

Player Name _____

pendragon		6	Fighter					7,500
Character Name	Level	Class	Paragon Path	Epic Destiny				Total XP
Half-Orc	Medium	25	Male	7	300	Chaotic Evil	Abbathor	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company
								RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
9	3	3	3

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	13	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
19	STR Strength	4	7
14	CON Constitution	2	5
16	DEX Dexterity	3	6
10	INT Intelligence	0	3
14	WIS Wisdom	2	5
8	CHA Charisma	-1	2

DEFENSES (CONT)

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	13	4	2				
17	REF	13	3				1	
15	WILL	13	2					

CONDITIONAL BONUSES

SENSES

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

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	3	4		3			

ABILITY: Melee Basic Attack - Mace

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	3	4		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
59	29	14
1/2 HP	1/4 HP	SURGES/DAY
12		

CURRENT HIT POINTS: *20*

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

RACE FEATURES

Furious Assault - Have the furious assault power

Half-Orc Resilience - Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter

Swift Charge - +2 bonus to speed when charging

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Longsword	1d8+4
10	vs AC	Handaxe (Melee)	1d6+4
10	vs AC	Handaxe (Range)	1d6+4
10	vs AC	Dagger (Melee)	1d4+4

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
6	Acrobatics	DEX	6	0		
3	Arcana	INT	3	0	n/a	
14	Athletics	STR	7	5		2
2	Bluff	CHA	2	0	n/a	
2	Diplomacy	CHA	2	0	n/a	
5	Dungeoneering	WIS	5	0	n/a	
12	Endurance	CON	5	5		2
10	Heal	WIS	5	5	n/a	
3	History	INT	3	0	n/a	
5	Insight	WIS	5	0	n/a	
4	Intimidate	CHA	2	0	n/a	2
5	Nature	WIS	5	0	n/a	
5	Perception	WIS	5	0	n/a	
3	Religion	INT	3	0	n/a	
6	Stealth	DEX	6	0		
2	Streetwise	CHA	2	0	n/a	
6	Thievery	DEX	6	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.

Tempest Technique - When wielding two weapons, +1 on attacks with offhand weapons; gain Two-Weapon Defense; in light armor or chainmail with two weapons, +1 damage with melee or close weapon attacks, +2 with offhand weapons

FEATS

Two-Weapon Defense - +1 to AC and Reflex while holding a weapon in each hand

Swift Blade Style - Augment at-will exploits

Reaving Axe Raider

Thirst for Battle - +3 to initiative and one additional healing surge

Two-Weapon Threat - +3 damage on opportunity attacks with two melee weapons

LANGUAGES KNOWN

Common, Giant

POWER INDEX

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

AT-WILL POWERS

Combat Challenge	
Dual Strike	
Cleave	

ENCOUNTER POWERS

Furious Assault	<input type="checkbox"/>
Insightful Strike	<input type="checkbox"/>
Sweeping Blow	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Tempest Dance	<input type="checkbox"/>
Nimble Bladestorm	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

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

Adventurer's Kit
Backpack (empty)
Flint and Steel
Mystic Salves (Heal)
Sunrods
Waterskin
Longsword (E)
Mace
Dagger
Handaxe (E)
Scale Armor (E)

COINS AND OTHER WEALTH

Money on hand: 8 gp
Stored money: 0 gp
Encumbrance: 100 / 190

MAGIC ITEM INDEX

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

MAGIC ITEMS

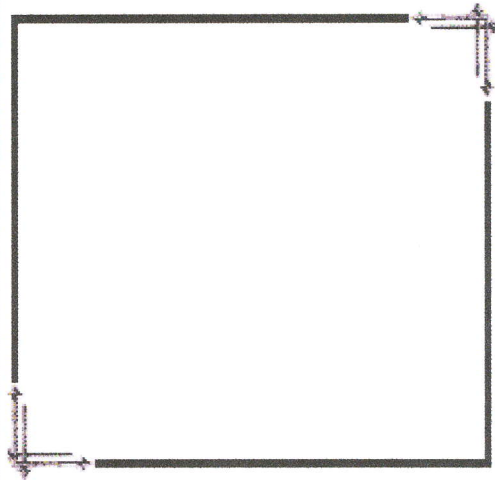
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>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

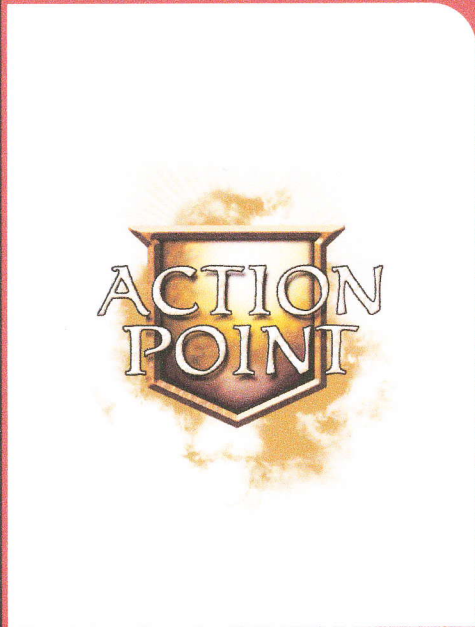
CHARACTER NAME
pendragon

PLAYER NAME

RACE Half-Orc CLASS Fighter LEVEL 6

HP	19 STR	AC
59	14 CON	21
Spd	16 DEX	Fort
5	10 INT	19
Init	14 WIS	Ref
+9	8 CHA	17
	Will	15

15 Passive Insight 15 Passive Perception



Second Wind

KEYWORDS

Standard	↓	↗	Personal
ACTION	↶	✱	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 14 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

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS Martial, Weapon USED

Imm Inten	• ↓ ↗	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

Dual Strike

KEYWORDS Martial, Weapon USED

Standard	• ↓ ↗	Melee weapon
ACTION	↶ ✱	RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks
Hit: 1[W] damage per attack.
Increase damage to 2[W] per attack at 21st level.

Longsword: +10 attack, 1d8 damage
Handaxe: +10 attack, 1d6 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

Cleave

KEYWORDS Martial, Weapon USED

Standard	• ↓ ↗	Melee weapon
ACTION	↶ ✱	RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+4).
Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Longsword: +10 attack, 1d8+4 damage
Handaxe: +10 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Insightful Strike

KEYWORDS Martial, Weapon USED

Standard	• ↓ ↗	Melee weapon
ACTION	↶ ✱	RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage. If the target is bloodied, the attack deals extra damage equal to your Wisdom modifier (+2)

Longsword: +10 attack, 2d8+4 damage
Handaxe: +10 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

Sweeping Blow

KEYWORDS Martial, Weapon USED

Standard	↓ ↗	Close burst 1
ACTION	↶ 1 ✱	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Weapon: If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Strength modifier (+4).
Hit: 1[W] + Strength modifier (+4) damage.

Longsword: +12 attack, 1d8+4 damage
Handaxe: +12 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 3 BOOK PH

Furious Assault

KEYWORDS

Free	↓ ↗	Personal
ACTION	↶ ✱	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Trigger: You hit an enemy
Effect: The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Tempest Dance

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
10	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+4) damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier (+3).
 Effect: You can shift 1 square and repeat the attack against a second target. You can then shift 1 square and repeat the attack against a third target.

Longsword: +10 attack, 1d8+4 damage
 Handaxe: +10 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

Nimble Bladestorm

KEYWORDS Martial, Weapon USED

Standard	↓ ↗	Close burst 1
ACTION	← 1 *	RANGE
10	vs AC	All enemies in burst
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Weapon: If you're wielding a light blade, heavy blade or a spear, you gain a bonus to the attack roll equal to your Dexterity modifier (+3).
 Hit: 2[W] + Strength modifier (+4) damage.

Longsword: +10 attack, 2d8+4 damage
 Handaxe: +10 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 5 BOOK Dragon 366

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 (+2).

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 2 BOOK PH

Unbreakable

KEYWORDS Martial USED

Imm Reacti	↓ ↗	Personal
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack
 Effect: Reduce the damage from the attack by 5 + your Constitution modifier (+2).

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 6 BOOK PH