

Player Name

Ombert Starnhap				19	Fighter	Pit Fighter				119,000			
Character Name				Level	Class	Paragon Path				Epic Destiny			
Halfling		Small	Male	3'10"	85 lb	Good	Tymora		Total XP				
Race		Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company		RPGA Number		

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
18	5	9	4

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
22	STR Strength	6	15
16	CON Constitution	3	12
20	DEX Dexterity	5	14
11	INT Intelligence	0	9
11	WIS Wisdom	0	9
11	CHA Charisma	0	9

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	HEALING SURGES
139	69	34	12
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 +5 Racial bonus against fear			
RESISTANCES Resist 10 Poison			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
16	Acrobatics	DEX 14	0		2
9	Arcana	INT 9	0	n/a	
20	Athletics	STR 15	5		
9	Bluff	CHA 9	0	n/a	
9	Diplomacy	CHA 9	0	n/a	
9	Dungeoneering	WIS 9	0	n/a	
12	Endurance	CON 12	0		
9	Heal	WIS 9	0	n/a	
9	History	INT 9	0	n/a	
9	Insight	WIS 9	0	n/a	
14	Intimidate	CHA 9	5	n/a	
9	Nature	WIS 9	0	n/a	
9	Perception	WIS 9	0	n/a	
9	Religion	INT 9	0	n/a	
14	Stealth	DEX 14	0		
14	Streetwise	CHA 9	5	n/a	
16	Thievery	DEX 14	0		2

Ombert Starnhap

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
32	AC	19	7			4	1	1

CONDITIONAL BONUSES

+2 AC against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
31	FORT	19	6			4		2

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
29	REF	19	5			4	1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bold - +5 to saving throws against fear.**Second Chance** - Use second chance as an encounter power.**Nimble Reaction** - +2 AC against opportunity attacks.

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 Superiority - Add Wis mod to opportunity attacks. Hit ends foe's movement (if any) this action.

Fighter Talents - Select a Fighter Talent.

One-handed Weapon Talent - +1 on attacks with one-handed weapons.

Armor Optimization - +1 AC when wearing armor

Extra Damage Action - When you spend action point to take action, add 1/2 level to damage with standard action attacks this turn

Dirty Fighting - Add Wis mod to damage when using a weapon (min +1).

LANGUAGES KNOWN

Common, Chondathan

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE		SKILL BONUS
19	Passive Insight	10	+	9
19	Passive Perception	10	+	9

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+15	9	6					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+14	9	5					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	6				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
23	vs AC	Inescapable Short sword +4	1d6+11
15	vs AC	Unarmed (Melee)	1d4+6
14	vs AC	Unarmed (Range)	1d4+5
	vs		

FEATS

Halfling Stalwart - +1 to attack rolls against Large or larger marked targets

Lost in the Crowd - +2 to AC when adjacent to at least two larger enemies

Halfling Agility - Attacker takes a -2 penalty with second chance reroll

Improved Initiative - +4 to initiative checks

Combat Reflexes - +1 to opportunity attacks

Power Attack - +2 damage for -2 to attack

Mettle - No damage from missed area or close attacks against Fortitude or Will

Evasion - No damage from missed area or close attack

Reckless Attacker - Make a follow-up basic attack after critical hit

Quick Draw - Draw a weapon with attack action, +2 to initiative

Nimble Blade - +1 to attacks with light blade and combat advantage

Ombert Starnhap

PLAYER NAME

RACE Halfling CLASS Fighter LEVEL 19

HP 139	22 STR	AC 32
Spd 5	16 CON	Fort 31
Init +18	20 DEX	Ref 29
	11 INT	Will 23
	11 WIS	
	11 CHA	



19 Passive Insight	19 Passive Perception
--------------------	-----------------------

PLAY DATA

DUNGEONS & DRAGONS®

Combat Challenge

KEYWORDS Martial, Weapon USED

Imm Intern	* 	Melee
ACTION		RANGE
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

AT-WILL POWER

DUNGEONS & DRAGONS®

Second Chance

KEYWORDS USED

Imm Intern	* 	Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

ADDITIONAL EFFECTS



CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Cleave

KEYWORDS Martial, Weapon USED

Standard	* 	Melee weapon
ACTION		RANGE
23 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+6) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+6).

Increase damage to 2[W] + Strength modifier (+6) at 21st level.

Inescapable Short sword +4: +23 attack, 1d6+11 damage

ADDITIONAL EFFECTS

+1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.



CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Come and Get It

KEYWORDS Martial, Weapon USED

Standard	* 	Close burst 3
ACTION		RANGE
23 vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+6) damage.

Inescapable Short sword +4: +23 attack, 1d6+11 damage

ADDITIONAL EFFECTS

+1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.



CLASS Fighter LEVEL 7 BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS USED

Standard	* 	Personal
ACTION		RANGE
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 34 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Tide of Iron

KEYWORDS Martial, Weapon USED

Standard	* 	Melee weapon
ACTION		RANGE
23 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+6) damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Increase damage to 2[W] + Strength modifier (+6) at 21st level.

Inescapable Short sword +4: +23 attack, 1d6+11 damage

ADDITIONAL EFFECTS

+1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.



CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

All Bets Are Off

KEYWORDS Martial, Weapon USED

Standard	* 	Melee weapon
ACTION		RANGE
23 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier (+6) damage. Make a secondary attack against the same target.

Secondary Attack: Strength + 2 vs. AC

Hit: 1d6 + Strength modifier (+6) damage, and the target is dazed until the end of your next turn

Inescapable Short sword +4: +23 attack, 2d6+11 damage

ADDITIONAL EFFECTS





+1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.

CLASS Pit Fighter LEVEL 11 BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®





Storm of Blows

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
23	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+6) damage. Weapon: If you're wielding a heavy blade or a light blade, you gain a bonus to the damage roll equal to your Dexterity modifier (+5). Effect: After the attack, you can shift 1 square and repeat the attack against another target within reach. You can then shift 1 square and repeat the attack against a third target within reach. After the final attack, you can shift 1 square. Inescapable Short sword +4: +23 attack, 1d6+11 damage		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Fighter	LEVEL 13	BOOK PH

ENCOUNTER POWER







Exorcism of Steel

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
23	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Strength vs. Reflex Hit: 2[W] + Strength modifier (+6) damage, and the target drops one weapon it is holding. You can choose to catch the dropped weapon in a free hand or have it land on the ground at your feet (in your square). Inescapable Short sword +4: +23 attack, 2d6+11 damage		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Fighter	LEVEL 17	BOOK PH

ENCOUNTER POWER







Victorious Surge

KEYWORDS Healing, Martial, Reliable, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
23	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+6) damage, and you regain hit points as if you had spent a healing surge. Inescapable Short sword +4: +23 attack, 3d6+11 damage		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Fighter	LEVEL 9	BOOK PH

DAILY POWER







Dragon's Fangs

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
23	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC, two attacks against one target or one attack against each target Hit: 3[W] + Strength modifier (+6) damage. Miss: Half damage. Inescapable Short sword +4: +23 attack, 3d6+11 damage		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Fighter	LEVEL 15	BOOK PH

DAILY POWER







Reaving Strike

KEYWORDS Martial, Reliable, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
23	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 5[W] + Strength damage, and you push the target 1 square. Inescapable Short sword +4: +23 attack, 5d6+11 damage		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Fighter	LEVEL 19	BOOK PH

DAILY POWER







Unstoppable

KEYWORDS Healing, Martial		USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier (+3). Inescapable Short sword +4: +23 attack, 5d6+11 damage		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Fighter	LEVEL 2	BOOK PH

UTILITY POWER







Settling the Score

KEYWORDS Martial		USED
Imm React	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Trigger: An enemy hits you with an attack Effect: You gain a +2 power bonus to attack rolls against the triggering enemy until the end of the encounter. Inescapable Short sword +4: +23 attack, 5d6+11 damage		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Fighter	LEVEL 6	BOOK MP

UTILITY POWER







Into the Fray

KEYWORDS Martial		USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Effect: You can move 3 squares, as long as you can end your move adjacent to an enemy. Inescapable Short sword +4: +23 attack, 5d6+11 damage		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Fighter	LEVEL 10	BOOK PH

UTILITY POWER







Deadly Payback

KEYWORDS Martial, Weapon		USED
Imm React	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Trigger: You take damage from a melee attack Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against the enemy that damaged you. Inescapable Short sword +4: +23 attack, 5d6+11 damage		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Pit Fighter	LEVEL 12	BOOK PH

UTILITY POWER



Iron Warrior

KEYWORDS Healing, Martial		USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: You spend a healing surge, regain additional hit points equal to 2d6 + your Constitution modifier (+3), and make a saving throw against one effect that a save can end.		
ADDITIONAL EFFECTS +1 to attack rolls against Large or larger creatures marked by you - Halfling Stalwart.		
CLASS Fighter	LEVEL 16	BOOK PH

UTILITY POWER



Amulet of Health +4

			1
AC BONUS	CHECK	SPEED	QUANTITY
+4 Fortitude, Reflex, and Will	18	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES Gain resist 10 poison.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT Neck	WEIGHT 0	PRICE 85000	BOOK PH

MAGIC ITEM



Inescapable Short sword +4

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+4 attack rolls and damage rolls	18	+4d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	
PROPERTIES Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack a different target or when you hit. Off-hand			
Melee Basic Attack: +23 attack, 1d6+11 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT Off-hand	WEIGHT 2	PRICE 85000	BOOK PH

MAGIC WEAPON



Shield of Protection Light Shield (parag

1	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
		13	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER Power (Daily): Standard Action. You and an adjacent ally gain resist 15 to all damage until the end of your next turn.			
ITEM SLOT Off-hand	WEIGHT 6	PRICE 17000	BOOK PH

MAGIC ITEM



Reflexive Scale Armor +4

7	-	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+4 AC	19	Armor	
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER Power (Daily): Immediate Interrupt. Use this power when an attack targets your Reflex defense. Until the end of your next turn, you can resist attacks against Reflex with your AC instead.			
ITEM SLOT Body	WEIGHT 45	PRICE 105000	BOOK PH

MAGIC ITEM



Potion of Regeneration (paragon tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
		19	Potion
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 10 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.			
ITEM SLOT	WEIGHT 0	PRICE 4200	BOOK AV

MAGIC ITEM

