

Player Name

Rautaleuka	6	Fighter	7500
Character Name	Level	Class	Total XP
Warforged	Medium	354	Male
Race	Size	Age	Gender
	7'	300 lb.	Good
	Height	Weight	Alignment
			Deity
			Epic Destiny
			Paragon Path
			Adventuring Company
			RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	2	3	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	8
18	CON Constitution	4	7
15	DEX Dexterity	2	5
12	INT Intelligence	1	4
13	WIS Wisdom	1	4
14	CHA Charisma	2	5

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
63	31	15
	1/2 HP	1/4 HP
		13
CURRENT HIT POINTS	CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER	USED <input type="checkbox"/>	
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS	+2 Racial bonus against ongoing damage	
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	5	0	-2
4	Arcana	INT	4	0	n/a
11	Athletics	STR	8	5	-2
5	Bluff	CHA	5	0	n/a
5	Diplomacy	CHA	5	0	n/a
4	Dungeoneering	WIS	4	0	n/a
12	Endurance	CON	7	5	-2
4	Heal	WIS	4	0	n/a
4	History	INT	4	0	n/a
4	Insight	WIS	4	0	n/a
12	Intimidate	CHA	5	5	n/a
4	Nature	WIS	4	0	n/a
4	Perception	WIS	4	0	n/a
4	Religion	INT	4	0	n/a
3	Stealth	DEX	5	0	-2
5	Streetwise	CHA	5	0	n/a
3	Thievery	DEX	5	0	-2

DEFENSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	13	5	2				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Living Construct** - No need to eat, drink, breathe, or sleep
- Warforged Resolve** - Use warforged resolve as an encounter power
- Warforged Mind** - +1 to Will defense
- Warforged Resilience** - +2 racial bonus to saving throws against ongoing damage
- Unsleeping Watcher** - 4 hours of inactivity counts as an extended rest

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** - You gain a fighter talent
- Two-handed Weapon Talent** - +1 on attacks with two-handed weapons.

LANGUAGES KNOWN

Common

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10	+

SPECIAL SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Wounding Execution axe +1	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
	+ 12	3	5		2		1	1
ABILITY: Melee Basic Attack - Battleaxe	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
	+ 10	3	5		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Wounding Execution axe +1	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
	1d12+7	5	1	1		
ABILITY: Melee Basic Attack - Battleaxe	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
	1d10+6	5	1			

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Wounding Execution axe +1	1d12+7
10	vs AC	Battleaxe	1d10+6
8	vs AC	Longbow	1d10+2
8	vs AC	Unarmed (Melee)	1d4+5

FEATS

- Power Attack** - +2 damage for -2 to attack
- Weapon Proficiency (Execution axe)** - Gain proficiency with the Execution axe.
- Weapon Focus (Axe)** - Gain +1 damage per tier with Axes.
- Potent Challenge** - Add Con modifier damage to target hit with attack granted by Combat Challenge
- Armor Proficiency: Plate** - Training with plate armor

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	
Cleave	
Reaping Strike	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Warforged Resolve	<input type="checkbox"/>
Passing Attack	<input type="checkbox"/>
Crushing Blow	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Rain of Steel	<input type="checkbox"/>
Crack the Shell	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Boundless Endurance	<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"/>

OTHER EQUIPMENT

Heavy Shield
Battleaxe
Longbow
Arrows (30)

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 91 / 200

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	Wounding Execution axe +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Reinforcing Plate Armor +1 (E)	<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"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
		<input type="checkbox"/>
		<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"/>	<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"/>

RITUALS / ALCHEMY

PERSONALITY TRAITS**MANNERS AND APPEARANCE****CHARACTER BACKGROUND****COMPANIONS AND ALLIES****SESSION AND CAMPAIGN NOTES**

CHARACTER NAME
Rautaleuka

PLAYER NAME

RACE Warforged CLASS Fighter LEVEL 6

SCORE	ABILITY	MOD
HP	20 STR	+5
63	18 CON	+4
Spd	15 DEX	+2
5	12 INT	+1
Init	13 WIS	+1
+5	14 CHA	+2

AC	22
Fort	20
Ref	15
Will	16

14 Passive Insight 14 Passive Perception


Skills

3	Acrobatics	DEX
4	Arcana	INT
11	Athletics	STR (Trained)
5	Bluff	CHA
5	Diplomacy	CHA
4	Dungeoneering	WIS
12	Endurance	CON (Trained)
4	Heal	WIS
4	History	INT
4	Insight	WIS
12	Intimidate	CHA (Trained)
4	Nature	WIS
4	Perception	WIS
4	Religion	INT
3	Stealth	DEX
5	Streetwise	CHA
3	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

Second Wind

KEYWORDS

Standard Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 15 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 6 BOOK PH

PLAY DATA

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 Fighter LEVEL 6 BOOK PH

ENCOUNTER SPECIAL

Cleave

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION RANGE

12 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+5).
Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Wounding Execution axe +1: +12 attack, 1d12+7 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

UTILITY POWER

Reaping Strike

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION RANGE

12 vs AC One creature

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.
Miss: Half Strength modifier (+5) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+5).

Wounding Execution axe +1: +12 attack, 1d12+7 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER

Warforged Resolve

KEYWORDS Healing

Minor Personal

ACTION RANGE

vs

ATTACK DEFENSE TARGET

Effect: You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL 6 BOOK EPG

AT-WILL POWER

Passing Attack

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION RANGE

12 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) 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 (+5) damage.

Wounding Execution axe +1: +12 attack, 1d12+7 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

Crushing Blow

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	↶ ↷	RANGE
12 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) damage
Weapon: If you're wielding an axe, a hammer, or a mace, you gain a bonus to the damage roll equal to your Constitution modifier (+4).

Wounding Execution axe +1: +12 attack, 2d12 +11 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 3 BOOK PH

ENCOUNTER 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.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Crack the Shell

KEYWORDS 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 (+5) damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

Wounding Execution axe +1: +12 attack, 2d12+7 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Boundless Endurance

KEYWORDS Healing, Martial, Stance USED

Minor	↓ ↗	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain regeneration 2 + your Constitution modifier (+4) when you are bloodied.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Unbreakable

KEYWORDS Martial USED

Imm React	↓ ↗	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 (+4).

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 6 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Wounding Execution axe +1

1d12	2	Axe	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		4	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
 When an attack with this weapon deals untyped ongoing damage, the target of the attack takes a penalty to the saving throw equal to this weapon's enhancement bonus. High Crit, Brutal

Melee Basic Attack: +12 attack, 1d12+7 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Use this power when you hit with the weapon. The target also takes ongoing 5 damage (save ends).

ITEM SLOT Two-Hands WEIGHT 14 PRICE 840 BOOK AV

MAGIC WEAPON DUNGEONS & DRAGONS

Reinforcing Plate Armor +1

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		4	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 If you take damage from a melee attack, you gain a +1 item bonus to all defenses until the start of your next turn.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Body WEIGHT 50 PRICE 840 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS