

Player Name Korash

Vatan
Character Name
Human
Race
Medium
Size
Male
Age
6'-1"
Height
220 lbs
Weight
Good
Alignment
Deity

1
Level
Fighter
Class

Paragon Path

Epic Destiny

Total XP

0

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		

CONDITIONAL MODIFIERS

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
29	14	7
	1/2 HP	1/4 HP

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

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		

DEFENSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

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 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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

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

11	Passive Perception	10	+	1
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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

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

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

PLAY DATA **DUNGEONS & DRAGONS**®

ENCOUNTER ACTION 

AT-WILL POWER **DUNGEONS & DRAGONS**®

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Passing Attack

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 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.		
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
Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+3) damage, and you can spend a healing surge.		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 1	BOOK PH
DAILY POWER 		


Longsword

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
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.).			
Melee Basic Attack: +7 attack, 1d8+4 damage			
NOTES			
ITEM SLOT One-hand	WEIGHT 4	PRICE 15	BOOK PH
WEAPON 			


Shortbow

1d8	2	Bow	15/30
DAMAGE	PROFICIENT	GROUP	RANGE
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.).			
Ranged Basic Attack: +4 attack, 1d8+2 damage			
NOTES			
ITEM SLOT Two-Hands	WEIGHT 2	PRICE 25	BOOK PH
WEAPON 			

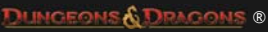
Handaxe

1d6	2	Axe	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
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.).			
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 PH
WEAPON 			

Dagger

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
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.).			
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 PH
WEAPON 			


Leather Armor

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

Light Shield

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

Arrows

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
Arrows come in a quiver that holds thirty arrows. Ammunition is used up when you fire it from a projectile weapon.			
NOTES			
ITEM SLOT	WEIGHT 3	PRICE 1	BOOK PH
ITEM 			

Adventurer's Kit			
			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE 15	BOOK <i>PH</i>
ITEM		DUNGEONS & DRAGONS®	

Bedroll			
			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 5	PRICE	BOOK <i>PH</i>
ITEM		DUNGEONS & DRAGONS®	

Chest (empty)			
			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 25	PRICE 2	BOOK <i>PH</i>
ITEM		DUNGEONS & DRAGONS®	