

DUNGEONS & DRAGONS

CHARACTER SHEET

Player Name **Daelkyr****Gish the Fighting Magic-User****1****Fighter**Character Name **Half-Elf** Level **M** Class **M** Paragon Path **Unaligned** Epic Destiny Total XP Race **Half-Elf** Size **M** Age **M** Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
0	0	0	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	CON Constitution	1	

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	DEX Dexterity	0	

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	INT Intelligence	3	

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	WIS Wisdom	1	

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	CHA Charisma	1	

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	3	2				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	REF	10	3					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+ 3

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Perception	10	+ 1

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY:

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

ABILITY:

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

ABILITY:

DAMAGE WORKSPACE

ABILITY:

Strength

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
3	3				

ABILITY:

Intelligence

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
3	3				

ABILITY:

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
+7	vs AC	Greatsword	1d10+3

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
+2	vs AC	Longbow	1d10

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		

FEATS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	0		

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
8	Arcana	INT	3	5	n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
8	Athletics	STR	3	5	

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Bluff	CHA	1		n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Diplomacy	CHA	1		n/a 2

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Dungeoneering	WIS	1		n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
6	Endurance	CON	1	5	

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Heal	WIS	1		n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	History	INT	3		n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Insight	WIS	1		n/a 2

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
6	Intimidate	CHA	1	5	n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Nature	WIS	1		n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Perception	WIS	1		n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Religion	INT	3		n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Stealth	DEX	0		

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Streetwise	CHA	1		n/a

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Thievery	DEX	0		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS +2 Con, +2 Cha

Group Diplomacy: Grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

CLASS / PATH / DESTINY FEATURES

Combat Challenge:

* Every time you attack an enemy, you can choose to mark that target. (-2 to its attack rolls when not attacking you.) This lasts until the end of your next turn.
* Whenever a marked enemy next to you shifts or makes an attack that doesn't include you, make a basic attack against it.

Combat Superiority:

+2 bonus to opportunity attacks. An enemy struck by your opportunity attack stops moving, if a move provoked the attack.

Fighter Weapon Training:

When using a two-handed weapon you gain a +1 bonus to attack rolls.

LANGUAGES KNOWN

Common, Elven, Draconic.

