

Player Name

Hans Bitterden 1 **Fighter** 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 24 Male 6'3" 200lbs. Unaligned Sigmar
 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
19	AC	10	7				1	1

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
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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

SENSES

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

9	Passive Perception	10	+ -1
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SPECIAL SENSES

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

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

CHARACTER NAME
Hans Bitterden

PLAYER NAME

RACE Human CLASS Fighter LEVEL 1

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

PLAY DATA DUNGEONS & DRAGONS

Grappling Strike

KEYWORDS: Martial, Weapon, ACTION, RANGE

6 vs AC

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

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS: Martial, Weapon, ACTION, RANGE

Imm Interr vs

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

UTILITY POWER DUNGEONS & DRAGONS

Combat Agility

KEYWORDS: Martial, Weapon, ACTION, RANGE

Opportunity vs AC

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, ACTION, RANGE

Standard vs Fort

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, ACTION, RANGE

Standard vs AC

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

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Passing Attack			
KEYWORDS Martial, Weapon			USED
Standard	* ↓ ↘	Melee weapon	
ACTION	↶ ↷	RANGE	
6	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>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.</p> <p>Scimitar: +6 attack, 1d8+4 damage Short sword: +7 attack, 1d6+4 damage</p>			
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	One creature
ATTACK	DEFENSE	TARGET	
<p>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.</p> <p>Scimitar: +6 attack, 2d8+4 damage Short sword: +7 attack, 2d6+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS Fighter	LEVEL 1	BOOK PH	
DAILY POWER			