

Player Name

Regdar Quinn 1 Fighter 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 21 Male 5'9" 175lbs Unaligned The Raven Queen
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	2
14	CON Constitution	2	2
15	DEX Dexterity	2	2
10	INT Intelligence	0	0
12	WIS Wisdom	1	1
12	CHA Charisma	1	1

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1

11	Passive Perception	10 +	1
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Scythe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	2		2			1

ABILITY: Ranged Basic Attack - Shortbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	2		2			1

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
29	14	7
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS
+1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

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.

Two-handed Weapon Talent - +1 on attacks with two-handed weapons.

LANGUAGES KNOWN

Common, Deep Speech

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Scythe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+3	2	1			

ABILITY: Ranged Basic Attack - Shortbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Scythe	2d4+3
5	vs AC	Shortbow	1d8+2
4	vs AC	Unarmed (Melee)	1d4+2
4	vs AC	Unarmed (Range)	1d4+2

FEATS

Weapon Focus (Heavy Blade) - Gain +1 damage per tier with Heavy Blades.

Human Perseverance - +1 to saving throws

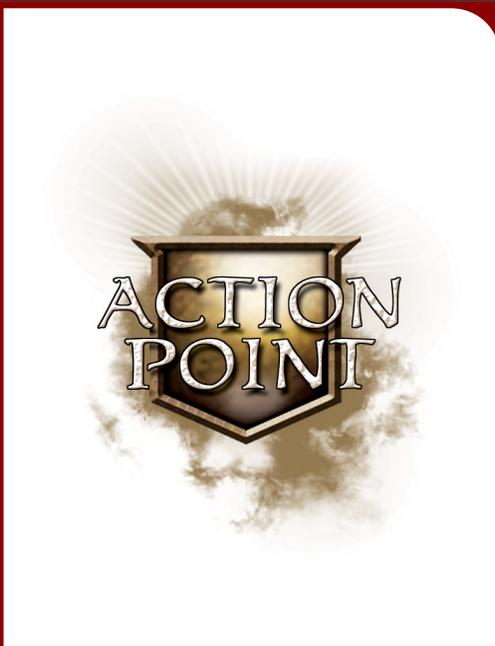
CHARACTER NAME
Regdar Quinn

PLAYER NAME

RACE Human CLASS Fighter LEVEL 1

HP 29	STR 15	AC 14
Spd 6	CON 14	Fort 15
Init +2	DEX 15	Ref 13
	INT 10	Will 12
	WIS 12	
	CHA 12	

11 Passive Insight **11** Passive Perception



Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 7 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

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Sure Strike

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
7 vs AC	One creature
ATTACK	DEFENSE
	TARGET

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

Scythe: +7 attack, 2d4+1 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Cleave

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
5 vs AC	One creature
ATTACK	DEFENSE
	TARGET

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

Scythe: +5 attack, 2d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Reaping Strike

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
5 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+2) damage.
Increase damage to 2[W] + Strength modifier (+2) at 21st level.
Miss: Half Strength modifier (+2) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+2).

Scythe: +5 attack, 2d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

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AT-WILL POWER DUNGEONS & DRAGONS

Steel Serpent Strike

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
5 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+2) damage, and the target is slowed and cannot shift until end of your next turn.

Scythe: +5 attack, 4d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Villain's Menace

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
5 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+2) 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.

Scythe: +5 attack, 4d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS