4+2 damage

ADDITIONAL EFFECTS
+1 to attack rolls with opportunity attacks - Combat Superiority.

CLASS: LEVEL: BOOK: PH

UTILITY POWER DUNGEONS & DRAGONS

Dual Strike

KEYWORDS: Martial, Weapon, ACTION, RANGE

7 vs AC

ATTACK DEFENSE TARGET

Requirement: You must be wielding two melee weapons.
Primary Attack: Strength vs. AC (main weapon)
Hit: 1[W] damage.
Effect: Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 1[W] damage.

Longsword: +7 attack, 1d8+3 damage
Dagger: +8 attack, 1d4+3 damage

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 1 BOOK: MP

AT-WILL POWER DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS: Martial, Weapon, ACTION, RANGE

Imm Interr 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: LEVEL: BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS

Sure Strike

KEYWORDS: Martial, Weapon, ACTION, RANGE

9 vs AC

ATTACK DEFENSE TARGET

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

Longsword: +9 attack, 1d8+3 damage
Dagger: +10 attack, 1d4+3 damage
Handaxe: +8 attack, 1d6+0 damage
Unarmed: +6 attack, 1d4+0 damage

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 1 BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Cleave

KEYWORDS Martial, Weapon

Standard	* ↓ ↗	Melee weapon
ACTION	← ↗	RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+3). Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Longsword: +7 attack, 1d8+6 damage
Dagger: +8 attack, 1d4+6 damage
Handaxe: +6 attack, 1d6+3 damage
Unarmed: +4 attack, 1d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Passing Attack

KEYWORDS Martial, Weapon

Standard	* ↓ ↗	Melee weapon
ACTION	← ↗	RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and you can shift 1 square. Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength + 2 vs. AC
Hit: 1[W] + Strength modifier (+3) damage.

Longsword: +7 attack, 1d8+6 damage
Dagger: +8 attack, 1d4+6 damage
Handaxe: +6 attack, 1d6+3 damage
Unarmed: +4 attack, 1d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Comeback Strike

KEYWORDS Healing, Martial, Reliable, Weapon

Standard	* ↓ ↗	Melee weapon
ACTION	← ↗	RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage, and you can spend a healing surge.

Longsword: +7 attack, 2d8+6 damage
Dagger: +8 attack, 2d4+6 damage
Handaxe: +6 attack, 2d6+3 damage
Unarmed: +4 attack, 2d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

No Opening

KEYWORDS Martial

Imm Interr	↓ ↗	Personal
ACTION	← ↗	RANGE

AT-WILL ENCOUNTER DAILY

Trigger: An enemy attacks you and has combat advantage against you
Effect: Cancel the combat advantage you were about to grant to the attack.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Surefoot Boots (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	1
ENHANCEMENT		LEVEL	TYPE
		5	Feet Slot Item

PROPERTIES

Gain a +2 item bonus to Acrobatics checks.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Use this power when you are knocked prone. You stand up.

ITEM SLOT	WEIGHT	PRICE	BOOK
Feet	0	1000	AV

MAGIC ITEM DUNGEONS & DRAGONS