DUNGEONS & DRAGONS

Character Sheet

								Player Name				
Tarris				L	1 Level	Figh			Tet	0 al XP		
Huma	er Name N	Mediu	ım		Ma		Paragon Path Good	Epic Destiny Yerth	100			
Race		Size		Age	Ger		Height Weight Alignment Deity	Adventuring Company	RPG/	Number		
	IN	ITIA [.]					DEFENSES	MOVEMENT				
SCORE	Tritistivo	DEX	1/2 LVL			MISC	SCORE 10 + ARMOR/ DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC		RMOR IT	EM MISC		
-	Initiative ONAL MODIFIERS						(19) AC 10 7 2	5 Speed (Squares) 6	-1			
							CONDITIONAL BONUSES					
	ABILI	ITY S	CORE					SENSES				
sco			ABIL MOD	о мо 1	0D + 1/2 L	7	10 + DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC		BASE	SKILL BONUS		
2) STR Strength		5]	5		18 FORT 10 5 2 1	12 Passive Insight	10 +	2		
1	1 CON	ſ	0]	0	7	CONDITIONAL BONUSES	12 Passive Perception	10 +	2		
	Constitution			1		_	10 +	SPECIAL SENSES				
1		[0]	0		DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC 13 REF 10 3	1				
	Dexterity		_	1		-		ATTACK WORKSP				
1	0 INT Intelligence		0]	0		CONDITIONAL BONUSES	ABILITY: Melee Basic Attack - Longswor				
1	4 WIS	1	_	1		7	10 + DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	$\begin{array}{c cccc} \text{ATT BONUS} & 1/2 \text{ LVL ABIL CLASS PROF} \\ \hline + 10 & 0 & 5 & 3 \\ \end{array}$		O 1		
	Wisdom		2	J	2		(13) WILL 10 2 1	ABILITY: Melee Basic Attack - Unarmed		v I		
8		[-1]	-1]	CONDITIONAL BONUSES	ATT BONUS 1/2 LVL ABIL CLASS PROF	FEAT	ENH MISC		
	Charisma							+ 6 0 5		0 1		
		T PO	INTS				ACTION POINTS					
MA	X HP BLOODIE	<u>D</u>	HE/ SURGE VA		SURGES SURGES/	DAY	Action Points 0 1 1 2	DAMAGE WORKS				
2	26 13		6		9		ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	ABILITY: Melee Basic Attack - Longswor DAMAGE ABIL FEAT		MISC MISC		
CURREN	1/2 HP T HIT POINTS		1/4 HF	1	RENT SURG	E USES		1d8+5 5	0	Mide Mide		
							RACE FEATURES	ABILITY: Melee Basic Attack - Unarmed				
							Bonus Feat - Choose an extra feat at 1st level.	DAMAGE ABIL FEAT	ENH	MISC MISC		
	SECOND WIND 1	/ENCO	UNTER		USED		Bonus Skill - Trained in one additional class skill.	1d4+5 5	0			
TEMPO	RARY HIT POINTS						Bonus At-Will Power - Know one extra 1st-level attack		0			
		DOW E		e .			power from your class.	BASIC ATTACKS				
DEATH SAVING THROW FAILURES SAVING THROW MODS +1 to all saving throws							Human Defense Bonuses - +1 to Fortitude, Reflex, and	_ 10 vs AC Longsword 1d8+5				
RESIST							Will.	- 6 vs AC Unarmed (Melee)		1d4+5		
RESIST	ANCES											
CURREN	IT CONDITIONS AND EFFI	ECTS						0 vs AC Unarmed (Range)		1d4		
								vs				
		SKIL					CLASS / PATH / DESTINY FEATURES					
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL		ARMOR PENALTY	MISC	Combat Challenge - Mark foes you attack. They get -2 to	FEATS				
-2	Acrobatics	DEX	0	0	2	0	attacks not including you. Make basic melee attack against	Human Perseverance - +1 to saving t	hrows			
0	Arcana	INT	0	0	n/a	0	adjacent marked foe who shifts or makes attack not	Weapon Expertise (Heavy Blade) - (jain bonı	us to attack		
8	Athletics	STR	5	5	-2	0	including you. Mark lasts until end of your next turn or	rolls with heavy blades.				
-1	Bluff	СНА	-1	0	n/a	0	marked by other.					
-1	Diplomacy	СНА	-1	0	n/a	0	Combat Superiority - Add Wis mod to opportunity attacks	<u> </u>				
2	Dungeoneering	wis	2	0	n/a	0	Hit ends foe's movement (if any) this action.					
3			0	5	-2	0	Fighter Talents - Select a Fighter Talent.					
7	Endurance	CON	2	5	n/a	0	One-handed Weapon Talent - +1 on attacks with					
	Heal	WIS					one-handed weapons.					
0	History	INT	0	0	n/a	0						
2	Insight	WIS	2	0	n/a	0						
4	Intimidate	СНА	-1	5	n/a	0						
2	Nature	wis	2	0	n/a	0						
2	Perception	wis	2	0	n/a	0						
0	Religion	INT	0	0	n/a	0						
-2	Stealth	DEX	0	0	-2	0						
-1	Streetwise	СНА	-1	0	n/a	0	Common, Draconic					
-2				0	-2	0						
Tarri	Thievery	DEX	Ľ				Page 1					
iaiii	J						raye 1					

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT				
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.					
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS					
Tide of Iron	WEAPON					
Combat Challenge	WEAPON					
Sure Strike	WEAPON					
Shield Feint	WEAPON					
	ARMOR					
	ARMS					
ENCOUNTER POWERS	FEET					
Second Wind	HANDS					
Covering Attack	HEAD					
	NECK					
	RING	·				
	RING	¥ · ·				
	WAIST	PERSONALITY TRAITS				
DAILY POWERS						
Comeback Strike						
<u>_</u>						
		l				
		MANNERISMS AND APPEARANCE				
UTILITY POWERS						
	Daily Item Powers Per Day					
	Heroic (1-10) Milestone / / / /	CHARACTER BACKGROUND				
	Paragon (11-20) Milestone / <th <="" th=""> <th <="" th=""> <th <="" th=""> <th <="" th=""></th></th></th></th>	<th <="" th=""> <th <="" th=""> <th <="" th=""></th></th></th>	<th <="" th=""> <th <="" th=""></th></th>	<th <="" th=""></th>		
	Epic (21-30) Milestone / <th <="" th=""> <th <="" th=""> <th <="" th=""> <th <="" th=""></th></th></th></th>	<th <="" th=""> <th <="" th=""> <th <="" th=""></th></th></th>	<th <="" th=""> <th <="" th=""></th></th>	<th <="" th=""></th>		
		·				
OTHER EQUIPMENT	RITUALS / ALCHEMY	·				
Scale Armor (E) Adventurer's Kit						
Longsword (E)						
Heavy Shield (E)		COMPANIONS AND ALLIES				
		COMPANIONS AND ALLIES				
		SESSION AND CAMPAIGN NOTES				
COINS AND OTHER WEALTH						
Money on hand: 15 gp						
Stored money: 0 gp						
Encumbrance: 97 / 200						

A.AFE MARE 2.2 Accolatics DEX DEX Martin Order Fighter Martin Description Description Martin Order Fighter Martin Description Description Martin Description Description Description Description Standard Description DEX Outcomercing USE Standard Description DEX Outcomercing DEX Standard Description DEX Outcomercing Description Standard Description DEX Outcomercing Description Standard Description DEX Description Description Standard Description DEX Description Description Standard Description Description Description Description Description Standard Description Description Description Description Description Standard Description Description Description Description Description Standard Description Description Des	ARACTER NAME	Skills Action Point				
2 Thievery DEX 12 Passive Indoft 12 <t< td=""><td>arris INT INT INT INT INT INT INT INT INT INT</td><td>-2 Acrobatics DEX ADDITIONAL EFFECTS 0 Arcana INT 8 Athletics STR (Trained) -1 Bluff CHA CHA -1 Diplomacy CHA CHA 2 Dungeoneering WIS WIS 3 Endurance CON (Trained) 7 Heal WIS (Trained) 0 History INT 2 Insight WIS 4 Intimidate CHA (Trained) 2 Nature WIS 2 Perception WIS US 2 Perception WIS 0 Religion INT -2 Stealth DEX</td><td></td></t<>	arris INT	-2 Acrobatics DEX ADDITIONAL EFFECTS 0 Arcana INT 8 Athletics STR (Trained) -1 Bluff CHA CHA -1 Diplomacy CHA CHA 2 Dungeoneering WIS WIS 3 Endurance CON (Trained) 7 Heal WIS (Trained) 0 History INT 2 Insight WIS 4 Intimidate CHA (Trained) 2 Nature WIS 2 Perception WIS US 2 Perception WIS 0 Religion INT -2 Stealth DEX				
Second Wind Tide of Iron Combat Challenge Standard Image: Standard	Image: Decision of the second	-2 Thievery DEX ADDITIONAL EFFECTS Effect: Gain a standard action this turn. Special: You are reset to one action poin you take an extended rest. You gain an ar point each milestone.	ction			
Immedia						
Standard Personal Standard Personal Standard Personal RANGE ATTON RANGE ATTON RANGE RANGE ATTON RANGE ATTON RANGE The points. You gain a +2 bonus to all defenses until the start of your next turn. Requirement: You must be using a shield. ATTACK DEFENSE TARGET Requirement: You must be using a shield. Attack: Strength vs. AC Requirement: You must be using a shield. Hat des not include you, you can make a m basic attack against that enemy. basic attack against that enemy. Cost Longsword: +10 attack, 1d8+5 damage Actional effects Attack: Strength vs. AC Attack: Strength vs. AC Surgestrike Shield Feint Cost Attack against that enemy. Attack against that enemy. Surgestrike Shield Feint Covering Attack Attack against that enemy. Attack against that enemy. Standard A Cone creature Attack		, s				
ACTION Image: Control in the provided in the pro			USED			
ATWIL DAILY ATWIL ERCOUNTER DAILY Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn. 10 vs AC One creature ATTACK DEFENSE TARGET Requirement: You must be using a shield. Hit: 1(W) + Strength modifier (+5) 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 (+5) at 21st level. Nontrows tereors Nontrows tereors Nontrows tereors Nontrows tereors Nontrows tereors Surge Strike Shield Feint Dunceouts @Doncouts AT-WILL POWER Dunceouts @Doncouts Melee weapon Standard Melee weapon Standard Melee weapon Standard Melee weapon Attack: Strength + 2 vs. AC Melee weapon Standard Melee weapon Standard Melee weapon Attack: Strength + 2 vs. AC Melee weapon Standard Melee weapon Standard Melee weapon Attack: Strength + 2 vs. AC Melee weapon Standard Melee weapon Standard Melee weapon Attack: Strength + 2 vs. AC Melee weapon	Z. 19					
Init points, four spend a nearing sulge and regaring on the points (voints, four spend a nearing sulge and regaring sulf equinement: You must be using a shield. Requirement: You must be using a shield. Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+5) damage, and you push the target 1 square if it is you 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 (+5) at 21st level. Effect: Whenever an enemy marked by you adjacent to you and shifts or makes an attact that care occupied. Increase damage to 2[W] + Strength modifier (+5) at 21st level. Notitione. Effect: Notitione. Effect: When the space that the target occupied. Increase damage to 2[W] + Strength modifier (+5) at 21st level. Effect: When the space that the target occupied. Increase damage to 2[W] + Strength modifier (+5) at 21st level. Class Longsword: +10 attack, 1d8+5 damage Attack: Strength vs. AC Effect: When the space that the target occupied. Increase damage to 2[W] + Strength modifier (+5) damage. Class Longsword: +10 attack. Melee weapon Class Increase damage to 2[W] at 21st level. Standard Melee weapon Standard * Melee weapon Standard * Melee weapon Standard * Melee weapon Standard * Melee weapon Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+5) damage, and you gain a +3 power bornus to your next attack. Increase damage to 2[W] at 21st level. Nee Cone creature<						
until the start of your next turn. Attack: Strength vs. AC adjacent to you and shifts or makes an attack that does not include you, you can make a m 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 (+5) at 21st level. adjacent to you and shifts or makes an attack that does not include you, you can make a m basic attack against that enemy. NOTITIONE EFFECTS Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+5) damage Automouse 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 (+5) at 21st level. Automouse 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. CLASS LONG PH CLASS Fighter LONG PH Automouse the can be added to a space that the target occupied. Automouse the can be added to a space that the target occupied. Sure Strike Shield Feint Standard * Mital, Weapon Standard * Mita	fect: You spend a healing surge and regain 6	ATTACK DEFENSE TARGET ATTACK DEFENSE TARGET				
UTILITY POWER DUNCEONS & DRACONS AT-WILL POWER DUNCEONS & DRACONS AT-WILL POWER DUNCEONS & DRACONS Sure Strike Shield Feint Covering Attack KETWORDS Martial, Weapon USED KETWORDS Martial, Weapon USED KETWORDS Martial, Weapon Standard * Melee weapon Standard * Melee weapon Standard * Melee weapon ACTION Standard * Melee weapon ACTION Standard * Melee weapon ATTACK DEFENSE TARGET ATTACK DEFENSE TARGET Attack: Strength + 2 vs. AC Requirement: You must be using a shield. Attack: Strength vs. AC Hit: I/W] damage. Increase damage to 2[W] at 21st level. Requirement: You must be using a shield. Attack: Strength ws. AC Hit: I/W] + Strength modifier (+5) damage, and you gain a +3 power bonus to your next attack roll against the target before the end of your next Iongsword: +10 attack, 2d8+5 damage		 Hit: 1[W] + Strength modifier (+5) 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 (+5) at 21st level. Longsword: +10 attack, 1d8+5 damage 	adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy.			
UTILITY POWER DUNCEONS & DRACONS AT-WILL POWER DUNCEONS & DRACONS AT-WILL POWER DUNCEONS & DRACONS Sure Strike Shield Feint Covering Attack KETWORDS Martial, Weapon USED KETWORDS Martial, Weapon USED KETWORDS Martial, Weapon Standard * Melee weapon Standard * Melee weapon Standard * Melee weapon ACTION Standard * Melee weapon ACTION Standard * Melee weapon ATTACK DEFENSE TARGET ATTACK DEFENSE TARGET Attack: Strength + 2 vs. AC Requirement: You must be using a shield. Attack: Strength vs. AC Hit: I/W] damage. Increase damage to 2[W] at 21st level. Requirement: You must be using a shield. Attack: Strength ws. AC Hit: I/W] + Strength modifier (+5) damage, and you gain a +3 power bonus to your next attack roll against the target before the end of your next Iongsword: +10 attack, 2d8+5 damage						
Sure Strike Shield Feint Covering Attack KEYWORDS Martial, Weapon USED KEYWORDS Martial, Weapon USED Standard *	S LEVEL BOOK PH	CLASS Fighter LEVEL 1 BOOK PH CLASS LEVEL * BOOK PH				
KEYWORDS Martial, Weapon USED KEYWORDS Martial, Weapon Standard *	ILITY POWER DUNGEONS & DRAGONS	AT-WILL POWER DUNCEONS & DRAGONS AT-WILL POWER DUNCEONS & D	RAGONS			
Standard * • • • • • • • • • • • • • • • • • • •	ure Strike	Shield Feint Covering Attack				
Standard * + * * + * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *	WORDS	KEYWORDS	USED			
ACTION RANGE ACTION RANGE ACTION RANGE 12 vs AC One creature 10 vs ACTION ACTION <td></td> <td></td> <td></td>						
ATTACKDEFENSETARGETATTACKDEFENSETARGETATTACKDEFENSETARGETAttack:Strength + 2 vs. ACRequirement:You must be using a shield.Attack:Strength vs. ACAttack:Strength vs. ACHit:1[W] damage.Increase damage to 2[W] at 21st level.Hit:1[W] + Strength modifier (+5) damage, or ultraget to you gain a +3 power bonus to your next attack roll against the target before the end of your nextAttack.Longsword: +10 attack.2d8+5 damage			1			
Attack: Strength + 2 vs. AC Requirement: You must be using a shield. Attack: Strength vs. AC Hit: 1[W] damage. Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+5) damage, and you gain a +3 power bonus to your next attack roll against the target before the end of your next Attack: Strength vs. AC						
Hit:1[W] damage.Hit:2[W] + Strength modifier (+5) damage, an ally adjacent to the target can shift 2 squa ou gain a +3 power bonus to your next attack roll against the target before the end of your nextHit:2[W] + Strength modifier (+5) damage, an ally adjacent to the target can shift 2 squa Longsword: +10 attack, 2d8+5 damage						
turn. Level 21: 2[W] + Strength modifier (+5). Longsword: +10 attack, 1d8+5 damage	t: 1[W] damage. crease damage to 2[W] at 21st level.	Attack: Strength vs. ACHit: 2[W] + Strength modifier (+5) damage, and you gain a +3 power bonus to your next attack roll against the target before the end of your next turn. Level 21: 2[W] + Strength modifier (+5).Hit: 2[W] + Strength modifier (+5) damage an ally adjacent to the target can shift 2 s Longsword: +10 attack, 2d8+5 damage turn.				
ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS						
CLASS Fighter LEVEL 1 BOOK PH CLASS Fighter LEVEL 1 BOOK Dragon 385 CLASS Fighter LEVEL 1 BOOK PH AT-WILL POWER DUNGEONS & DRAGONS AT-WILL POWER DUNGEONS & DRAGONS ENCOUNTER POWER DUNGEONS & DRAGONS						

Comeback Strike									
KEYWORDS He	KEYWORDS Healing, Martial, Reliable, Weapon								USED
Standard	*	4	ア		Melee weapon				
ACTION		÷	중 RANGE						
10	vs	AC			One creature				
ATTACK		DEF	ENSE			T	ARGE	г	
Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+5) damage, and you can spend a healing surge. Longsword: +10 attack, 2d8+5 damage									
ADDITIONAL EFFECTS									
^{CLASS} Fighter					LEVEL 1		^{BOOK} P	РН	
DAILY PC	WE	R		Ī)UNC	EO	NS	DRA	GONS