

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
Tide of Iron

ENCOUNTER POWERS

Spinning Sweep	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Brute Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

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

OTHER EQUIPMENT

Adventurer's Kit
Warhammer (E)
Heavy Shield (E)
Throwing hammer (2)
Plate Armor (E)

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 107 lb. / 180 lb.

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

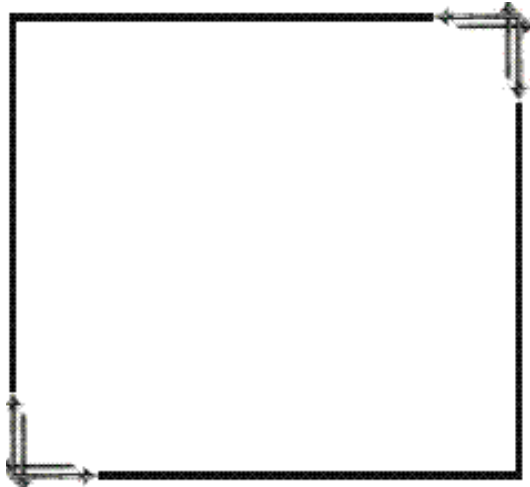
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
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Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<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"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Hammer

PLAYER NAME

Dread1ord

RACE Dwarf CLASS Fighter LEVEL 1

HP 31	STR 18	AC 20
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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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

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Cleave

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

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.

Warhammer: +7 attack, 1d10+4 damage
Throwing hammer: +7 attack, 1d6+4 damage
Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER



Tide of Iron

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

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.

Warhammer: +7 attack, 1d10+4 damage
Throwing hammer: +7 attack, 1d6+4 damage
Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER



Spinning Sweep

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you knock the target prone.

Warhammer: +7 attack, 1d10+4 damage
Throwing hammer: +7 attack, 1d6+4 damage
Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

ENCOUNTER POWER



Brute Strike

KEYWORDS Martial, Reliable, Weapon USED

Standard		Melee weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+4) damage.

Warhammer: +7 attack, 3d10+4 damage
Throwing hammer: +7 attack, 3d6+4 damage
Unarmed: +4 attack, 3d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

DAILY POWER



Melee Basic Attack

KEYWORDS Weapon USED

Standard		Melee weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

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.

Warhammer: +7 attack, 1d10+4 damage
Throwing hammer: +7 attack, 1d6+4 damage
Unarmed: +4 attack, 1d4+4 damage

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

CLASS LEVEL * BOOK

AT-WILL POWER



Ranged Basic Attack

KEYWORDS Weapon USED

Standard		Ranged weapon
ACTION		RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

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.

Throwing hammer: +7 attack, 1d6+4 damage
Unarmed: +0 attack, 1d4 damage

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

CLASS LEVEL * BOOK

AT-WILL POWER

