

Player Name

 Fafhrd
 Character Name: Fafhrd
 Race: Human
 Size: Medium
 Age: 1
 Gender: Male
 Height: 6'4"
 Weight: 225 lb.
 Class: Fighter
 Paragon Path: Unaligned
 Deity:

 Epic Destiny: _____
 Total XP: 0
 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
16	AC	10	6					
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
14	CON Constitution	2	2
10	DEX Dexterity	0	0
10	INT Intelligence	0	0
11	WIS Wisdom	0	0
8	CHA Charisma	-1	-1

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	10	5	2			1	
CONDITIONAL BONUSES								

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+
10	Passive Perception	10	+
SPECIAL SENSES			

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	REF	10					1	
CONDITIONAL BONUSES								

ATTACK WORKSPACE								
ABILITY: Melee Basic Attack - Longsword								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 8	0	5		3		0		
ABILITY: Melee Basic Attack - Dagger								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 8	0	5		3		0		

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	
SURGE VALUE	SURGES/DAY		
29	14	7	11
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS +2 Feat bonus while you are bloodied against effects that immobilize, daze, stun, or weaken you			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	2
1	2	3
2	3	
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Longsword					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	5		0		
ABILITY: Melee Basic Attack - Dagger					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5		0		

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.

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Longsword	1d8+5
8	vs AC	Dagger (Melee)	1d4+5
3	vs AC	Dagger (Range)	1d4
7	vs AC	Handaxe (Melee)	1d6+5

SKILLS						
BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-1	Acrobatics	DEX	0	0	-1	0
0	Arcana	INT	0	0	n/a	0
4	Athletics	STR	5	0	-1	0
-1	Bluff	CHA	-1	0	n/a	0
-1	Diplomacy	CHA	-1	0	n/a	0
0	Dungeoneering	WIS	0	0	n/a	0
6	Endurance	CON	2	5	-1	0
5	Heal	WIS	0	5	n/a	0
0	History	INT	0	0	n/a	0
0	Insight	WIS	0	0	n/a	0
4	Intimidate	CHA	-1	5	n/a	0
0	Nature	WIS	0	0	n/a	0
0	Perception	WIS	0	0	n/a	0
0	Religion	INT	0	0	n/a	0
-1	Stealth	DEX	0	0	-1	0
4	Streetwise	CHA	-1	5	n/a	0
-1	Thievery	DEX	0	0	-1	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 Agility	
Fighter Talents	- Select a Fighter Talent.
Battlerager Vigor	- Temp hp when you hit with melee or close; double with invigorating, temp HP if miss with invigorating, +2 damage in light armor with some weapons

FEATS	
Improved Vigor	- Invigorating powers grant +1 temporary hp
Don't Count Me Out	- +2 to saving throws against immobilize, daze, stun, weaken; +3 with Human Perseverance

CHARACTER NAME
Fafhrd

PLAYER NAME

RACE Human CLASS Fighter LEVEL 1

SCORE	ABILITY	MOD
HP 29	STR +5	AC 16
Spd 5	CON +2	Fort 18
Init +0	DEX +0	Ref 11
	INT +0	Will 11
	WIS +0	
	CHA -1	

10 Passive Insight **10** Passive Perception


Skills

-1	Acrobatics	DEX
0	Arcana	INT
4	Athletics	STR
-1	Bluff	CHA
-1	Diplomacy	CHA
0	Dungeoneering	WIS
6	Endurance	CON (Trained)
5	Heal	WIS (Trained)
0	History	INT
0	Insight	WIS
4	Intimidate	CHA (Trained)
0	Nature	WIS
0	Perception	WIS
0	Religion	INT
-1	Stealth	DEX
4	Streetwise	CHA (Trained)
-1	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**

Second Wind

KEYWORDS: Standard, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: LEVEL: BOOK: PH

PLAY DATA **DUNGEONS & DRAGONS**

Brash Strike

KEYWORDS: Martial, Weapon, Standard, Melee weapon, ACTION, RANGE

10 vs **AC**

ATTACK **DEFENSE** **TARGET**

Attack: Strength +2 vs. AC
Hit: 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.
Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier (+2).
Effect: You grant combat advantage to the target until the start of your next turn.

Longsword: +10 attack, 1d8+5 damage
Dagger: +10 attack, 1d4+5 damage

ADDITIONAL EFFECTS
+1 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter LEVEL: 1 BOOK: MP

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Combat Challenge

KEYWORDS: Martial, Weapon, Imm Interr, Melee, ACTION, RANGE

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, Melee weapon, ACTION, RANGE

8 vs **AC**

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 (+0). 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.

Longsword: +8 attack, 1d8+5 damage
Dagger: +8 attack, 1d4+5 damage

ADDITIONAL EFFECTS
+1 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: LEVEL: * BOOK: MP2

Crushing Surge

KEYWORDS: Invigorating, Martial, Weapon, Standard, Melee weapon, ACTION, RANGE

8 vs **AC**

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Longsword: +8 attack, 1d8+5 damage
Dagger: +8 attack, 1d4+5 damage

ADDITIONAL EFFECTS
+1 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter LEVEL: 1 BOOK: MP

Footwork Lure

KEYWORDS: Martial, Weapon, Standard, Melee weapon, ACTION, RANGE

8 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.

Longsword: +8 attack, 1d8+5 damage
Dagger: +8 attack, 1d4+5 damage

ADDITIONAL EFFECTS
+1 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter LEVEL: 1 BOOK: MP

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Bell Ringer

KEYWORDS		Invigorating, Martial, Weapon		USED
Standard	* ↓ ↘	Melee weapon		
ACTION	↶ ↷	RANGE		
8	vs	Fort	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Strength vs. Fortitude Hit: The target is dazed until the end of your next turn. Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals damage equal to your Constitution modifier (+2).</p> <p>Longsword: +8 attack Dagger: +8 attack</p>				
ADDITIONAL EFFECTS				
CLASS	Fighter	LEVEL	1	BOOK <i>MP</i>
ENCOUNTER POWER		DUNGEONS & DRAGONS		

Knee Breaker

KEYWORDS		Invigorating, Martial, Weapon		USED
Standard	* ↓ ↘	Melee weapon		
ACTION	↶ ↷	RANGE		
8	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+5) damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends). Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier (+2). Miss: Half damage, and the target is not slowed or immobilized.</p> <p>Longsword: +8 attack, 2d8+5 damage Dagger: +8 attack, 2d4+5 damage</p>				
ADDITIONAL EFFECTS				
+1 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.				
CLASS	Fighter	LEVEL	1	BOOK <i>MP</i>
DAILY POWER		DUNGEONS & DRAGONS		