

Player Name

Kettil Thorsson 3 Fighter 2,402
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 17 Male 6'6" 240 lbs. Good Kord
 Race Size Age Gender Height Weight Alignment Deity
Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	2	1	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	11	7				1	

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	6
10	CON Constitution	0	1
14	DEX Dexterity	2	3
8	INT Intelligence	-1	0
11	WIS Wisdom	0	1
10	CHA Charisma	0	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	11	5	2		1	1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+

11	Passive Perception	10	+
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SPECIAL SENSES

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longspear

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	1	5		2			1

ABILITY: Melee Basic Attack - Javelin

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	5		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longspear

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	5				

ABILITY: Melee Basic Attack - Javelin

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Longspear	1d10+5
8	vs AC	Javelin (Melee)	1d6+5
8	vs AC	Javelin (Range)	1d6+5
6	vs AC	Unarmed (Melee)	1d4+5

FEATS

Hafted Defense - +1 AC and Reflex while wielding polearm or staff in two hands

Polearm Flanker - Flank from 1 square away when using polearm

Imperishable Destiny

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
37	18	9
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED
	<input type="checkbox"/>

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

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.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

Human Power Selection - Choose an option for your human character.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

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 Agility

Fighter Talents - You gain a fighter talent

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

LANGUAGES KNOWN

Common, Giant

CHARACTER NAME
Kettil Thorsson

PLAYER NAME

RACE Human CLASS Fighter LEVEL 3

SCORE	ABILITY	MOD
20	STR	+5
10	CON	+0
14	DEX	+2
8	INT	-1
11	WIS	+0
10	CHA	+0

HP 37 AC 19 Fort 20 Ref 16 Will 13

Init +5

11 Passive Insight 11 Passive Perception


Skills

3	Acrobatics	DEX
0	Arcana	INT
11	Athletics	STR (Trained)
1	Bluff	CHA
6	Diplomacy	CHA (Trained)
1	Dungeoneering	WIS
6	Endurance	CON (Trained)
1	Heal	WIS
0	History	INT
1	Insight	WIS
1	Intimidate	CHA
1	Nature	WIS
1	Perception	WIS
0	Religion	INT
3	Stealth	DEX
6	Streetwise	CHA (Trained)
3	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: Standard, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: LEVEL: BOOK: PH

Cleave

KEYWORDS: Martial, Weapon, Standard, ACTION, RANGE

9 vs AC

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+5).
Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Longspear: +9 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 1 BOOK: PH

Combat Challenge

KEYWORDS: Martial, Weapon, Imm Interr, 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

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Combat Agility

KEYWORDS: Martial, Weapon, Opportunity, ACTION, RANGE

vs

ATTACK DEFENSE TARGET

Trigger: An enemy adjacent to you takes an action that provokes an opportunity attack
Effect: After the triggering enemy completes the action, you shift a number of squares equal to your Dexterity modifier (+2). You must end the shift closer to the target than you were when you began the shift. Then make the following attack.
Target: The triggering enemy
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage, and you knock the target prone.
Level 21: 2[W] + Strength modifier (+5) damage.

ADDITIONAL EFFECTS

CLASS: LEVEL: * BOOK: MP2

Resolute Shield

KEYWORDS: Martial, Weapon, Standard, ACTION, RANGE

9 vs AC

ATTACK DEFENSE TARGET

Requirement: You must be using a shield.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage, and you gain resist equal to your Constitution modifier (+0) against the target's attacks until the end of your next turn.
Increase damage to 2[W] + your Strength modifier (+5) at 21st level.

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 1 BOOK: Dragon 382

Footwork Lure

KEYWORDS: Martial, Weapon, Standard, ACTION, RANGE

9 vs AC

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage. You can shift 1 square and slide the target 1 square into the space you left.
Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Longspear: +9 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 1 BOOK: MP

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Steel Serpent Strike

KEYWORDS Martial, Weapon		USED
Standard	* ↓ ↘	Melee weapon
ACTION	↶ ↷	RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+5) damage, and the target is slowed and cannot shift until end of your next turn.</p> <p>Longspear: +9 attack, 2d10+5 damage</p>		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 1	BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Advance Lunge

KEYWORDS Martial, Weapon		USED
Standard	* ↓ ↘	Melee weapon
ACTION	↶ ↷	RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET
<p>Effect: Before the attack, you can shift 1 square. Weapon: If you're wielding a light blade or a spear, you can either shift 2 squares before the attack or shift 1 square before and 1 square after. Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+5) damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier (+2).</p> <p>Longspear: +9 attack, 2d10+5 damage</p>		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 3	BOOK MP

ENCOUNTER POWER DUNGEONS & DRAGONS

Brute Strike

KEYWORDS Martial, Reliable, Weapon		USED
Standard	* ↓ ↘	Melee weapon
ACTION	↶ ↷	RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+5) damage.</p> <p>Longspear: +9 attack, 3d10+5 damage</p>		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 1	BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Full Extension

KEYWORDS Martial		USED
Minor	↓ ↘	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Effect: The reach of the next melee weapon attack you make before the end of your turn increases by 1.</p>		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 2	BOOK MP2

UTILITY POWER DUNGEONS & DRAGONS

Amulet of Health +1

		1	
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		3	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
You gain poison resistance equal to twice the amulet's enhancement bonus.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT Neck	WEIGHT 0	PRICE 680	BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS