

Player Name

Tarris 1 Fighter 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium Male Good Yerth
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	5
11	CON Constitution	0	0
10	DEX Dexterity	0	0
10	INT Intelligence	0	0
14	WIS Wisdom	2	2
8	CHA Charisma	-1	-1

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+
12	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	0	5		3	1	0	1

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	5				0	1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
26	13	6	9

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS
+1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

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.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	5		0		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5		0		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Longsword	1d8+5
6	vs AC	Unarmed (Melee)	1d4+5
0	vs AC	Unarmed (Range)	1d4
	vs		

SKILLS

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

FEATS

Human Perseverance - +1 to saving throws

Weapon Expertise (Heavy Blade) - Gain bonus to attack rolls with heavy blades.

LANGUAGES KNOWN

Common, Draconic

POWER INDEX

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

AT-WILL POWERS

Tide of Iron	
Combat Challenge	
Sure Strike	
Shield Feint	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Covering Attack	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Comeback Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Scale Armor (E)
Adventurer's Kit
Longsword (E)
Heavy Shield (E)

COINS AND OTHER WEALTH

Money on hand: 15 gp
Stored money: 0 gp
Encumbrance: 97 / 200

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	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Tarris

PLAYER NAME

RACE Human CLASS Fighter LEVEL 1

SCORE	ABILITY	MOD
HP 26	STR +5	AC 19
Spd 5	CON +0	Fort 18
Init +0	DEX +0	Ref 13
	INT +0	Will 13
	WIS +2	
	CHA -1	

12 Passive Insight 12 Passive Perception


Skills

-2	Acrobatics	DEX
0	Arcana	INT
8	Athletics	STR (Trained)
-1	Bluff	CHA
-1	Diplomacy	CHA
2	Dungeoneering	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
0	Religion	INT
-2	Stealth	DEX
-1	Streetwise	CHA
-2	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Martial, Weapon USED

Standard * [down] [right] Personal

ACTION [left] [right] **RANGE**

AT-WILL ENCOUNTER 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.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Tide of Iron

KEYWORDS Martial, Weapon USED

Standard * [down] [right] Melee weapon

ACTION [left] [right] **RANGE**

10 vs AC One creature

ATTACK **DEFENSE** **TARGET**

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 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

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Combat Challenge

KEYWORDS Martial, Weapon USED

Imm Interr * [down] [right] Melee

ACTION [left] [right] **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 Fighter LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Sure Strike

KEYWORDS Martial, Weapon USED

Standard * [down] [right] Melee weapon

ACTION [left] [right] **RANGE**

12 vs AC One creature

ATTACK **DEFENSE** **TARGET**

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

Longsword: +12 attack, 1d8+0 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Shield Feint

KEYWORDS Martial, Weapon USED

Standard * [down] [right] Melee weapon

ACTION [left] [right] **RANGE**

10 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be using a shield.
Attack: Strength vs. AC
Hit: 1[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).

Longsword: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK Dragon 385

Covering Attack

KEYWORDS Martial, Weapon USED

Standard * [down] [right] Melee weapon

ACTION [left] [right] **RANGE**

10 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) damage, and an ally adjacent to the target can shift 2 squares.

Longsword: +10 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Comeback Strike

KEYWORDS Healing, Martial, Reliable, Weapon USED

Standard	*	↓	↘	Melee weapon
ACTION		↔	✖	RANGE
10	vs	AC		One creature
ATTACK		DEFENSE		TARGET

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 PH

DAILY POWER 