

Player Name

Hans Bitterden

Character Name

Human

Race

Medium

Size

24

Age

Male

Gender

6'3"

Height

200lbs.

Weight

Paragon Path

Unaligned

Alignment

Sigmar

Deity

Epic Destiny

Adventuring Company

Total XP

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
29	14	7
	1/2 HP	1/4 HP
CURRENT HIT POINTS		CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SAVING THROW MODS		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

SKILLS

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

Hans Bitterden

Fighter

Level Class

6'3"

Height

200lbs.

Weight

Paragon Path

Unaligned

Alignment

Sigmar

Deity

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	10	7				1	1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	10	4	2			1	2

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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 Agility****Fighter Talents** - Select a Fighter Talent.**Brawler Style****Sneak Attack** - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal 2d6 extra damage.

LANGUAGES KNOWN

Common, Dwarven

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
9	Passive Insight	10	+ -1

9	Passive Perception	10	+ -1
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Scimitar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

ABILITY: Melee Basic Attack - Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	4		3			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Scimitar

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

ABILITY: Melee Basic Attack - Short sword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Scimitar	1d8+4
7	vs AC	Short sword	1d6+4
6	vs AC	Unarmed (Melee)	1d4+4

FEATS

Brawler Guard - +1 shield bonus to AC and Reflex when one hand is free**Sneak of Shadows** - Rogue: Thievery skill, Sneak Attack 1/encounter

CHARACTER NAME
Hans Bitterden

PLAYER NAME

RACE Human CLASS Fighter LEVEL 1

SCORE	ABILITY	MOD
HP 29	18 STR	+4
Spd 5	14 CON	+2
Init +2	15 DEX	+2
	10 INT	+0
	8 WIS	-1
	11 CHA	+0

AC 19 **Fort** 19 **Ref** 14 **Will** 11

9 Passive Insight **9** Passive Perception

Skills

2	Acrobatics	DEX
0	Arcana	INT
9	Athletics	STR (Trained)
0	Bluff	CHA
0	Diplomacy	CHA
-1	Dungeoneering	WIS
7	Endurance	CON (Trained)
-1	Heal	WIS
0	History	INT
-1	Insight	WIS
5	Intimidate	CHA (Trained)
-1	Nature	WIS
-1	Perception	WIS
0	Religion	INT
2	Stealth	DEX
7	Streetwise	CHA (Trained)
7	Thievery	DEX (Trained)

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard ☐ ☐ ☐ Personal ☐

ACTION ☐ ☐ ☐ **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

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

UTILITY POWER DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

Grappling Strike

KEYWORDS Martial, Weapon

Standard ☐ ☐ ☐ Melee touch ☐

ACTION ☐ ☐ ☐ **RANGE**

6 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must have a hand free.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you grab the target. The grab ends automatically at the end of your next turn.
Level 21: 2[W] + Strength modifier (+4) damage.
Brawler Style: When making an opportunity attack, you can use this power in place of a melee basic attack.

Scimitar: +6 attack, 1d8+4 damage
Short sword: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP2

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS Martial, Weapon

Imm Interr ☐ ☐ ☐ Melee ☐

ACTION ☐ ☐ ☐ **RANGE**

6 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Combat Agility

KEYWORDS Martial, Weapon

Opportunity ☐ ☐ ☐ Melee weapon ☐

ACTION ☐ ☐ ☐ **RANGE**

6 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Trigger: An enemy adjacent to you takes an action that provokes an opportunity attack
Effect: After the triggering enemy completes the action, you shift a number of squares equal to your Dexterity modifier (+2). You must end the shift closer to the target than you were when you began the shift. Then make the following attack.
Target: The triggering enemy
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you knock the target prone.
Level 21: 2[W] + Strength modifier (+4) damage.

Scimitar: +6 attack, 1d8+4 damage
Short sword: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK MP2

AT-WILL POWER DUNGEONS & DRAGONS

Knockdown Assault

KEYWORDS Martial, Weapon

Standard ☐ ☐ ☐ Melee weapon ☐

ACTION ☐ ☐ ☐ **RANGE**

6 vs **Fort** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. Fortitude
Hit: Strength modifier (+4) damage, and you knock the target prone.
Special: When charging, you can use this power in place of a melee basic attack.

Scimitar: +6 attack, 4 damage
Short sword: +7 attack, 4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PHS1

AT-WILL POWER DUNGEONS & DRAGONS

Slash and Pummel

KEYWORDS Martial, Weapon

Standard ☐ ☐ ☐ Melee touch ☐

ACTION ☐ ☐ ☐ **RANGE**

6 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must have a hand free.
Primary Attack: Strength vs. AC (main weapon)
Hit: 1[W] damage. Make a secondary attack against the target.
Level 21: 2[W] damage.
Secondary Attack: Strength vs. Reflex (unarmed)
Hit: 3 + Strength modifier (+4) damage.
Level 21: 8 + Strength modifier (+4) damage.






Scimitar: +6 attack, 1d8+0 damage
Short sword: +7 attack, 1d6+0 damage

ADDITIONAL EFFECTS





CLASS Fighter LEVEL 1 BOOK MP2

AT-WILL POWER DUNGEONS & DRAGONS

Passing Attack

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
6	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) damage, and you can shift 1 square. Make a secondary attack. Secondary Target: One creature other than the primary target Secondary Attack: Strength + 2 vs. AC Hit: 1[W] + Strength modifier (+4) damage. Scimitar: +6 attack, 1d8+4 damage Short sword: +7 attack, 1d6+4 damage		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 1	BOOK PH
ENCOUNTER POWER		

Villain's Menace

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
6	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) 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. Scimitar: +6 attack, 2d8+4 damage Short sword: +7 attack, 2d6+4 damage		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 1	BOOK PH
DAILY POWER		