

CHARACTER NAME
Regdar Quinn

PLAYER NAME

RACE Human	CLASS Fighter	LEVEL 1
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HP

29

STR

15

AC

14

Spd

6

CON

14

Fort

15

Init

+2

DEX

15

Ref

13

10
INT

12
WIS

Will

12

12
CHA

11
Passive Insight

11
Passive Perception



Second Wind

KEYWORDS	USED
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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

Sure Strike

KEYWORDS	Martial, Weapon	USED
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Standard	*	Melee weapon
ACTION		RANGE
7	vs	AC
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
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AT-WILL POWER

Steel Serpent Strike

KEYWORDS	Martial, Weapon	USED
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Standard	*	Melee weapon
ACTION		RANGE
5	vs	AC
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
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ENCOUNTER POWER

ENCOUNTER SPECIAL

Cleave

KEYWORDS	Martial, Weapon	USED
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Standard	*	Melee weapon
ACTION		RANGE
5	vs	AC
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
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AT-WILL POWER

Villain's Menace

KEYWORDS	Martial, Weapon	USED
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Standard	*	Melee weapon
ACTION		RANGE
5	vs	AC
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
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DAILY POWER

ENCOUNTER ACTION

Reaping Strike

KEYWORDS	Martial, Weapon	USED
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Standard	*	Melee weapon
ACTION		RANGE
5	vs	AC
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
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AT-WILL POWER

Steel Serpent Strike

KEYWORDS	Martial, Weapon	USED
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Standard	*	Melee weapon
ACTION		RANGE
5	vs	AC
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
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ENCOUNTER POWER