

Character Sheet

Player Name	Time
Tom	1:00
John	1:05
Mike	1:10
David	1:15
Chris	1:20
Kevin	1:25
Robert	1:30
James	1:35
Michael	1:40
William	1:45
Richard	1:50
Joseph	1:55
Thomas	2:00
Charles	2:05
Christopher	2:10
Matthew	2:15
Anthony	2:20
Donald	2:25
Steven	2:30
Andrew	2:35
Edward	2:40
George	2:45
Benjamin	2:50
Samuel	2:55
Gregory	3:00
Henry	3:05
Timothy	3:10
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Thomas	14:40
Charles	

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	
SPECIAL MOVEMENT				

SCORE	PASSIVE SENSE	BASE	+	SKILL BONUS
10	Passive Insight	10	+	0
10	Passive Perception	10	+	0

SPECIAL SENSES

ABILITY: Melee Basic Attack - Flail								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 7	0	4		2			1	

ABILITY: Ranged Basic Attack - Sling								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 5	0	2		2			1	

ABILITY: Melee Basic Attack - Flail						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d10+5	4	1				

ABILITY: Ranged Basic Attack - Sling						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d6+2	2					

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Flail	1d10+5
5	vs AC	Sling	1d6+2
4	vs AC	Unarmed (Melee)	1d4+4
2	vs AC	Unarmed (Range)	1d4+2

Human Perseverance - +1 to saving throws

Weapon Focus (Flail) - Gain +1 damage per tier with Flails.

POWER INDEX

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

AT-WILL POWERS

Cleave

Combat Challenge

Reaping Strike

Tide of Iron

ENCOUNTER POWERS

Covering Attack

DAILY POWERS

Brute Strike

UTILITY POWERS

OTHER EQUIPMENT

Flail (E)

Scale Armor (E)

Heavy Shield (E)

Sling

Sling Bullets (20)

COINS AND OTHER WEALTH

Money on hand: 33 gp

Stored money: 0 gp

Encumbrance: 70 / 180

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

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

Paragon (11-20)

Milestone

Epic (21-30)

Milestone

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Occupation - Military

You served in a military organization, such as an army or a city guard. Were you conscripted, or did you volunteer? What was your rank? How did you leave the service? If you haven't left, describe the circumstances under which you still serve while also adventuring.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME Van		
PLAYER NAME Ton		
RACE Human	CLASS Fighter	LEVEL 1

HP 28	STR 18	AC 19
Spd 5	CON 13	Fort 17
Init +2	DEX 14	Ref 15
	INT 8	Will 13
	WIS 10	Will 13
	CHA 14	

10	Passive Insight	10	Passive Perception
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PLAY DATA	DUNGEONS & DRAGONS
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Second Wind	
KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	TARGET
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
ENCOUNTER ACTION	DUNGEONS & DRAGONS

Cleave	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
7	vs AC
ATTACK	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. Flail: +7 attack, 1d10+5 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Combat Challenge	
KEYWORDS	USED
Standard	Melee
ACTION	RANGE
7	vs AC
ATTACK	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

Reaping Strike	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
7	vs AC
ATTACK	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). Flail: +7 attack, 1d10+5 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Tide of Iron	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
7	vs AC
ATTACK	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. Flail: +7 attack, 1d10+5 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Covering Attack	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
7	vs AC
ATTACK	TARGET
Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) damage, and an ally adjacent to the target can shift 2 squares. Flail: +7 attack, 2d10+5 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH
ENCOUNTER POWER	DUNGEONS & DRAGONS

Brute Strike	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
7	vs AC
ATTACK	TARGET
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) damage. Flail: +7 attack, 3d10+5 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH
DAILY POWER	DUNGEONS & DRAGONS