

Daugrim the Anvil

1 Fighter

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Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Dwarf	Medium	35	Male	4'8"	220
Race	Size	Age	Gender	Height	Weight
				Unaligned	Moradin
				Alignment	Deity
Adventuring Company					RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			
CONDITIONAL MODIFIERS			

DEFENSES

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		
SPECIAL MOVEMENT				

ABILITY SCORES

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

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	10	4	2			
CONDITIONAL BONUSES							

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	WILL	10	1				
CONDITIONAL BONUSES							

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+
SPECIAL SENSES			

11	Passive Perception	10	+
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 SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Craghammer

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

ABILITY: Melee Basic Attack - Handaxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
31	15	7
CURRENT HIT POINTS		CURRENT SURGE USES

SURGE VALUE SURGES/DAY

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with throwing

hammer and warhammer.

Cast-Iron Stomach - +5 bonus to saving throws against

poison.

Encumbered Speed - Armor or heavy load doesn't reduce

your speed. (Other effects still can.)

Dwarven Resilience - Second wind is minor action, not

standard.

Stand Your Ground - Can move 1 less when forced to move

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 - Select a Fighter Talent.

Battlerager Vigor - Temp hp (Con mod) when hit by

melee or close; temp hp from invigorating attacks stack with

temp hp; +1 melee and close damage in light armor or

chainmail (+2 with axe, hammer, mace, pick)

LANGUAGES KNOWN

Common, Dwarven

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Craghammer

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+6	4	2			

ABILITY: Melee Basic Attack - Handaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+6	4	2			

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Craghammer	1d10+6
6	vs AC	Handaxe (Melee)	1d6+6
6	vs AC	Handaxe (Range)	1d6+6
4	vs AC	Unarmed (Melee)	1d4+4

FEATS

Dwarven Weapon Training - +2 damage and proficiency

with axes and hammers

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-3	Acrobatics	DEX	0	0	-3
0	Arcana	INT	0	0	n/a
6	Athletics	STR	4	5	-3
-1	Bluff	CHA	-1	0	n/a
-1	Diplomacy	CHA	-1	0	n/a
3	Dungeoneering	WIS	1	0	n/a
7	Endurance	CON	3	5	-3
6	Heal	WIS	1	5	n/a
0	History	INT	0	0	n/a
1	Insight	WIS	1	0	n/a
-1	Intimidate	CHA	-1	0	n/a
1	Nature	WIS	1	0	n/a
1	Perception	WIS	1	0	n/a
0	Religion	INT	0	0	n/a
-3	Stealth	DEX	0	0	-3
-1	Streetwise	CHA	-1	0	n/a
-3	Thievery	DEX	0	0	-3

CHARACTER NAME
Daugrim the Anvil

PLAYER NAME

DM Umli

RACE Dwarf CLASS Fighter LEVEL 1

HP 31	STR 18	AC 18
Spd 5	CON 16	Fort 16
Init +0	DEX 10	Ref 12
	INT 10	Will 11
	WIS 13	
	CHA 8	

11 Passive Insight	11 Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



Tide of Iron

KEYWORDS Martial, Weapon USED

Standard	* + ↗	Melee weapon
ACTION	↶ ✖	RANGE
6 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
 Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+4) damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.
 Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Craghammer: +6 attack, 1d10+6 damage
 Handaxe: +6 attack, 1d6+6 damage
 Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS
 +2 to damage rolls whenever you have temporary hit points - Ba

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER



AT-WILL POWER



Comeback Strike

KEYWORDS Healing, Martial, Reliable, Weapon USED

Standard	* + ↗	Melee weapon
ACTION	↶ ✖	RANGE
6 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+4) damage, and you can spend a healing surge.

Craghammer: +6 attack, 2d10+6 damage
 Handaxe: +6 attack, 2d6+6 damage
 Unarmed: +4 attack, 2d4+4 damage

ADDITIONAL EFFECTS
 +2 to damage rolls whenever you have temporary hit points - Ba

CLASS Fighter LEVEL 1 BOOK PH

DAILY POWER



Melee Basic Attack

KEYWORDS Weapon USED

Standard	* + ↗	Melee weapon
ACTION	↶ ✖	RANGE
6 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.
 Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Craghammer: +6 attack, 1d10+6 damage
 Handaxe: +6 attack, 1d6+6 damage
 Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS
 +2 to damage rolls whenever you have temporary hit points - Ba
 +1 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL * BOOK

AT-WILL POWER



Second Wind

KEYWORDS USED

Minor	* + ↗	Personal
ACTION	↶ ✖	RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
 Second wind is a minor action for dwarves.

CLASS LEVEL BOOK PH

ENCOUNTER ACTION



Shield Bash

KEYWORDS Martial USED

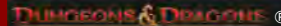
Standard	* + ↗	Melee 1
ACTION	↶ ✖	RANGE
6 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
 Attack: Strength +2 vs. Reflex
 Hit: 1d10 + Strength modifier (+4) damage, and you push the target 1 square and knock it prone.
 Special: If you are a dwarf, the attack deals extra damage equal to your Wisdom modifier (+1).
 Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

ENCOUNTER POWER



Ranged Basic Attack

KEYWORDS Weapon USED

Standard	* + ↗	Ranged weapon
ACTION	↶ ✖	RANGE
6 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
 Hit: 1[W] + Dexterity modifier (+0) damage.
 Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.
 Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Handaxe: +6 attack, 1d6+6 damage
 Unarmed: +0 attack, 1d4 damage

ADDITIONAL EFFECTS
 +1 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL * BOOK

AT-WILL POWER

