

Player Name **Matt Gatenby**
Tradden Aversward
3
Fighter
2,250

Character Name

 Level **3** Class **Fighter**

Paragon Path

Epic Destiny

Total XP

Human
Medium
19
Male
6"4
188 lbs
Lawful Good
Blackengorge

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	2	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	6					

CONDITIONAL BONUSES

+1 AC while wielding a melee weapon in each hand

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	5
11	CON Constitution	0	1
15	DEX Dexterity	2	3
10	INT Intelligence	0	1
14	WIS Wisdom	2	3
8	CHA Charisma	-1	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	11	4	2			1	

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
14	REF	11	2				1	

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
14	WILL	11	2				1	

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
38	19	9	9

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 +1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- 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.
 - Bonus At-Will Power** - Know one extra 1st-level attack power from your class.

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
 - 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, Dwarven

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+ 3

SPECIAL SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Perception	10	+ 3

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Frost Longsword +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	1	4		3		1	

ABILITY: Melee Basic Attack - Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	1	4		3			1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Frost Longsword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4		1	1	1

ABILITY: Melee Basic Attack - Short sword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+7	4			2	1

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Frost Longsword +1	1d8+7
9	vs AC	Short sword	1d6+7
5	vs AC	Hand Crossbow	1d6+2
5	vs AC	Unarmed (Melee)	1d4+4

FEATS

- Two-Weapon Fighting** - +1 damage while holding a melee weapon in each hand
- Two-Weapon Defense** - +1 to AC and Reflex while holding a weapon in each hand
- Human Perseverance** - +1 to saving throws
- Skill Training (Acrobatics)** - Gain training in Acrobatics

SKILLS

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

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	
Sure Strike	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Surprising Stab	<input type="checkbox"/>
Sweeping Slash	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Tempest Dance	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Pass Forward	
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Short sword (E)
Adventurer's Kit
Chainmail (E)
Hand Crossbow
Crossbow Bolts (20)

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	Frost Longsword +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<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"/>
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		<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"/>

COINS AND OTHER WEALTH

Money on hand: 22 gp
Stored money: 0 gp
Encumbrance: 83 / 180

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Geography - Urban
You were raised in a large city. What part of the city did you grow up in? Did you stick to that area, or did you explore all the quarters of the city? Do you still have ties to your old neighborhood, or are you happy to forget your childhood?

CHARACTER NAME
Tradden Aversward

PLAYER NAME
Matt Gatenby

RACE Human CLASS Fighter LEVEL 3

SCORE	ABILITY	MOD
HP 38	STR +4	AC 17
Spd 5	CON +0	Fort 18
Init +3	DEX +2	Ref 14
	INT +0	Will 14
	WIS +2	
	CHA -1	

13 Passive Insight **13** Passive Perception


Skills

7	Acrobatics	DEX	(Trained)
1	Arcana	INT	
9	Athletics	STR	(Trained)
0	Bluff	CHA	
0	Diplomacy	CHA	
3	Dungeoneering	WIS	
5	Endurance	CON	(Trained)
8	Heal	WIS	(Trained)
3	History	INT	
3	Insight	WIS	
0	Intimidate	CHA	
3	Nature	WIS	
3	Perception	WIS	
1	Religion	INT	
2	Stealth	DEX	
5	Streetwise	CHA	(Trained)
2	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 **DUNGEONS & DRAGONS**

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 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: LEVEL: BOOK: PH

Melee Basic Attack

KEYWORDS: Weapon, Standard, ACTION, RANGE

9 vs AC

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage.
Level 21: 2[W] + Strength modifier (+4) damage.

Frost Longsword +1: +9 attack, 1d8+7 damage
Short sword: +9 attack, 1d6+7 damage
Unarmed: +5 attack, 1d4+4 damage

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

CLASS: LEVEL: BOOK: PH

Ranged Basic Attack

KEYWORDS: Weapon, Standard, ACTION, RANGE

5 vs AC

ATTACK DEFENSE TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+2) damage.
Level 21: 2[W] + Dexterity modifier (+2) damage.

Hand Crossbow: +5 attack, 1d6+2 damage
Unarmed: +3 attack, 1d4+2 damage

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

CLASS: LEVEL: BOOK: PH

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Cleave

KEYWORDS: Martial, Weapon, Standard, ACTION, RANGE

9 vs AC

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.

Frost Longsword +1: +9 attack, 1d8+7 damage
Short sword: +9 attack, 1d6+7 damage
Unarmed: +5 attack, 1d4+4 damage

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

CLASS: Fighter LEVEL: 1 BOOK: PH

Combat Challenge

KEYWORDS: Martial, Weapon, Imm Interr, 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.

FLAVOR TEXT

CLASS: LEVEL: BOOK: PH

Sure Strike

KEYWORDS: Martial, Weapon, Standard, ACTION, RANGE

11 vs AC

ATTACK DEFENSE TARGET

Attack: Strength + 2 vs. AC
Hit: 1[W] damage.
Increase damage to 2[W] at 21st level.

Frost Longsword +1: +11 attack, 1d8+3 damage
Short sword: +11 attack, 1d6+3 damage
Unarmed: +7 attack, 1d4+0 damage

FLAVOR TEXT
You trade power for precision.





CLASS: Fighter LEVEL: 1 BOOK: PH

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Reaping Strike

KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
9	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.
Miss: Half Strength modifier (+4) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+4).

Frost Longsword +1: +9 attack, 1d8+7 damage
Short sword: +9 attack, 1d6+7 damage
Unarmed: +5 attack, 1d4+4 damage

FLAVOR TEXT
You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

CLASS	Fighter	LEVEL	1	BOOK	PH
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Surprising Stab

KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
9	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	





Requirement: You must be wielding two melee weapons.
Primary Attack: Strength vs. Reflex (main weapon)
Hit: Strength 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] + Strength modifier (+4) damage.

Frost Longsword +1: +9 attack, 4 damage
Short sword: +9 attack, 4 damage

FLAVOR TEXT
You slash at your enemy's head and bring in your off-hand weapon with a fast, deadly strike.

CLASS	Fighter	LEVEL	1	BOOK	MP2
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Sweeping Slash

KEYWORDS		Martial, Weapon	USED
Standard	 	Close burst 1	
ACTION	1  	RANGE	
9	vs	Reflex	Each enemy in burst you can see
ATTACK	DEFENSE	TARGET	





Requirement: You must be wielding two melee weapons.
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 attack.
Secondary Target: One creature targeted by the primary attack
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 2[W] + Strength modifier (+4) damage.

Frost Longsword +1: +9 attack
Short sword: +9 attack

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

CLASS	Fighter	LEVEL	3	BOOK	MP2
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Tempest Dance

KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
9	vs	AC	One creature
ATTACK	DEFENSE	TARGET	





Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier (+2).
Effect: You can shift 1 square and repeat the attack against a second target. You can then shift 1 square and repeat the attack against a third target.

Frost Longsword +1: +9 attack, 1d8+7 damage
Short sword: +9 attack, 1d6+7 damage
Unarmed: +5 attack, 1d4+4 damage

FLAVOR TEXT
You lunge from enemy to enemy, giving each a taste of your weapon as you pass.

CLASS	Fighter	LEVEL	1	BOOK	MP
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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
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Short sword

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES
Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.)

Melee Basic Attack: +9 attack, 1d6+7 damage

NOTES

ITEM SLOT	Off-hand	WEIGHT	2	PRICE	10	BOOK	PH
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Hand Crossbow

1d6	2	Crossbow	10/20
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES
Load Free (Ranged weapons that loose projectiles, including bows, crossbows, and slings, take some time to load. When a weapon shows "load free" on the ranged weapons table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.) The crossbow is "load minor," which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.)

Ranged Basic Attack: +5 attack, 1d6+2 damage

NOTES

ITEM SLOT	One-hand	WEIGHT	2	PRICE	25	BOOK	PH
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Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOT		WEIGHT	33	PRICE	15	BOOK	PH
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Chainmail

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY

Metal rings woven together into a shirt, leggings, and a hood make up a suit of chainmail. Chainmail grants good protection, but it's cumbersome, so it reduces your mobility and agility.

NOTES

ITEM SLOT	Body	WEIGHT	40	PRICE	40	BOOK	PH
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Crossbow Bolts			
AC BONUS	CHECK	SPEED	QUANTITY
			1
<small>PROPERTIES</small> Crossbow bolts come in a case that holds twenty. Ammunition is used up when you fire it from a projectile weapon.			
<small>NOTES</small>			
ITEM SLOT	WEIGHT 2	PRICE 1	BOOK <i>PH</i>

Frost Longsword +1			
DAMAGE	PROFICIENT	GROUP	RANGE
1d8	3	Heavy Blade	
+1 attack rolls and damage rolls		3	+1d6 cold damage
<small>ENHANCEMENT</small>		<small>LEVEL</small>	<small>CRITICAL</small>
<small>PROPERTIES</small> Versatile Melee Basic Attack: +9 attack, 1d8+7 damage			
<input checked="" type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER	
<input checked="" type="checkbox"/> DAILY			
<small>POWER</small> Power (At-Will • Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal. Power (Daily • Cold): Free Action. Use this power when you hit with the weapon. The target takes 1d8 cold damage and is slowed until the end of your next turn.			
ITEM SLOT	One-hand	WEIGHT 4	PRICE 680
			BOOK <i>PH</i>

