

Van		3	Fighter					2,250	
Character Name		Level	Class	Paragon Path		Epic Destiny		Total XP	
Human	Medium	18	Male	180 cm	70 kg	Unaligned	Kord		
Race	Size	Age	Gender	Height	Weight	Alignment	Deity		

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
3	Initiative	2	1
CONDITIONAL MODIFIERS			

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	
21	AC	11	7			1	4	-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
18	STR Strength	4	5
13	CON Constitution	1	2
15	DEX Dexterity	2	3
8	INT Intelligence	-1	0
13	WIS Wisdom	1	2
10	CHA Charisma	0	1

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
19	FORT	11	4	2		1	1		
CONDITIONAL BONUSES									

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
17	REF	11	2			1	5	-2	
CONDITIONAL BONUSES									

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

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
12	Passive Insight	10	+	2
12	Passive Perception	10	+	2
SPECIAL SENSES				

ATTACK WORKSPACE									
ABILITY: Cleave - Vanguard Flail +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 9	1	4		2		1	1		
ABILITY: Reaping Strike - Vanguard Flail +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 9	1	4		2		1	1		

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
40	20	10	10
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED ☐	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES ☐ ☐ ☐			
SAVING THROW MODS +1 to all saving throws			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

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.	

ABILITY: Tide of Iron - Vanguard Flail +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 9	1	4		2		1	1		
ABILITY: Covering Attack - Vanguard Flail +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 9	1	4		2		1	1		
ABILITY: Brute Strike - Vanguard Flail +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 9	1	4		2		1	1		
ABILITY: Rain of Blows - Vanguard Flail +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 9	1	4		2		1	1		

DAMAGE WORKSPACE						
ABILITY: Cleave - Vanguard Flail +1						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d10+6	4	1	1			
ABILITY: Covering Attack - Vanguard Flail +1						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
2d10+6	4	1	1			
ABILITY: Brute Strike - Vanguard Flail +1						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
3d10+6	4	1	1			

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

LANGUAGES KNOWN	
Common, Draconic	

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Vanguard Flail +1	1d10+6
5	vs AC	Longbow	1d10+2
8	vs AC	Javelin (Range)	1d6+4
6	vs AC	Unarmed (Melee)	1d4+4

FEATS	
Human Perseverance - +1 to saving throws	
Weapon Focus (Flail) - Gain +1 damage per tier with Flails.	
Action Surge - +3 to attacks when you spend an action point	

CHARACTER NAME
Van

PLAYER NAME
Ton

RACE Human CLASS Fighter LEVEL 3

	SCORE	ABILITY	MOD
HP 40	18	STR	+4
Spd 5	13	CON	+1
Init +3	15	DEX	+2
	8	INT	-1
	13	WIS	+1
	10	CHA	+0

AC 21
Fort 19
Ref 17
Will 14

12 Passive Insight **12** Passive Perception

PLAY DATA

Second Wind

KEYWORDS

Standard * Personal

ACTION **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

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

CLASS LEVEL BOOK PH

UTILITY POWER

Reaping Strike

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION **RANGE**

9 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Miss: Half Strength modifier (+4) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+4).

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER

Skills

1	Acrobatics	DEX
0	Arcana	INT
10	Athletics	STR (Trained)
1	Bluff	CHA
1	Diplomacy	CHA
2	Dungeoneering	WIS
6	Endurance	CON (Trained)
7	Heal	WIS (Trained)
0	History	INT
2	Insight	WIS
6	Intimidate	CHA (Trained)
2	Nature	WIS
2	Perception	WIS
0	Religion	INT
1	Stealth	DEX
1	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA

Cleave

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION **RANGE**

9 vs AC One creature

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.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER

Tide of Iron

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION **RANGE**

9 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be using a shield.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) 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 (+4) at 21st level.

Vanguard Flail +1: +9 attack, 1d10+6 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER

Action Point

ADDITIONAL EFFECTS

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.

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.

ENCOUNTER SPECIAL

Combat Challenge

KEYWORDS Martial, Weapon

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

Covering Attack

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION **RANGE**

9 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage, and an ally adjacent to the target can shift 2 squares.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

ENCOUNTER POWER

Rain of Blows

KEYWORDS

Martial, Weapon

USED

Standard

*



Melee weapon

ACTION





RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC, two attacks
Hit: 1[W] damage.
Weapon: If you're wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.

Vanguard Flail +1: +9 attack, 1d10+2 damage

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

3

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Brute Strike

KEYWORDS

Martial, Reliable, Weapon

USED

Standard

*



Melee weapon

ACTION





RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+4) damage.

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Unstoppable

KEYWORDS

Healing, Martial

USED

Minor





Personal

ACTION





RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier (+1).

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Vanguard Flail +1

1d10

2

Flail

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

3

+1d8 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Deal +1d8 damage on any successful charge. Versatile

Melee Basic Attack: +9 attack, 1d10+6 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Daily): Minor Action. Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

ITEM SLOT

One-hand

WEIGHT

5

PRICE

680

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS

Dwarven Scale Armor +1

7

-

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

2

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +1 item bonus to Endurance checks.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT

Body

WEIGHT

45

PRICE

520

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Cloak of the Walking Wounded +1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 Fortitude, Reflex, and Will

4

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

840

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS