

CHARACTER NAME
Vatan Redbeard

PLAYER NAME
Korash

RACE Human CLASS Fighter LEVEL 2

SCORE	ABILITY	MOD
HP 35	STR 17	+3
Spd 6	CON 14	+2
Init +3	DEX 14	+2
	INT 10	+0
	WIS 13	+1
	CHA 10	+0
	AC 15	
	Fort 17	
	Ref 14	
	Will 13	

12 Passive Insight **12** Passive Perception

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

UTILITY POWER **DUNGEONS & DRAGONS**

Dual Strike

KEYWORDS: Martial, Weapon, USED

Standard	* ↓ ↗	Melee weapon
ACTION	↔ ↗	RANGE
7 vs AC		One creature
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**

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

PLAY DATA **DUNGEONS & DRAGONS**

Melee Basic Attack

KEYWORDS: Weapon, USED

Standard	* ↓ ↗	Melee weapon
ACTION	↔ ↗	RANGE
7 vs AC		One creature
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

AT-WILL POWER **DUNGEONS & DRAGONS**

Combat Challenge

KEYWORDS: Martial, Weapon, USED

Imm Interr	* ↓ ↗	Melee
ACTION	↔ ↗	RANGE
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**

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.

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Ranged Basic Attack

KEYWORDS: Weapon, USED

Standard	* ↓ ↗	Ranged weapon
ACTION	↔ ↗	RANGE
6 vs AC		One creature
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

AT-WILL POWER **DUNGEONS & DRAGONS**

Sure Strike

KEYWORDS: Martial, Weapon, USED

Standard	* ↓ ↗	Melee weapon
ACTION	↔ ↗	RANGE
9 vs AC		One creature
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**



Cleave

KEYWORDS

Martial, Weapon




USED

Standard

*  

Melee weapon

ACTION

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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




USED

Standard

*  

Melee weapon

ACTION

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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




USED

Standard

*  

Melee weapon

ACTION

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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




USED

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)

1

AC BONUS

CHECK

SPEED

QUANTITY

5

Feet Slot Item

ENHANCEMENT

LEVEL

TYPE

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

Feet

WEIGHT

0

PRICE

1000

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS