

Player Name

Locian

Character Name

Eladrin

Race

Medium

Size

22

Age

Male

Gender

5' 9"

Height

150 lb.

Weight

Fighter

Class

Paragon Path

Alignment

Deity

Epic Destiny

Adventuring Company

Total XP

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	3
14	CON Constitution	2	2
15	DEX Dexterity	2	2
10	INT Intelligence	0	0
12	WIS Wisdom	1	1
10	CHA Charisma	0	0

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
34	17	8		11
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES				
SAVING THROW MODS		+5 Racial bonus against charm effects		
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL BONUSES

+1 AC while wielding a melee weapon in each hand

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	3	2				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

+1 Reflex Defense while wielding a melee weapon in each hand

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

CONDITIONAL BONUSES

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance - Meditate aware 4 hours instead of sleep.**Eladrin Weapon Proficiency** - Proficient with longsword.**Eladrin Education** - Training in any one additional skill.**Eladrin Will** - +1 Will; +5 to saving throws against charm.**Fey Step** - Use fey step as an encounter power.**Fey Origin** - Your origin is fey, not natural

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 Agility****Fighter Talents** - You gain a fighter talent**Tempest Technique** - When wielding two weapons, +1 attack with offhand weapons; gain Two-Weapon Defense; in light armor or chainmail, +1 damage with melee or close weapons, +2 with offhand weapons

LANGUAGES KNOWN

Common, Elven

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1

17	Passive Perception	10	+	7
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Challenge-Seeking Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	0	3		3		2	

ABILITY: Melee Basic Attack - Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	3		3			1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Challenge-Seeking Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+6	3		2	1	

ABILITY: Melee Basic Attack - Short sword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+5	3			2	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Challenge-Seeking Longsword	1d8+6
7	vs AC	Short sword	1d6+5
3	vs AC	Unarmed (Melee)	1d4+3
2	vs AC	Unarmed (Range)	1d4+2

FEATS

Two-Weapon Defense - +1 to AC and Reflex while

holding a weapon in each hand

Toughness - Gain 5 additional hit points, 10 at 11th, 15 at 21st**Skill Training (Arcana)** - Gain training in Arcana**Ritual Caster** - Master and perform rituals

CHARACTER NAME

Locian

PLAYER NAME

RACE

Eladrin

CLASS

Fighter

LEVEL

1

SCORE

ABILITY

MOD

HP

34

STR

+3

AC

16

Spd

5

DEX

+2

Fort

15

Init

+2

INT

+0

Ref

12

WIS

+1

Will

12

CHA

+0

Passive Insight

11

Passive Perception

17

PLAY DATA

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

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Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 8 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

Dual Strike

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

RANGE

8 vs AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding two melee weapons.
Primary Attack: Strength vs. AC (main weapon)
Hit: 1[W] damage.
Effect: Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 1[W] damage.
Challenge-Seeking Longsword +2: +8 attack, 1d8+3 damage
Short sword: +7 attack, 1d6+2 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Fighter

LEVEL

1

BOOK

MP

AT-WILL POWER

DUNGEONS & DRAGONS

Skills

6 Acrobatics DEX (Trained)

7 Arcana INT (Trained)

7 Athletics STR (Trained)

0 Bluff CHA

0 Diplomacy CHA

1 Dungeoneering WIS

7 Endurance CON (Trained)

1 Heal WIS

2 History INT

1 Insight WIS

0 Intimidate CHA

1 Nature WIS

7 Perception WIS (Trained)

0 Religion INT

1 Stealth DEX

0 Streetwise CHA

1 Thievery DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS

Martial, Weapon

USED

Imm Interr

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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

DUNGEONS & DRAGONS

Footwork Lure

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

RANGE

8 vs AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. You can shift 1 square and slide the target 1 square into the space you left.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Challenge-Seeking Longsword +2: +8 attack, 1d8 +6 damage
Short sword: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Fighter

LEVEL

1

BOOK

MP

AT-WILL POWER

DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

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

DUNGEONS & DRAGONS

Combat Agility

KEYWORDS

Martial, Weapon

USED

Opportunity

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Melee weapon

ACTION

RANGE

8 vs AC

ATTACK

DEFENSE

TARGET

Trigger: An enemy adjacent to you takes an action that provokes an opportunity attack
Effect: After the triggering enemy completes the action, you shift a number of squares equal to your Dexterity modifier (+2). You must end the shift closer to the target than you were when you began the shift. Then make the following attack.
Target: The triggering enemy
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and you knock the target prone.
Level 21: 2[W] + Strength modifier (+3) damage.
Challenge-Seeking Longsword +2: +8 attack, 1d8+6 damage
Short sword: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

LEVEL

*

BOOK

MP2

AT-WILL POWER

DUNGEONS & DRAGONS

Fey Step

KEYWORDS

Teleportation

USED

Move

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Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Distracting Spate

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage, and the target grants combat advantage to you until the end of your next turn.
Weapon: If you're wielding two melee weapons, the attack deals extra damage equal to your Dexterity modifier (+2).

Challenge-Seeking Longsword +2: +8 attack, 2d8 +8 damage
Short sword: +7 attack, 2d6+7 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Fighter

LEVEL

1

BOOK

MP

ENCOUNTER POWER

Villain's Menace

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.
Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Challenge-Seeking Longsword +2: +8 attack, 2d8+6 damage
Short sword: +7 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Fighter

LEVEL

1

BOOK

PH

DAILY POWER

Challenge-Seeking Longsword +2

1d8

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

6

None

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

You deal 1d6 extra damage when you hit enemies that are at maximum hit points with this weapon.
Versatile

Melee Basic Attack: +8 attack, 1d8+6 damage

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

4

PRICE

1800

BOOK

PH

MAGIC WEAPON