

Player Name DM Umli

Zei 1 Fighter 0
 Character Name Level Class Total XP
 Eladrin Medium 37 Male 5'5" 130 Unaligned Epic Destiny Total XP
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
3	3		
CONDITIONAL MODIFIERS			

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
16	AC	10	5				1		
CONDITIONAL BONUS									

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

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

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

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+
16	Passive Perception	10	+

CONDITIONAL BONUS

SPECIAL MOVEMENT

SPECIAL SENSES

Low-light Vision

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	3				1	
CONDITIONAL BONUS								

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
26	13	6	9
CURRENT HIT POINTS		CURRENT SURGE USES	

ACTION POINTS		
Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	AC	Short sword	1d6+6
4	AC	Unarmed (Melee)	1d4+4
3	AC	Unarmed (Range)	1d4+3

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		

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.

FEATS

- Two-Weapon Defense** - +1 to AC and Reflex while holding a weapon in each hand
- Two-Blade Warrior** - Ranger: training in one skill, wield one-handed weapon as off-hand weapon

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

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.
- Tempest Technique** - When wielding two weapons, +1 on attacks with offhand weapons; gain Two-Weapon Defense; in light armor or chainmail with two weapons, +1 damage with melee or close weapon attacks, +2 with offhand weapons

LANGUAGES KNOWN

Common, Elven

CHARACTER NAME

Zei

PLAYER NAME

DM Umli

RACE Eladrin

CLASS Fighter

LEVEL 1

HP
26

18 STR

AC
16Spd
6

11 CON

Fort
16Init
+3

16 DEX

Ref
14

10 INT

Will
11

10 WIS

Will
11

10 CHA

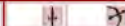
Will
1110 Passive
Insight16 Passive
PerceptionACTION
POINT

Second Wind

KEYWORDS

USED

Standard



Personal

ACTION



RANGE

ATTACK



TARGET

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK PH

PLAY DATA

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Dual Strike

KEYWORDS Martial, Weapon

USED

Standard



Melee weapon

ACTION



RANGE

8 vs AC

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] damage per attack.

Increase damage to 2[W] per attack at 21st level.

Short sword: +8 attack, 1d6+2 damage

ADDITIONAL EFFECTS

CLASS Fighter

LEVEL 1

BOOK MP

AT-WILL POWER

DUNGEONS & DRAGONS

AT-WILL POWER

DUNGEONS & DRAGONS

Passing Attack

KEYWORDS Martial, Weapon

USED

Standard



Melee weapon

ACTION



RANGE

8 vs AC

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+4) damage, and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength + 2 vs. AC

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

Short sword: +8 attack, 1d6+6 damage

Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter

LEVEL 1

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

DAILY POWER

DUNGEONS & DRAGONS

AT-WILL POWER

DUNGEONS & DRAGONS

Footwork Lure

KEYWORDS Martial, Weapon

USED

Standard



Melee weapon

ACTION



RANGE

8 vs AC

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

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

Short sword: +8 attack, 1d6+6 damage

Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter

LEVEL 1

BOOK MP

Fey Step

KEYWORDS Teleportation

USED

Move



Personal

ACTION



RANGE

ATTACK



TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS Racial Power

LEVEL *

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Tempest Dance

KEYWORDS Martial, Weapon

USED

Standard



Melee weapon

ACTION



RANGE

8 vs AC

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 (+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.

Short sword: +8 attack, 1d6+6 damage

Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter

LEVEL 1

BOOK MP

Melee Basic Attack

KEYWORDS Weapon

USED

Standard



Melee weapon

ACTION



RANGE

8 vs AC

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.

Short sword: +8 attack, 1d6+6 damage

Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS





CLASS

LEVEL *

BOOK

Ranged Basic Attack

KEYWORDS Weapon USED

Standard	  *	Ranged weapon
ACTION	 	RANGE
3	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+3) 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.

Unarmed: +3 attack, 1d4+3 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK