

Character Sheet

Player Name/RPGA

Matt Gatenby

8

Tradden Aversward

Lawful Good male Human Fighter (Weaponmaster)

 $\frac{19}{Age} \quad \frac{6"4}{Height} \quad \frac{188 \text{ lbs}}{Weight}$

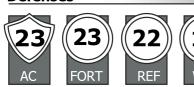
188 lbs Medium Size

Deity

13000

Total XP 16500

Defenses



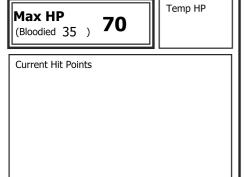
Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

Hit Points



Healing Surges



Initiative

Speed

Conditional Modifiers:

Surges/Day

Current Conditions:

Second Wind (one per encounter)



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

Death Saving Throw Failures



Saving Throw Mods

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Frost Longsword +1

13

1d8+7

Damage

Strength vs. AC **Ranged**

Hand crossbow



1d6+3

Damage

Combat Statistics and Senses

16

16

6

7

Passive Perception

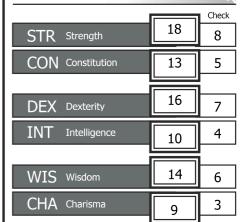
Special Senses: Normal

Passive Insight

Languages

Common, Dwarven





Skills

Acrobatics	Dexterity 🗸	12
Arcana	Intelligence	4
Athletics	Strength	13
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	6
Endurance	Constitution	10
Heal	Wisdom 🗸	11
History	Intelligence	6
Insight	Wisdom	6
Intimidate	Charisma	3
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	4
Stealth	Dexterity	9
Streetwise	Charisma 🗸	8
Thievery	Dexterity	7

Matt	Gaten	bv

Tradden Aversward Character Name

Player Name



Theme Mannerisms and Appearance Mannerisms and Appearance Personality Traits Main Hand Frost Longsword +1 Feet Feet Companions and Allies Other Equipment Short sword Adventuring Short sword +2 Normal Armor Eladrin Chainmail +1 Feet Short sword Adventurer's Kit Adventurer's Kit Crossbow Bolts (2n) Other Notes Total Weight (lbs.) Treasure Normal Black r2 Hands Waist Frost Longsword +1 Armor Eladrin Chainmail +1 Short sword Adventurer's Kit Crossbow Bolts (2n) Total Weight (lbs.) Treasure Normal Bone Cloak +2 Hands Rings Rings Rings Coff Hand Rhythm Blade Short sword +2 Main Hand Frost Longsword +1 Armor Eladrin Chainmail +1 Short sword Adventurer's Kit Advent	Character Details	Equipment	2
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Mannerisms and Appearance Biracers of Escape (heroic tier) Hands	Thoma		Elven Cloak +2
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o gp o gp banked Heavy 360		Total Weight (lbs.)	85 (lbs.)
o gp o gp banked Heavy 360		Treasure	
o gp banked Heavy 360			Normai 180
		o gp banked	,,
May Loop			Heavy <u> 360</u>
			Max 900

Matt Gatenby Player Name

Tradden Aversward

Character Name



Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Combat Challenge

Mark foes you attack. They get -2 to attacks not You gain a fighter talent 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 attack rolls. Hit weapons ends foe's movement (if any) this action.

Fighter Talents

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

Feats

Human Perseverance

+1 to saving throws

Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

Skill Training (Acrobatics)

Gain training in Acrobatics

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Action Surge

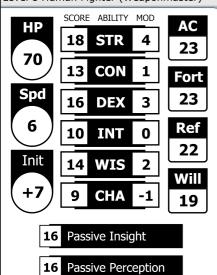
+3 to attacks when you spend an action point

Swift Recovery

+3/4/5 (by tier) to healing surge value.

Tradden Aversward

Level 8 Human Fighter (Weaponmaster)



Skills

Acrobatics	Dexterity	•	12
Arcana	Intelligence		4
Athletics	Strength	•	13
Bluff	Charisma		3
Diplomacy	Charisma		3
Dungeoneering	Wisdom		6
Endurance	Constitution	•	10
Heal	Wisdom	•	11
History	Intelligence		6
Insight	Wisdom		6
Intimidate	Charisma		3
Nature	Wisdom		6
Perception	Wisdom		6
Religion	Intelligence		4
Stealth	Dexterity		9
Streetwise	Charisma	•	8
Thievery	Dexterity		7

Action Point

Base action points: 1

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

Player Name: Matt Gatenby

Combat Challenge

At-Will ♦ Immediate Interrupt



Melee

Keywords: Martial, Weapon

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy.

Melee Basic Attack

indicates a trained skill.

At-Will ♦ Standard Action

Frost Longsword +1: +13 vs. AC, 1d8+7 damage Rhythm Blade Short sword +2: +14 vs. AC, 1d6+9 damage

Melee weapon Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

Level 21: 2[W] + Str modifier (+4)

damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Hand crossbow: +9 vs. AC, 1d6+3 damage Ranged weapon Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+3) damage.

Level 21: 2[W] + Dex modifier (+3)

damage.

Additional Effects

Basic Attack

Additional Effects

Fighter Attack

Cleave

At-Will + Standard Action

Frost Longsword +1: +13 vs. AC, 1d8+7 damage Rhythm Blade Short sword +2: +14 vs. AC, 1d6+9 damage

Melee weapon Targets: One

creature

You hit one enemy, then cleave into another.

Keywords: Martial, Weapon Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage, and an enemy adjacent to you other than the target takes damage equal to your Str modifier (+4)

Additional Effects

Dual Strike

At-Will ♦ Standard Action

Frost Longsword +1: +13 vs. AC, 1d8+3 damage Rhythm Blade Short sword +2: +14 vs. AC, 1d6+5 damage

Melee weapon

You lash out quickly and follow up faster, delivering two small wounds.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Primary Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] damage

Effect: Make a secondary attack

Secondary Target: One creature other than the primary

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] damage.

Additional Effects

Footwork Lure

At-Will ◆ Standard Action

Frost Longsword +1: +13 vs. AC, 1d8+7 damage Rhythm Blade Short sword +2: +14 vs. AC. 1d6+9 damage

Melee weapon Target: One

creature

You press the attack, engaging your enemy before falling back and drawing him after

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage. You can shift 1 square and slide the target 1 square into the space you left.

Additional Effects

Fighter Attack 1

Fighter Attack 1

Fighter Attack 1

Surprising Stab

Encounter ◆ Standard Action

Frost Longsword +1: +13 vs. Reflex, 4 damage Rhythm Blade Short sword +2: +14 vs. Reflex, 4 damage

Melee weapon Target: One creature

You slash at your enemy's head and bring in your offhand weapon with a fast, deadly strike.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee

Primary Attack: Strength vs. Reflex (main weapon)

Hit: Str modifier (+4) damage, and the target grants combat advantage to you until the end of your next turn. Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Str modifier (+4) damage.

Additional Effects

Sweeping Slash

Encounter + Standard Action

Frost Longsword +1: +13 vs. Reflex Rhythm Blade Short sword +2: +14 vs. Reflex

Close burst 1

You whirl your main weapon in an overhead cut that forces your foes to step back. You then follow up with your other

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons. Primary Target: Each enemy in the burst you can see

Primary Attack: Strength vs. Reflex (main weapon)

Hit: You push the primary target 1 square.

Effect: You shift 1 square and make a melee secondary

Secondary Target: One creature targeted by the primary

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Str modifier (+4) damage.

Additional Effects

Come and Get It

Encounter + Standard Action

Hand crossbow: +10 vs. Will

Frost Longsword +1: +13 vs. Will Rhythm Blade Short sword +2: +14 vs. Will

Close burst 3 Target: Each enemy

you can see in the

hurst

You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.

Keywords: Martial, Weapon Attack: Strength vs. Will

Hit: You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W]

Additional Effects

Fighter Attack 1

Used ☐ Fighter Attack 3

Used ☐ Fighter Attack 7

Used □

Villain's Menace

Daily • Standard Action

Frost Longsword +1: +13 vs. AC, 2d8+7 damage Rhythm Blade Short sword +2: +14 vs. AC, 2d6+9 damage

Melee weapon

Target: One creature

Choosing a worthy foe, you wound it with a strong initial attack, and then continue to harry it for the rest of the battle.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+4) 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: You 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.

Additional Effects

Rain of Steel

Daily • Minor Action

Personal

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

Keywords: Martial, Stance, Weapon

Effect: You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

Additional Effects

Pass Forward At-Will + Move Action

Personal

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

Kevword: Martial

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

Fighter Attack 1

Used □

Fighter Attack 5

Used ☐ Fighter Utility 2

Ignore Weakness

Encounter + No Action

Personal

A surge of inner strength helps you shrug off the lingering effects of your enemy's attacks.

Kevword: Martial

Prerequisite: You must have training in

Endurance.

Trigger: You start your turn immobilized, slowed, or weakened by an effect that a save can end.

Effect: You make a saving throw with a +5 power bonus against the effect.

Additional Effects

Fighter Utility 6

Used □

Frost Longsword +1

Damage: 1d8

Proficiency Bonus: 3 Properties: Versatile

Enhancement: +1 attack rolls and

damage rolls

Critical: +1d6 cold damage per plus

Power (Cold) **♦** (Free Action)

All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Cold) ◆ Daily (Free Action)

Use this power when you hit with the weapon. The target takes 1d8 cold damage and is slowed until the end of vour next turn.

Bracers of Escape (heroic tier)

Power → Daily (Immediate Interrupt)

You can use this power when you are the target of a melee attack. You teleport 2

sauares.

Eladrin Chainmail +1

Armor • Level 3

Armor Bonus: 6 Check: -1 Speed: -1

Enhancement: +1 AC

Property

- ◆ Add 1 square to the maximum distance of any teleport you make.
- ◆ This armor has no speed or skill check penalties.

Rhythm Blade Short sword +2

Weapon ♦ Level 8

Damage: 1d6
Proficiency Bonus: 3

Properties: Off-Hand **Enhancement:** +2 attack rolls and

damage rolls

Critical: +1d6 damage per plus

Properties

While you wield this weapon in your off hand, your shield bonus to AC and Reflex increases by 1.

Elven Cloak +2

Neck Slot Item ◆ Level 7

Enhancement: +2 Fortitude, Reflex,

and Will

Properties

You gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.