

Lauching Jergal		<input type="text" value="5"/>		Fighter					<input type="text" value="5,500"/>
Character Name		Level		Class	Paragon Path		Epic Destiny		Total XP
Half-Orc	Medium	Male			Good				
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number

INITIATIVE	DEFENSES	SENSES	CHARACTER PORTRAIT
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SCORE		DEX	1/2 LVL	MISC		DEFENSE		10+ ARMOR/	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	SCORE	PASSIVE SENSE	BASE	SKILL BONUS
6	Initiative	4	2			21	AC	12	7				1	1	13	Passive Insight	10	3

$$\text{CONDITIONAL BONUSES} \quad 13 \quad \text{Passive Perception} \quad 10 + 3$$

ABILITY SCORES									
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL						
10 +	DEFENSE	AC	10 +	AC	CLAS	CON	INT	PERC	WIS

STR

Strength

19

4

6

19

DEFENSE

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

12

4

2

1

FORT

1

CLASS / PATH / DESTINY FEATURES



13

CON

Constitution

1

3

CONDITIONAL BONUSES

**Combat Challenge** - Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against attacks not including you.

[illegible]

<b>Dexterity</b>	<b>8</b>	<b>INT</b>	<b>-1</b>	<b>1</b>	<b>REF</b>	<b>12</b>	<b>4</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
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**CONDITIONAL BONUSES**

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marked by other.

including you. Mark lasts until end of your next turn or

[illegible][illegible]

10	CHA Charisma	2	CONDITIONAL BONUSES	Tempest Technique - When wielding two weapons, +1	SKILLS
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[illegible]

[illegible]

CHARACTER NAME  
Laughing Jergal

PLAYER NAME

RACEHalf-Orc

CLASSFighter

LEVEL5

HP52

STR19

AC21

Spd6

CON13

Fort19

Init+6

DEX18

Ref18

INT8

Will14

WIS13

CHA10

13Passive  
Insight

13Passive  
Perception



Second Wind

KEYWORDS

USED

Standard

ACTION

vs

DEFENSE

TARGET

Personal

RANGE

Self

Effect: You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS

USED

Imm Inten

ACTION

vs

DEFENSE

TARGET

Melee

RANGE

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

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

Dual Strike

KEYWORDS

USED

Standard

ACTION

13

vs

AC

DEFENSE

TARGET

Melee weapon

RANGE

One creature

Requirement: You must be wielding two melee weapons.  
Hit: 1[W] damage.  
Effect: Make a secondary attack.  
Secondary Target: One creature other than the primary target  
Secondary Attack: Strength vs. AC (off-hand weapon)  
Hit: 1[W] damage.

Dynamic Spiked chain +2: +13 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASSFighter

LEVEL1

BOOKMP

AT-WILL POWER

DUNGEONS & DRAGONS

Footwork Lure

KEYWORDS

USED

Standard

ACTION

13

vs

AC

DEFENSE

TARGET

Melee weapon

RANGE

One creature

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+4) damage. You can shift 1 square and slide the target into the space you left.  
Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Dynamic Spiked chain +2: +13 attack, 2d4+8 damage

ADDITIONAL EFFECTS

CLASSFighter

LEVEL1

BOOKMP

AT-WILL POWER

DUNGEONS & DRAGONS

Furious Assault

KEYWORDS

USED

Free

ACTION

vs

DEFENSE

TARGET

Personal

RANGE

Trigger: You hit an enemy  
Effect: The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

ADDITIONAL EFFECTS

CLASSRacial Power

LEVEL

BOOKPH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Funneling Flurry

KEYWORDS

USED

Standard

ACTION

13

vs

AC

DEFENSE

TARGET

Melee weapon

RANGE

Two creatures

Requirement: You must be wielding two melee weapons.  
Attack: Strength vs. AC (main weapon and off-hand weapon), one attack per target  
Hit: 1[W] + Strength modifier (+4) damage, and you slide the target 1 square.

Dynamic Spiked chain +2: +13 attack, 2d4+8 damage

ADDITIONAL EFFECTS

CLASSFighter

LEVEL1

BOOKMP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Sweeping Blow

KEYWORDS

Martial, Weapon

USED

Standard

1

+

+

+

Close burst 1

RANGE

ACTION

15

vs

AC

Each enemy in burst you can see

TARGET

ATTACK

Strength vs. AC

Attack:

Strength vs. AC

Weapon:

If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Strength modifier (+4).

Hit:

1[W] + Strength modifier (+4) damage.

Dynamic Spiked chain

+2: +15 attack, 2d4+8 damage

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

3

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Harrier's Ploy

KEYWORDS

Martial, Weapon

USED

Standard

\*

+

+

+

Melee weapon

RANGE

ACTION

13

vs

AC

One creature

TARGET

ATTACK

Strength vs. AC

Hit:

3[W] + Strength modifier (+4) damage

Effect:

Until the end of the encounter, if the target moves, you can shift a number of squares equal to your Dexterity modifier (+4) as an immediate reaction.

Dynamic Spiked chain

+2: +13 attack, 6d4+8 damage

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

1

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS®

Rain of Steel

KEYWORDS

Martial, Stance, Weapon

USED

Minor

+

+

+

+

Personal

RANGE

ACTION

vs

DEFENSE

TARGET

Effect:

Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

5

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Pass Forward

KEYWORDS

Martial

USED

Move

+

+

+

+

Personal

RANGE

ACTION

AT-WILL

ENCOUNTER

DAILY

Effect:

You pick an adjacent enemy and move up to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks from that enemy.

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

2

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS®

Dynamic Spiked chain +2

DAMAGE

2d4/2d4

3

Flail/Light Blade

GROUP

6

+2d6 damage

RANGE

ENHANCEMENT

+2 attack rolls and damage rolls

LEVEL

6

CRITICAL

PROPERTIES

Reach, Off-hand

Melee Basic Attack:

+13 attack, 2d4+8 damage

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Encounter • Polymorph):

Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

ITEMSLOT

Two-Hands

WEIGHT

10

PRICE

1800

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Serpentskin Hide Armor +1

AC BONUS

3

CHECK

-1

SPEED

-

QUANTITY

1

ENHANCEMENT

+1 AC

LEVEL

3

Armor

TYPE

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Daily):

Move Action. Shift 3 squares. This shift can move through enemies' spaces, though you must end your move in a legal space.

ITEMSLOT

Body

WEIGHT

25

PRICE

680

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Cloak of Distortion +1

AC BONUS

+1 Fortitude, Reflex, and Will

CHECK

4

Neck Slot Item

QUANTITY

1

ENHANCEMENT

LEVEL

4

TYPE

PROPERTIES

A ranged attack against you from more than 5 squares away takes a –5 penalty to the attack roll.

AT-WILL

ENCOUNTER

DAILY

POWER

ITEMSLOT

Neck

WEIGHT

0

PRICE

840

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®