

CHARACTER NAME

Barook

PLAYER NAME

RACE

Half-Orc

CLASS

Fighter

LEVEL

6

SCORE

ABILITY

MOD

HP

60

STR

20

+5

AC

18

Spd

6

CON

15

+2

Fort

23

Init

+6

DEX

16

+3

Ref

18

INT

10

+0

Will

14

WIS

10

+0

CHA

8

-1

Passive Insight

13

Passive Perception

13

PLAY DATA

DUNGEONS & DRAGONS

Skills

6

Acrobatics

DEX

3

Arcana

INT

13

Athletics

STR

(Trained)

2

Bluff

CHA

2

Diplomacy

CHA

3

Dungeoneering

WIS

12

Endurance

CON

(Trained)

3

Heal

WIS

3

History

INT

3

Insight

WIS

9

Intimidate

CHA

(Trained)

3

Nature

WIS

3

Perception

WIS

3

Religion

INT

6

Stealth

DEX

4

Streetwise

CHA

6

Thievery

DEX

ADDITIONAL EFFECTS

PLAY DATA

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

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect:

You spend a healing surge and regain 15 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

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

Grappling Strike

KEYWORDS

Martial, Weapon

USED

Standard

*

Melee touch

ACTION

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement:

You must have a hand free.

Attack:

Strength vs. AC

Hit:

1[W] + Strength modifier (+5) damage, and you grab the target. The grab ends automatically at the end of your next turn.

Level 21:

2[W] + Strength modifier (+5) damage.

Brawler Style:

When making an opportunity attack, you can use this power in place of a melee basic attack.

Aftershock Spiked gauntlet +2:

+12 attack, 1d8+7 damage

Spiked gauntlet:

+12 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

1

BOOK

MP2

AT-WILL POWER

DUNGEONS & DRAGONS

Crushing Surge

KEYWORDS

Invigorating, Martial, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Strength vs. AC

Hit:

1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Aftershock Spiked gauntlet +2:

+12 attack, 1d8+7 damage

Spiked gauntlet:

+12 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

1

BOOK

MP

AT-WILL POWER

DUNGEONS & DRAGONS

Furious Assault

KEYWORDS

USED

Free

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger:

You hit an enemy

Effect:

The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Bash and Pinion

KEYWORDS

Martial, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement:

You must have a hand free.

Attack:

Strength vs. AC

Hit:

1[W] + Strength modifier (+5) damage, and you slide the target 1 square to a square adjacent to you. You grab the target, and until the grab ends, it takes a penalty to attack rolls equal to your Dexterity modifier (+3). The grab ends automatically at the end of your next turn.

Aftershock Spiked gauntlet +2:

+12 attack, 1d8+7 damage

Spiked gauntlet:

+12 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

1

BOOK

MP2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Parry and Riposte

KEYWORDS

Martial, Weapon

USED

Imm React

*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

12

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger: An enemy misses you or an ally with a melee attack

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Aftershock Spiked gauntlet +2: +12 attack, 1d8 +7 damage

Spiked gauntlet: +12 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

3

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Villain's Menace

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier (+5) damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Aftershock Spiked gauntlet +2: +12 attack, 2d8+7 damage

Spiked gauntlet: +12 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Dancing Defense

KEYWORDS

Martial, Stance, Weapon

USED

Minor

*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding two melee weapons.

Effect: Until the stance ends, once per round when you hit with an attack using your main weapon, you can make a melee basic attack with your off-hand weapon against a different target or shift 1 square and gain a +2 power bonus to AC and Reflex until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

5

BOOK

Dragon 378

DAILY POWER

DUNGEONS & DRAGONS

Unstoppable

KEYWORDS

Healing, Martial

USED

Minor

↓

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier (+2).

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Third Wind

KEYWORDS

Healing

USED

Minor

↓

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: You spend a healing surge.

Special: As a standard action, an adjacent ally can make a DC 10 Heal check to allow you to use this power without spending an action yourself.

Prerequisite: You must be trained in Endurance.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS

Endurance

LEVEL

6

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Aftershock Spiked gauntlet +2

1d8

2

Unarmed

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

7

+1d6 damage per plus

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Off-hand

Melee Basic Attack: +12 attack, 1d8+7 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

1

PRICE

2600

BOOK

AV

MAGIC WEAPON

DUNGEONS & DRAGONS

Amulet of Life +1

AC BONUS

CHECK

SPEED

1

+1 Fortitude, Reflex, and Will

5

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Encounter * Healing): Free Action. Trigger: Use this power when you spend a healing surge. Effect: You can spend an additional healing surge.

ITEM SLOT

Neck

WEIGHT

0

PRICE

1000

BOOK

Dragon 381

MAGIC ITEM

DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

AC BONUS

CHECK

SPEED

4

5

Potion

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Summoned Drakescale Armor +2

8

-

-1

1

+2 AC

6

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Drakescale armor mimics the small, close scales of rage drakes to stave off attacks.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT

Body

WEIGHT

45

PRICE

1800

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS

Flask of the Dragon's Breath (heroic tie

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		3 LEVEL	Wondrous Item TYPE
PROPERTIES			
<div><div>AT-WILL</div><div>ENCOUNTER</div><div>DAILY</div></div>			
POWER			
<p>Power (Daily): Minor Action. Drink the elixir. At any point until the end of the encounter you can breathe fire, making a close blast 3 attack. The attack bonus is equal to your level + 5. On a hit, you deal 1d6 + your Constitution modifier (+2) fire damage.</p>			
ITEM SLOT	WEIGHT 0	PRICE 680	BOOK <i>Dragon 365</i>
MAGIC ITEM		DUNGEONS & DRAGONS	

Potion of Resistance (heroic tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		4 LEVEL	Potion TYPE
PROPERTIES			
<div><div>AT-WILL</div><div>ENCOUNTER</div><div>DAILY</div></div>			
POWER			
<p>Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.</p>			
ITEM SLOT	WEIGHT 0	PRICE 40	BOOK <i>AV</i>
MAGIC ITEM		DUNGEONS & DRAGONS	