# **Character Sheet**

# Tradden Aversward

Lawful Good male Human Weaponmaster

6"4 188 lbs Medium Age Height Weight Size

Deity

3750 5500

#### **Defenses**











Conditional Bonuses

### **Action Points**



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**



Temp HP

**Current Hit Points** 

#### Second Wind (one per encounter)

Used

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

## **Death Saving Throw Failures**



**Saving Throw Mods** 

1

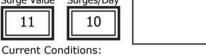
# **Healing Surges**

Surge Value 11

Initiative Conditional Modifiers:

Speed

Surges/Day 10



5

# Resistances/Vulnerabilities

# **Current Conditions and Effects**

#### **Basic Attacks**

Melee

Frost Longsword +1

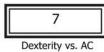


1d8+7

Ranged

Strength vs. AC Damage

Hand crossbow



1d6 + 3Damage

# Special Movement:

Passive Insight

**Combat Statistics and Senses** 

14 14 Passive Perception

Special Senses: Normal

#### Languages

Common, Dwarven



#### **Abilities**

$\overline{}$	Check
18	6
12	3
16	5
10	2
14	4
8	1
	16 10 14

### Skills

Acrobatics	Dexterity	<b>V</b>	9
Arcana	Intelligence		2
Athletics	Strength	<b>V</b>	10
Bluff	Charisma		1
Diplomacy	Charisma		1
Dungeoneering	Wisdom		4
Endurance	Constitution	<b>V</b>	7
Heal	Wisdom	<b>✓</b>	9
History	Intelligence		4
Insight	Wisdom		4
Intimidate	Charisma		1
Nature	Wisdom		4
Perception	Wisdom		4
Religion	Intelligence		2
Stealth	Dexterity		4
Streetwise	Charisma	<b>✓</b>	6
Thievery	Dexterity		4

Matt	Gaten	by
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# Tradden Aversward Character Name



Player Name

Character Name

Character Details	Equipment
Background	Head
Geography - Urban	Neck
Theme	Arms
	Bracers of Escape (heroic tier) Hands
Mannerisms and Appearance	Rings
	Rings
	Off Hand
Personality Traits	Main Hand Waist
	Main Hand Waist Frost Longsword +1
	Armor
	Chainmail
Adventuring Company	Tattoo
Adventuring Company Blackengorge	Feet
	Ki Focus
Companions and Allies	Other Equipment
companions and rancs	Adventurer's Kit Hand crossbow
	Crossbow Bolt (20)
Session and Campaign Notes	——- <b> </b>
session and Campaign Notes	
Other Notes	
	Total Weight (lbs.) 83 Carrying Capacity
	Total Weight (lbs.)  83  Carrying Capacity (lbs.)
	Treasure Normal 180
	Heavy 360
	May Casa
	Max 900

Matt Gatenby

Tradden Aversward

Player Name

Character Name



#### **Racial 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/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 When wielding two weapons, +1 attack with 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**

offhand weapons; gain Two-Weapon Defense; in light armor or chainmail, +1 damage with melee or close weapons, +2 with offhand

#### **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

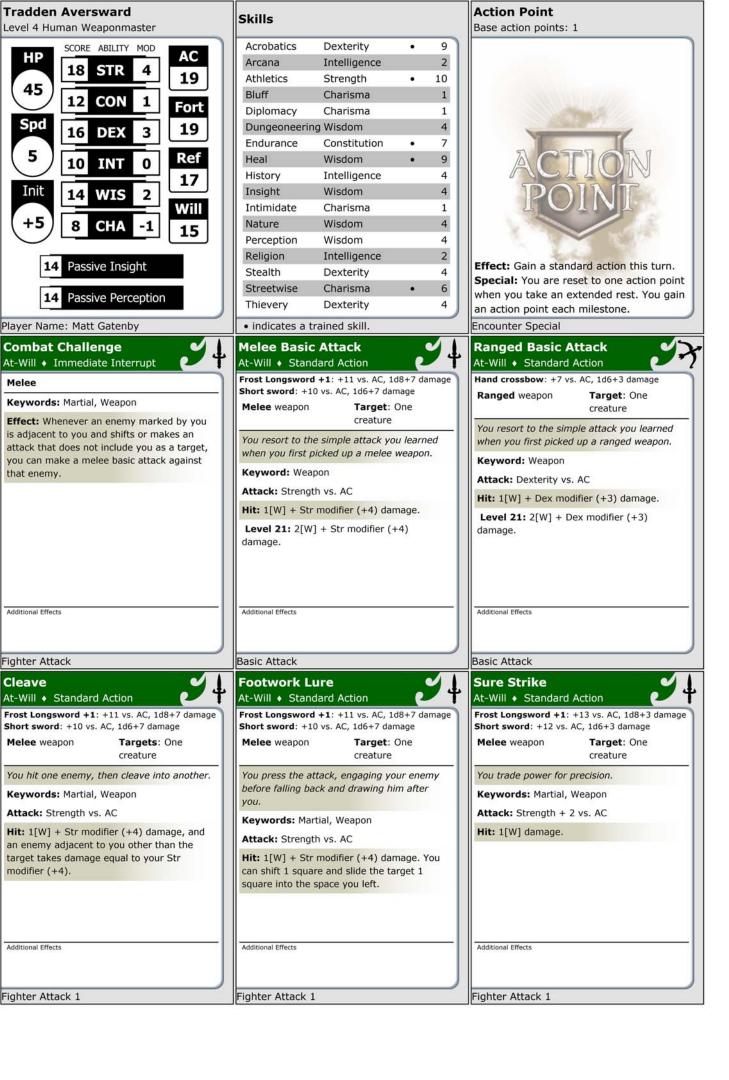
#### Skill Training (Acrobatics)

Gain training in Acrobatics

#### **Heavy Blade Expertise**

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





# **Surprising Stab**

Encounter • Standard Action

Frost Longsword +1: +11 vs. Reflex, 4 damage Short sword: +10 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

weapons.

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: +11 vs. Reflex

Short sword: +10 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 weapon.

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 attack.

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

## **Tempest Dance**

Frost Longsword +1: +11 vs. AC, 1d8+7 damage

Short sword: +10 vs. AC, 1d6+7 damage

Melee weapon Target: One

creature

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

Keywords: Martial, Weapon Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dex modifier (+3).

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.

Additional Effects

Fighter Attack 1

Used ☐ Fighter Attack 3

Used ☐ Fighter Attack 1

Used □

### **Pass Forward**

At-Will . Move Action

#### Personal

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

Keyword: 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 Utility 2

Frost Longsword +1 Weapon • Level 3

Damage: 1d8

**Proficiency Bonus: 3** Properties: Versatile

Enhancement: +1 attack rolls and

damage rolls

Critical: +1d6 cold damage

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.

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 squares.