

Player Name

Caerwyn Thingol		11	Barbarian Paladin		Gray Guard		31,999	
Character Name		Level	Class		Paragon Path		Epic Destiny	
Human	Medium	21	Male	5' 6"	130 lb	Good	Kord	Total XP
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company
								RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	2	5	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
28	AC	15	10			3		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	10
15	CON Constitution	2	7
14	DEX Dexterity	2	7
9	INT Intelligence	-1	4
11	WIS Wisdom	0	5
18	CHA Charisma	4	9

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	FORT	15	5	1	1	2	1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	WILL	15	4		1	2	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10 +	10

20	Passive Perception	10	+	10
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Jagged Fullblade +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 17	5	5		3	1	3	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	5	5					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Jagged Fullblade +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+10	5		3	2	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+7	5			2	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
17	vs AC	Jagged Fullblade +3	1d12+10
10	vs AC	Unarmed (Melee)	1d4+7
7	vs AC	Unarmed (Range)	1d4+2
	vs		

FEATS

Hybrid Talent - Gain a hybrid talent option for one of your hybrid class entries

Mighty Challenge - Divine challenge deals extra radiant damage

Action Surge - +3 to attacks when you spend an action point

Toughness - Gain 5 additional hit points per tier

Weapon Expertise (Heavy Blade) - Gain bonus to attack rolls with heavy blades.

Weapon Proficiency (Fullblade) - Gain proficiency with the Fullblade.

Resurgent Attack - Gain +2 to attacks after you spend a healing surge

Paragon Defenses - +1 to Fortitude, Reflex, and Will

LANGUAGES KNOWN

Common, Giant

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
100	50	25
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
5	Acrobatics	DEX 7	0	-2	0
4	Arcana	INT 4	0	n/a	0
13	Athletics	STR 10	5	-2	0
14	Bluff	CHA 9	5	n/a	0
9	Diplomacy	CHA 9	0	n/a	0
5	Dungeoneering	WIS 5	0	n/a	0
5	Endurance	CON 7	0	-2	0
5	Heal	WIS 5	0	n/a	0
4	History	INT 4	0	n/a	0
10	Insight	WIS 5	5	n/a	0
14	Intimidate	CHA 9	5	n/a	0
5	Nature	WIS 5	0	n/a	0
10	Perception	WIS 5	5	n/a	0
4	Religion	INT 4	0	n/a	0
5	Stealth	DEX 7	0	-2	0
14	Streetwise	CHA 9	5	n/a	0
5	Thievery	DEX 7	0	-2	0

CHARACTER NAME
Caerwyn Thingol

PLAYER NAME

RACE HumanCLASS HybridLEVEL 11

SCORE ABILITY MOD

HP100

STR20+5

AC28

Spd5

CON15+2

Fort25

Init+7

DEX14+2

Ref22

INT9-1

Will23

WIS11+0

CHA18+4

20

Passive Insight

20

Passive Perception

PLAY DATA

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 25 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

Challenging Strike

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
If you are bloodied, this attack is Strength vs. the lower of the target's AC or Will.
Hit: 1[W] + Strength modifier (+5) damage, and the target is marked until the end of your next turn or until you move into a square not adjacent to the target.
Increase damage to 2[W] + Strength modifier (+5) at 21st level.
Jagged Fullblade +3: +17 attack, 1d12+10 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PHS1

AT-WILL POWER

Skills

5 Acrobatics DEX

4 Arcana INT

13 Athletics STR (Trained)

14 Bluff CHA (Trained)

9 Diplomacy CHA

5 Dungeoneering WIS

5 Endurance CON

5 Heal WIS

4 History INT

10 Insight WIS (Trained)

14 Intimidate CHA (Trained)

5 Nature WIS

10 Perception WIS (Trained)

4 Religion INT

5 Stealth DEX

14 Streetwise CHA (Trained)

5 Thievery DEX

ADDITIONAL EFFECTS

PLAY DATA

Howling Strike

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a melee weapon in two hands.
Attack: Strength vs. AC
Hit: 1[W] + 1d6 + Strength modifier (+5) damage.
Level 11: 1[W] + 2d6 + Strength modifier (+5) damage.
Level 21: 2[W] + 3d6 + Strength modifier (+5) damage.
Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.
Jagged Fullblade +3: +17 attack, 1d12+2d6+10 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH2

AT-WILL POWER

Enfeebling Strike

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

16

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.
Increase damage to 2[W] + Charisma modifier (+4) at 21st level.
Jagged Fullblade +3: +16 attack, 1d12+9 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

AT-WILL POWER

Action Point

ADDITIONAL EFFECTS

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.
Gray Guard Action: When you spend an action point to take an extra action, you can also shift 3 squares as a free action. In addition, you gain a +2 bonus to attack rolls until the start of your next turn.

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

Divine Challenge

KEYWORDS

USED

Standard

Close burst 5

ACTION

RANGE

5

vs

One creature in burst

ATTACK

DEFENSE

TARGET

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
While the target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. The first time it makes an attack that doesn't include you as a target before the start of your next turn, you can use an immediate reaction to deal radiant damage to the target equal to your Charisma modifier (+4). The damage increases to 2 + your Charisma modifier (+4) at 11th level and 4 + your Charisma modifier (+4) at 21st level.
On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn.
You can use divine challenge once per turn.
Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

AT-WILL POWER

Avalanche Strike

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+5) damage.
Rageblood Vigor: The attack deals extra damage equal to your Constitution modifier (+2).
Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.
Jagged Fullblade +3: +17 attack, 3d12+10 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH2

ENCOUNTER POWER

Strength from Valor

KEYWORDS

Divine, Weapon

USED

Standard

Close burst 1

ACTION

1

RANGE

17

vs

Fort

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier (+5) damage. You gain 5 temporary hit points for each target hit by the attack.

Jagged Fullblade +3: +17 attack, 1d12+8 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

3

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Thunder Hawk Rage Attack

KEYWORDS

Primal, Rage, Thunder, Weapon

USED

Free

Melee 1

ACTION

RANGE

17

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Requirement: The Thunder Hawk Rage power must be active to use this power.
Attack: Strength vs. Fortitude
Hit: You knock the secondary target prone.

Jagged Fullblade +3: +17 attack

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Curtain of Steel

KEYWORDS

Primal, Weapon

USED

Imm React

Melee 1

ACTION

RANGE

17

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger: An enemy adjacent to you hits or misses you
Attack: Strength vs. AC
Thaneborn Triumph: You gain a bonus to the attack roll equal to your Charisma modifier (+4).
Hit: 3[W] + Strength modifier (+5) damage.

Jagged Fullblade +3: +17 attack, 3d12+10 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

7

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Debilitating Smite

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) damage, and the target is dazed and slowed until the end of your next turn. If the target makes an attack before then, it is dazed until the end of its next turn.

Jagged Fullblade +3: +17 attack, 2d12+10 damage

ADDITIONAL EFFECTS

CLASS

Gray Guard

LEVEL

11

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Blood of the Mighty

KEYWORDS

Divine, Reliable, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 4[W] + Strength modifier (+5) damage.
Effect: You take 5 damage, which can't be reduced in any way.

Jagged Fullblade +3: +17 attack, 4d12+10 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

BOOK

DP

DAILY POWER

DUNGEONS & DRAGONS

Thunder Hawk Rage

KEYWORDS

Primal, Rage, Thunder, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) thunder damage, and the target is dazed (save ends).
Miss: Half damage.
Effect: You enter the rage of the thunder hawk. Until the rage ends, you can use the Thunder Hawk Rage Attack power once per turn only on your own turn.

Jagged Fullblade +3: +17 attack, 2d12+10 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

5

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Stoneroot Rage

KEYWORDS

Primal, Rage, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+5) damage, and target is slowed (save ends).
Miss: Half damage.
Effect: You enter the rage of Stoneroot. Until the rage ends, you gain resist 5 to all damage.

Jagged Fullblade +3: +17 attack, 3d12+10 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

9

BOOK

Dragon 380

DAILY POWER

DUNGEONS & DRAGONS

Vengeful Vigilance

KEYWORDS

Divine, Stance

USED

Minor

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: Until the stance ends, any time an enemy within 5 squares of you makes an attack that does not include you, you can use divine challenge on that enemy as a free action. If the triggering attack is against Will and you mark the attacker, it immediately takes the damage your divine challenge mark normally deals.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

10

BOOK

Dragon 375

UTILITY POWER

DUNGEONS & DRAGONS

Virtue

KEYWORDS

Divine

USED

Minor

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge but regain no hit points. You instead gain temporary hit points equal to your healing surge value.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

2

BOOK

DP

UTILITY POWER

DUNGEONS & DRAGONS

Caerwyn Thingol

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Shrug It Off

KEYWORDS

Primal

USED

Imm React

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: You are subjected to an effect that a save can end

Effect: You make a saving throw against the triggering effect. If you succeed, you shift 1 square as a free action.

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

2

BOOK

PP

UTILITY POWER



Jagged Fullblade +3

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		12	See below
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
This weapon scores critical hits on a 19 or 20. High Crit			
Melee Basic Attack: +17 attack, 1d12+10 damage			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
POWER			
ITEM SLOT	Two-Hands	WEIGHT	10
PRICE	13000	BOOK	AV

MAGIC WEAPON



Imposter's Gith Plate Armor +3

10	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		11	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Gith plate is hardened with psionic techniques originating with either the mind flayers or the first generation of escaped githyanki slaves.			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
POWER			
Power (At-Will • Polymorph): Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.			
ITEM SLOT	Body	WEIGHT	50
PRICE	9000	BOOK	AV

MAGIC ITEM



Potion of Regeneration (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		9	Potion
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
POWER			
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.			
ITEM SLOT		WEIGHT	0
PRICE	160	BOOK	AV

MAGIC ITEM



Amulet of Life +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		10	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
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	5000	BOOK	Dragon 381

MAGIC ITEM



Rampaging Slayer's Gloves (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Hands Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
You gain a +4 item bonus to damage rolls for attacks from your Rampage class feature.			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
POWER			
Power (Daily): Free Action. Trigger: You hit with an attack that uses your Rampage class feature. Effect: The attack deals 2[W] extra damage.			
ITEM SLOT	Hands	WEIGHT	0
PRICE	1800	BOOK	Dragon 380

MAGIC ITEM



Iron Armbands of Power (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Gain a +2 item bonus to melee damage rolls.			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
POWER			
ITEM SLOT	Arms	WEIGHT	0
PRICE	1800	BOOK	AV

MAGIC ITEM



Talent Shard (level 8)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		8	Other Consumable
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
POWER			
Power (Consumable): Minor Action. Choose one skill. You gain a +2 bonus to checks with that skill until the end of the encounter.			
ITEM SLOT		WEIGHT	0
PRICE	125	BOOK	PH3

MAGIC ITEM



Hunter's Flint (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		2	Wondrous Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
POWER			
Power (Daily • Illusion): Standard Action. Use this flint to light a campfire. The fire burns without smoke or sound. The light of this magic campfire is invisible from outside its 10-square radius, though creatures and objects within that radius can be seen normally with darkvision or if existing light allows. The campfire is a normal fire in all other respects. The fire lasts for 12 hours (requiring no additional fuel) or until extinguished normally. The flint can be used to light lanterns and other fires as normal, but such fires gain no magical effect.			
ITEM SLOT		WEIGHT	0
PRICE	520	BOOK	AV

MAGIC ITEM



Sun Globe (heroic tier)

AC BONUS		CHECK	SPEED	1
ENHANCEMENT		1 LEVEL	Wondrous Item TYPE	
PROPERTIES				
You can command this item to shed bright or dim light either 5 or 10 squares in all directions as a free action (or to shed no light).				
AT-WILL		ENCOUNTER	DAILY	
POWER				
ITEM SLOT	WEIGHT 0	PRICE 360	BOOK AV2	
MAGIC ITEM		DUNGEONS & DRAGONS		

Eternal Chalk (heroic tier)

AC BONUS		CHECK	SPEED	1
ENHANCEMENT		1 LEVEL	Wondrous Item TYPE	
PROPERTIES				
A stick of eternal chalk never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author. A stick of eternal chalk can be created in any color.				
AT-WILL		ENCOUNTER	DAILY	
POWER				
ITEM SLOT	WEIGHT 0	PRICE 360	BOOK AV	
MAGIC ITEM		DUNGEONS & DRAGONS		