

Player Name Korash

Vatan		1	Fighter		Paragon Path		Epic Destiny		0
Character Name		Level	Class		Paragon Path		Epic Destiny		Total XP
Human	Medium	Male	6'-1"	220 lbs	Good				
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	3
14	CON Constitution	2	2
14	DEX Dexterity	2	2
10	INT Intelligence	0	0
13	WIS Wisdom	1	1
10	CHA Charisma	0	0

FORT

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

CONDITIONAL BONUSES

REF

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

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

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

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

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

ABILITY: Melee Basic Attack - Dagger

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
29	14	7	11	
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES				
SAVING THROW MODS				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

ACTION POINTS

ACTION POINTS	MILESTONES
1	0
2	1
3	2

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.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3				1

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	3				1

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
7	Acrobatics	DEX	2	5	
0	Arcana	INT	0	0	n/a
8	Athletics	STR	3	5	
0	Bluff	CHA	0	0	n/a
0	Diplomacy	CHA	0	0	n/a
1	Dungeoneering	WIS	1	0	n/a
2	Endurance	CON	2	0	
1	Heal	WIS	1	0	n/a
0	History	INT	0	0	n/a
1	Insight	WIS	1	0	n/a
5	Intimidate	CHA	0	5	n/a
1	Nature	WIS	1	0	n/a
1	Perception	WIS	1	0	n/a
0	Religion	INT	0	0	n/a
2	Stealth	DEX	2	0	
5	Streetwise	CHA	0	5	n/a
2	Thievery	DEX	2	0	

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.

LANGUAGES KNOWN

Common, Elven

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Longsword	1d8+4
7	vs AC	Dagger (Melee)	1d4+4
6	vs AC	Dagger (Range)	1d4+3
6	vs AC	Handaxe (Melee)	1d6+3

FEATS

Two-Weapon Fighting - +1 damage while holding a melee weapon in each hand

Two-Weapon Threat - +3 damage on opportunity attacks with two melee weapons

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Reaping Strike

Combat Challenge

Cleave

Sure Strike

ENCOUNTER POWERS

Passing Attack

DAILY POWERS

Comeback Strike

UTILITY POWERS

OTHER EQUIPMENT

Bedroll

Leather Armor (E)

Light Shield

Longsword (E)

Shortbow

Handaxe

Dagger (E)

Arrows

Adventurer's Kit

Chest (empty)

COINS AND OTHER WEALTH

Money on hand: 2 gp; 9 sp

Stored money: 0 gp

Encumbrance: 99 / 170

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

Paragon (11-20)

Milestone

Epic (21-30)

Milestone

RITUALS / ALCHEMY

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Occupation - Mariner

You worked aboard a ship. Was it a river boat or a sailing ship? Were you a deckhand, a pilot, a marine, or an officer? How extensively did you travel? Where did you go? Was your vessel a merchant craft, a pleasure yacht, a transport vessel, or a pirate ship?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Vatan

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Korash

CHARACTER NAME

Vatan

PLAYER NAME

Korash

RACE Human

CLASS Fighter

LEVEL 1

HP	17	STR	AC
29	14	CON	14
Spd	14	DEX	Fort
6	10	INT	16
Init	13	WIS	Ref
+2	10	CHA	13
			Will
			12
11	Passive	11	Passive
	Insight		Perception



Second Wind

KEYWORDS USED

Standard		Personal
ACTION		RANGE
vs		Self
ATTACK	DEFENSE	TARGET

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

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon USED

Standard		Melee weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK

Ranged Basic Attack

KEYWORDS Weapon USED

Standard		Ranged weapon
ACTION		RANGE
6	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+2) damage.
Increase damage to 2[W] + Dexterity modifier (+2) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK

Reaping Strike

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Miss: Half Strength modifier (+3) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+3).

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

AT-WILL POWER

DUNGEONS & DRAGONS

AT-WILL POWER

DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS Martial, Weapon USED

Standard		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

Cleave

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+3).
Increase damage to 2[W] + Strength modifier (+3) at 21st level.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Sure Strike

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength + 2 vs. AC
Hit: 1[W] damage.
Increase damage to 2[W] at 21st level.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

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
7	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+3) 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 (+3) damage.</p>		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 1	BOOK PH

ENCOUNTER POWER



Comeback Strike

KEYWORDS Healing, Martial, Reliable, Weapon		USED
Standard	* 	Melee weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+3) damage, and you can spend a healing surge.</p>		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 1	BOOK PH

DAILY POWER



Longsword

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
<p>VERSATILE (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon. A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)</p>			
Melee Basic Attack: +7 attack, 1d8+4 damage			
NOTES			
ITEM SLOT One-hand	WEIGHT 4	PRICE 15	BOOK

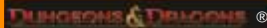
WEAPON



Shortbow

1d8	2	Bow	15/30
DAMAGE	PROFICIENT	GROUP	RANGE
<p>PROPERTIES Load Free (Ranged weapons that loose projectiles, including bows, crossbows, and slings, take some time to load. When a weapon shows "load free" on the ranged weapons table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.) The crossbow is "load minor," which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.) Small (This property describes a two-handed or a versatile weapon that a Small character can use in the same way a Medium character can. A halfling can use a shortbow, for example, even though halflings can't normally use two-handed weapons.)</p>			
Ranged Basic Attack: +4 attack, 1d8+2 damage			
NOTES			
ITEM SLOT Two-Hands	WEIGHT 2	PRICE 25	BOOK

WEAPON



Handaxe

1d6	2	Axe	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
<p>PROPERTIES Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.) Heavy Thrown (You hurl a thrown weapon from your hand, rather than using it to loose a projectile. A basic attack with a heavy thrown weapon uses your Strength.)</p>			
Melee Basic Attack: +6 attack, 1d6+3 damage Ranged Basic Attack: +6 attack, 1d6+3 damage			
NOTES			
ITEM SLOT Off-hand	WEIGHT 3	PRICE 5	BOOK

WEAPON



Dagger

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
<p>PROPERTIES Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.) Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.)</p>			
Melee Basic Attack: +7 attack, 1d4+4 damage Ranged Basic Attack: +6 attack, 1d4+3 damage			
NOTES			
ITEM SLOT Off-hand	WEIGHT 1	PRICE 1	BOOK

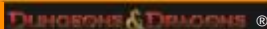
WEAPON



Leather Armor

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT Body	WEIGHT 15	PRICE 25	BOOK

ITEM



Light Shield

1	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT Off-hand	WEIGHT 6	PRICE 5	BOOK

ITEM



Arrows

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 3	PRICE 1	BOOK

ITEM



Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 33	PRICE 15	BOOK

ITEM

Bedroll

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 5	PRICE	BOOK

ITEM

Chest (empty)

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 25	PRICE 2	BOOK

ITEM