

Player Name

Craig McBeard 3 **Fighter** 2,250
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Dwarf Medium This Ma Male 4'8" 200 Good
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	1	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	6			1		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	4
16	CON Constitution	3	4
13	DEX Dexterity	1	2
10	INT Intelligence	0	1
14	WIS Wisdom	2	3
11	CHA Charisma	0	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	11	3	2				

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	REF	11	1					

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	11	2					

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Perception	10 +	3

SPECIAL SENSES
Low-light Vision

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Maul

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

ABILITY: Melee Basic Attack - Dagger

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Maul

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d6+5	3	2			

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Maul	2d6+5
7	vs AC	Dagger (Melee)	1d4+3
5	vs AC	Dagger (Range)	1d4+1
6	vs AC	Battleaxe	1d10+5

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
43	21	10
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES
	12

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Dwarven Weapon Proficiency** - Proficient with throwing hammer and warhammer.
- Cast-Iron Stomach** - +5 bonus to saving throws against poison.
- Encumbered Speed** - Armor or heavy load doesn't reduce your speed. (Other effects still can.)
- Dwarven Resilience** - Second wind is minor action, not standard.
- Stand Your Ground** - Can move 1 less when forced to

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.
 - Two-handed Weapon Talent** - +1 on attacks with two-handed weapons.

LANGUAGES KNOWN

Common, Dwarven

SKILLS

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

CHARACTER NAME
Craig McBeard

PLAYER NAME

RACE Dwarf CLASS Fighter LEVEL 3

HP 43	STR 16	AC 18
Spd 5	CON 16	Fort 16
Init +2	DEX 13	Ref 12
	INT 10	Will 13
	WIS 14	
	CHA 11	
13 Passive Insight	13 Passive Perception	



Second Wind

KEYWORDS		USED
Minor	↑ ↓ ↻	Personal
ACTION	← → ✖	RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
 Second wind is a minor action for dwarves.

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		One creature
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.

Maul: +7 attack, 2d6+5 damage
 Dagger: +7 attack, 1d4+3 damage
 Battleaxe: +6 attack, 1d10+5 damage
 Unarmed: +4 attack, 1d4+3 damage

ADDITIONAL EFFECTS
 +2 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL * BOOK

Ranged Basic Attack

KEYWORDS Weapon		USED
Standard	* ↑ ↓ ↻	Ranged weapon
ACTION	← → ✖	RANGE
5 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
 Hit: 1[W] + Dexterity modifier (+1) damage. Increase damage to 2[W] + Dexterity modifier (+1) 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.

Dagger: +5 attack, 1d4+1 damage
 Unarmed: +2 attack, 1d4+1 damage

ADDITIONAL EFFECTS
 +2 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL * BOOK

Combat Challenge

KEYWORDS Martial, Weapon		USED
Imm Interr	* ↑ ↓ ↻	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

AT-WILL POWER

DUNGEONS & DRAGONS

AT-WILL POWER

DUNGEONS & DRAGONS

Cleave

KEYWORDS Martial, Weapon		USED
Standard	* ↑ ↓ ↻	Melee weapon
ACTION	← → ✖	RANGE
7 vs AC		One creature
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.

Maul: +7 attack, 2d6+5 damage
 Dagger: +7 attack, 1d4+3 damage
 Battleaxe: +6 attack, 1d10+5 damage
 Unarmed: +4 attack, 1d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK *PH*

AT-WILL POWER

DUNGEONS & DRAGONS

Reaping Strike

KEYWORDS Martial, Weapon		USED
Standard	* ↑ ↓ ↻	Melee weapon
ACTION	← → ✖	RANGE
7 vs AC		One creature
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).

Maul: +7 attack, 2d6+5 damage
 Dagger: +7 attack, 1d4+3 damage
 Battleaxe: +6 attack, 1d10+5 damage
 Unarmed: +4 attack, 1d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK *PH*

AT-WILL POWER

DUNGEONS & DRAGONS

Spinning Sweep

KEYWORDS Martial, Weapon		USED
Standard	* ↑ ↓ ↻	Melee weapon
ACTION	← → ✖	RANGE
7 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+3) damage, and you knock the target prone.

Maul: +7 attack, 2d6+5 damage
 Dagger: +7 attack, 1d4+3 damage
 Battleaxe: +6 attack, 1d10+5 damage
 Unarmed: +4 attack, 1d4+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK *PH*

ENCOUNTER POWER

DUNGEONS & DRAGONS

Parry and Riposte

KEYWORDS		Martial, Weapon	USED
Imm React	* ↓ ↘	Melee weapon	
ACTION	↖ ✖	RANGE	
7	vs	AC	The triggering enemy
ATTACK	DEFENSE	TARGET	
Trigger: An enemy misses you or an ally with a melee attack			
Attack: Strength vs. AC			
Hit: 1[W] + Strength modifier (+3) damage, and the target grants combat advantage to you and your allies until the end of your next turn.			
Maul: +7 attack, 2d6+5 damage			
Dagger: +7 attack, 1d4+3 damage			
Battleaxe: +6 attack, 1d10+5 damage			
Unarmed: +4 attack, 1d4+3 damage			
ADDITIONAL EFFECTS			
CLASS	Fighter	LEVEL	3
BOOK	MP		

ENCOUNTER POWER



Brute Strike

KEYWORDS		Martial, Reliable, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	↖ ✖	RANGE	
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Attack: Strength vs. AC			
Hit: 3[W] + Strength modifier (+3) damage.			
Maul: +7 attack, 6d6+5 damage			
Dagger: +7 attack, 3d4+3 damage			
Battleaxe: +6 attack, 3d10+5 damage			
Unarmed: +4 attack, 3d4+3 damage			
ADDITIONAL EFFECTS			
CLASS	Fighter	LEVEL	1
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).			
ADDITIONAL EFFECTS			
CLASS	Fighter	LEVEL	2
BOOK	PH		

UTILITY POWER



Maul

2d6	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
y two-handed melee weapon			
Cost: 30 gp			
Damage: 2d6			
Proficient: +2			
Weight: 12 lb.			
Melee Basic Attack: +7 attack, 2d6+5 damage			
NOTES			
ITEM SLOT	Two-Hands	WEIGHT	12
PRICE	30	BOOK	

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+3 damage			
Ranged Basic Attack: +5 attack, 1d4+1 damage			
NOTES			
ITEM SLOT	Off-hand	WEIGHT	1
PRICE	1	BOOK	

WEAPON



Battleaxe

1d10	2	Axe	
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: +6 attack, 1d10+5 damage			
NOTES			
Formerly owned by Irontooth (from the KotS).			
ITEM SLOT	One-hand	WEIGHT	6
PRICE	15	BOOK	

WEAPON



Adventurer's Kit

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

ITEM



Rations, Trail

			12
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT		WEIGHT	10
PRICE	5	BOOK	

ITEM



Flask (empty)

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

ITEM



Tent			
AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 20	PRICE 10	BOOK

ITEM



Dwarven Chainmail +1			
AC BONUS	CHECK	SPEED	QUANTITY
6	-1	-1	1
+1 AC		2	Armor
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
Gain a +1 item bonus to Endurance checks.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.			
ITEM SLOT	Body	WEIGHT 40	PRICE 520

MAGIC ITEM



Potion of Healing (heroic tier)			
AC BONUS	CHECK	SPEED	QUANTITY
			1
		5	Potion
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
POWER			
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
ITEM SLOT	WEIGHT 0	PRICE 50	BOOK

MAGIC ITEM

