





CHARACTER NAME  
Buna

PLAYER NAME

RACE  
Elf

CLASS  
Fighter

LEVEL  
1

HP  
27

Spd  
7

Init  
+3

16 STR

12 CON

16 DEX

7 INT

14 WIS

9 CHA

AC  
17

Fort  
15

Ref  
14

Will  
12

12 Passive Insight

14 Passive Perception



Second Wind

KEYWORDS

USED

Standard

1

2

3

Melee weapon

ACTION

4

5

6

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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

DUNGEONS & DRAGONS®

Dual Strike

KEYWORDS  
Martial, Weapon

USED

Standard

1

2

3

Melee weapon

ACTION

4

5

6

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding two melee weapons.  
Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks  
Hit: 1[W] damage per attack.  
Increase damage to 2[W] per attack at 21st level.  
  
Scourge: +6 attack, 1d8+2 damage

ADDITIONAL EFFECTS

CLASS  
Fighter

LEVEL  
1

BOOK  
MP

AT-WILL POWER

DUNGEONS & DRAGONS®

Spinning Sweep

KEYWORDS  
Martial, Weapon

USED

Standard

1

2

3

Melee weapon

ACTION

4

5

6

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+3) damage, and you knock the target prone.  
  
Scourge: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS  
Fighter

LEVEL  
1

BOOK  
PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Footwork Lure

KEYWORDS  
Martial, Weapon

USED

Standard

1

2

3

Melee weapon

ACTION

4

5

6

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+3) damage. You can shift 1 square and slide the target into the space you left.  
  
Scourge: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS  
Fighter

LEVEL  
1

BOOK  
MP

AT-WILL POWER

DUNGEONS & DRAGONS®

Tempest Dance

KEYWORDS  
Martial, Weapon

USED

Standard

1

2

3

Melee weapon

ACTION

4

5

6

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+3) damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier (+3).  
Effect: You can shift 1 square and repeat the attack against a second target. You can then shift 1 square and repeat the attack against a third target.  
  
Scourge: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS  
Fighter

LEVEL  
1

BOOK  
MP

DAILY POWER

DUNGEONS & DRAGONS®

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Elven Accuracy

KEYWORDS

USED

Free

1

2

3

Personal

ACTION

4

5

6

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS  
Racial Power

LEVEL  
\*

BOOK  
PH

ENCOUNTER POWER

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