

Player Name

Gradivus 7 Fighter 10,000
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Minotaur Medium 30 Male 7'5" 350lbs Unaligned Tempus
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	1	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	13	8			2		

CONDITIONAL BONUSES

+2 AC against opportunity attacks you provoke during a charge

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
19	CON Constitution	4	7
12	DEX Dexterity	1	4
8	INT Intelligence	-1	2
12	WIS Wisdom	1	4
10	CHA Charisma	0	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	13	4	2				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	13	1					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4

22	Passive Perception	10 +	12
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	3	4					

ABILITY: Ranged Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
70	35	17
	1/2 HP	1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 1 All

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Ferocity - Make melee basic attack when dropped to 0 hp

Goring Charge - Use goring charge as an encounter power

Headless Charge - +2 AC against opportunity attacks while charging.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	4			2	

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Vanguard Execution axe +2	1d12+8
7	vs AC	Unarmed (Melee)	1d4+6
4	vs AC	Unarmed (Range)	1d4+1
	vs		

SKILLS

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

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.

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

LANGUAGES KNOWN

CHARACTER NAME
Gradivus

PLAYER NAME

RACE Minotaur CLASS Fighter LEVEL 7

HP 70	STR 19	AC 23
Spd 5	CON 19	Fort 19
Init +4	DEX 12	Ref 14
	INT 8	Will 14
	WIS 12	
	CHA 10	

14 Passive Insight **22** Passive Perception

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 17 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 DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS Martial, Weapon USED

Imm Intern * Melee

ACTION **RANGE**

11 vs **AC** One creature

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.

FLAVOR TEXT

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Crushing Surge

KEYWORDS Invigorating, Martial, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

12 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.

Vanguard Execution axe +2: +12 attack, 1d12+8 damage

FLAVOR TEXT
The feel of your weapon crunching against the enemy puts your heart back in the fight.

CLASS Fighter LEVEL 1 BOOK MP

AT-WILL POWER DUNGEONS & DRAGONS

Cleave

KEYWORDS Martial, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

12 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.

Vanguard Execution axe +2: +12 attack, 1d12+8 damage

FLAVOR TEXT
You hit one enemy, then cleave into another.

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Goring Charge

KEYWORDS

Standard * Melee 1

ACTION **RANGE**

11 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must charge and use this power in place of a melee basic attack.
Attack: Strength + 4 vs. AC
Increase to +6 at 11th level, +8 at 21st level.
Hit: 1d6 + Strength modifier (+4) damage, and the target is knocked prone.
Increase the damage to 2d6 + Strength modifier (+4) at 11th level and 3d6 + Strength modifier (+4) at 21st level.

Unarmed: +11 attack, 1d6+6 damage

FLAVOR TEXT
You charge the enemy and gore it with your horns.

CLASS Racial Power LEVEL * BOOK Dragon 369

ENCOUNTER POWER DUNGEONS & DRAGONS

Passing Attack

KEYWORDS Martial, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

12 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you can shift 1 square. Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength + 2 vs. AC
Hit: 1[W] + Strength modifier (+4) damage.

Vanguard Execution axe +2: +12 attack, 1d12+8 damage

FLAVOR TEXT
You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.

CLASS Fighter LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Sweeping Blow

KEYWORDS Martial, Weapon USED

Standard Close burst 1

ACTION **1** **RANGE**

14 vs **AC** Each enemy in burst you can see

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.

Vanguard Execution axe +2: +14 attack, 1d12+6 damage

FLAVOR TEXT
You put all your strength into a single mighty swing that whistles through a wide arc, threatening many enemies at once!

CLASS Fighter LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Come and Get It

KEYWORDS		Martial, Weapon	USED
Standard		Close burst 3	
ACTION	3	RANGE	
12	vs	AC	Each enemy in burst you can see
ATTACK	DEFENSE	TARGET	

Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage.

Vanguard Execution axe +2: +12 attack, 1d12+6 damage

FLAVOR TEXT
You call your opponents toward you and deliver a blow they will never forget.

CLASS Fighter LEVEL 7 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Comeback Strike

KEYWORDS		Healing, Martial, Reliable, Weapon	USED
Standard		Melee weapon	
ACTION		RANGE	
12	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage, and you can spend a healing surge.

Vanguard Execution axe +2: +12 attack, 2d12+8 damage

FLAVOR TEXT
A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on.

CLASS Fighter LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Rain of Steel

KEYWORDS		Martial, Stance, Weapon	USED
Minor		Personal	
ACTION		RANGE	
	vs		
ATTACK	DEFENSE	TARGET	

Effect: Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.

FLAVOR TEXT
You constantly swing your weapon about, slashing and cutting into nearby enemies.

CLASS Fighter LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Pass Forward

KEYWORDS		Martial	USED
Move		Personal	
ACTION		RANGE	
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You pick an adjacent enemy and move up to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks from that enemy.

ADDITIONAL EFFECTS
With perfect timing, you slip by your foe without dropping your guard.

CLASS Fighter LEVEL 2 BOOK MP

UTILITY POWER DUNGEONS & DRAGONS

Daring Shot

KEYWORDS		Martial	USED
Minor		Close burst 1	
ACTION	1	RANGE	
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: Each enemy in burst you can see.

Effect: The target is marked until the end of your next turn. You gain temporary hit points equal to your Constitution modifier (+4) + the number of targets in the burst.

ADDITIONAL EFFECTS
You challenge nearby enemies to attack you, bolstering your own stamina.

CLASS Fighter LEVEL 6 BOOK PHS1

UTILITY POWER DUNGEONS & DRAGONS

Vanguard Execution axe +2

1d12	2	Axe	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d8 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
 Deal +1d8 damage on any successful charge.
 High Crit, Brutal

Melee Basic Attack: +12 attack, 1d12+8 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 Two-Hands WEIGHT 14 PRICE 3400 BOOK AV

MAGIC WEAPON DUNGEONS & DRAGONS

Dwarven Rimefire Plate Armor +2

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 Gain a +2 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 50 PRICE 2600 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

Iron Armbands of Power (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 Gain a +2 item bonus to melee damage rolls.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

Horned Helm (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Head Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 Your charge attacks deal +1d6 damage.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Head WEIGHT 0 PRICE 1800 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS