

Initiative: 0  
Action Points: 1  
Max Hit Points: 29hp  
Bloodied: 14hp  
Healing: 9hp  
Surges: 6/day  
2nd Wind: 1/encounter  
Movement: **5**  
Vision: Normal

AC: **17**  
Fort: **17** (+2 class)  
Ref: **10**  
Will: **11**

+5 Str: 20 (+2 race)  
+2 Con: 14  
+0 Dex: 11  
-1 Int: 8  
+0 Wis: 10  
+1 Cha: 10 (+2 race)

Skills:  
0 Acrobatics dex  
-1 Arcana int  
10 Athletics str (+5 trnd)  
1 Bluff cha  
1 Diplomacy cha  
0 Dungeoneering wis  
2 Endurance con  
0 Heal wis  
1 History int (+2 race)  
0 Insight wis  
8 Intimidate cha (+2 race) (+5 trnd)  
0 Nature wis  
0 Perception wis  
-1 Religion int  
0 Stealth dex  
6 Streetwise cha (+5 trnd)  
0 Thievery dex  
Languages: Common, Draconic.

Name: Torrin  
Level: 1  
XP: ?  
Race: Dragonborn  
Class: Fighter  
Age/H/W: 18 / 6'2" / 220lbs  
Alignment: Lawful Good  
Deity: Bahamut

Proficiencies: cloth, leather, hide, chainmail, & scale armor; light & heavy shields; simple & military melee and simple & military ranged weapons.

Load: 90lbs / 200lbs  
Equipment: 10g  
-“Greatsword” 2d6, 12lbs  
-Scale Armor +7 AC, 45lbs  
-SAK: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin. 33lbs

Race & Class Features:  
-Dragonborn Fury: When you're bloodied, you gain a +1 racial bonus to attack rolls.

Combat Superiority:  
An enemy struck by your opportunity attack stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.

Fighter Weapon Talent:  
You gain a +1 bonus to 2 handed attack rolls. (Already included in calculations)

Combat Challenge:  
Every time you attack an enemy (hit or miss) you can mark that target. The mark lasts until the end of your next turn.  
While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. A new mark supersedes a mark that was already in place. Also, whenever a marked enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

Feats:  
- Potent Challenge  
Benefit: If you hit a foe by an attack granted by your combat challenge class feature, with a two handed weapon, add +2 damage.

AT WILL POWERS:  
Cleave: martial, weapon.  
standard, melee weapon.  
Target: one creature  
Attack: **+6 vs AC**  
Hit: 2d6+5, and an enemy adjacent to you takes 5 damage.

Reaping Strike: martial, weapon.  
standard, melee weapon.  
Target: one creature  
Attack: **+6 vs AC**  
Hit: 2d6+5  
Miss: 5 damage

ENCOUNTER POWERS:  
Villain's Menace: martial, weapon.  
standard, melee weapon.  
Target: one creature  
Attack: **6 vs AC**  
Hit: 4d6+5, you gain a +2 to attack and a +4 to damage 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 target until the end of the encounter.

Dragon Breath: Fire  
minor action, close blast 3  
Target: all creatures in area  
Attack: **+7 vs reflex**  
Hit: 1d6+3

DAILY POWERS:  
Steel Serpent Strike: martial, weapon  
standard, melee weapon  
Target: one creature  
Attack: **+6 vs AC**  
Hit: 4d6+5, and the target is slowed and can't shift until end of your next turn.