

Player Name: **Curtis Steinhour**

Balazar 3 **Fighter** 2,800
 Character Name Level Class Paragon Path Epic Destiny Total XP
Dragonborn Medium 18 Male 6'7" 301 lb. Unaligned Tempus 100138650
 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 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	7					

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	11	3	2		2		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+ 3
19	Passive Perception	10	+ 9

SPECIAL SENSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	2			2		

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

WILL

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

CONDITIONAL BONUSES

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
	1/2 HP	1/4 HP
41	20	12

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Unarmed (Melee)	1d4+3
3	vs AC	Unarmed (Range)	1d4+2

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter power.

Dragon Breath Strength - Use STR for Dragon Breath

Dragon Breath Acid - Dragon Breath deals acid damage

Dragonborn Fury - +1 to attacks while bloodied.

Draconic Heritage - Add Con mod to healing surge value.

History Bonus

Intimidate Bonus

FEATS

Weapon Proficiency (Fullblade) - Gain proficiency with the Fullblade.

Hurl Breath - May use dragon breath as area attack, burst 2 within 10

SKILLS

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

Two-handed Weapon Talent - +1 on attacks with two-handed weapons.

LANGUAGES KNOWN

Elven, Common, Draconic

CHARACTER NAME
Balazar

PLAYER NAME
Curtis Steinhour

RACE Dragonborn CLASS Fighter LEVEL 3

HP 41	STR 17	AC 18
Spd 5	CON 14	Fort 18
Init +3	DEX 14	Ref 15
	INT 10	Will 15
	WIS 14	
	CHA 10	

13 Passive Insight **19** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Standard, Personal, ACTION, RANGE, vs, ATTACK, DEFENSE, TARGET

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: LEVEL: BOOK: PH

ENCOUNTER ACTION DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS: Weapon USED

Standard	* +	Melee weapon
ACTION	RANGE	
10 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Magic Fullblade +2: +10 attack, 1d12+5 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.
+2 to attack rolls with opportunity attacks - Combat Superiority.

CLASS: LEVEL: * BOOK:

AT-WILL POWER DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS: Weapon USED

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

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

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.
+2 to attack rolls with opportunity attacks - Combat Superiority.

CLASS: LEVEL: * BOOK:

AT-WILL POWER DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS: Martial, Weapon USED

Imm Interru	* +	Melee
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.

ADDITIONAL EFFECTS

CLASS: LEVEL: * BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS

Cleave

KEYWORDS: Martial, Weapon USED

Standard	* +	Melee weapon
ACTION	RANGE	
10 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+3). Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Magic Fullblade +2: +10 attack, 1d12+5 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS: Fighter LEVEL: 1 BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS

Reaping Strike

KEYWORDS: Martial, Weapon USED

Standard	* +	Melee weapon
ACTION	RANGE	
10 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Miss: Half Strength modifier (+3) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+3).

Magic Fullblade +2: +10 attack, 1d12+5 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS: Fighter LEVEL: 1 BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS: Acid, Cold, Fire, Lightning or Poison USED

Minor	* +	Close blast 3
ACTION	RANGE	
3 vs Reflex		All creatures in area.
ATTACK	DEFENSE	TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
Hit: 1d6 + Constitution modifier (+2) damage. Increase to +4 bonus and 2d6 + Constitution modifier (+2) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+2) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

Unarmed: +6 attack, 1d6+2 damage


ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS: Racial Power LEVEL: * BOOK: PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Lunging Strike

KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee weapon +1 reach	
ACTION	 	RANGE	
9	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength -1 vs. AC
Hit: 2[W] + Strength modifier (+3) damage.

Magic Fullblade +2: +9 attack, 2d12+5 damage





ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS	Fighter	LEVEL	1	BOOK	MP
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ENCOUNTER POWER DUNGEONS & DRAGONS

Precise Strike

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

Attack: Strength + 4 vs. AC
Hit: 1[W] + Strength modifier (+3) damage.

Magic Fullblade +2: +14 attack, 1d12+5 damage





ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS	Fighter	LEVEL	3	BOOK	PH
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ENCOUNTER POWER DUNGEONS & DRAGONS

Villain's Menace

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

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.
Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Magic Fullblade +2: +10 attack, 2d12+5 damage





ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS	Fighter	LEVEL	1	BOOK	PH
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DAILY POWER DUNGEONS & DRAGONS

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

CLASS	Fighter	LEVEL	2	BOOK	MP
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UTILITY POWER DUNGEONS & DRAGONS

Magic Fullblade +2

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	6	+2d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

High Crit

Melee Basic Attack: +10 attack, 1d12+5 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Two-Hands	WEIGHT	10	PRICE	1800	BOOK	AV
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MAGIC WEAPON DUNGEONS & DRAGONS

Cloak of Resistance +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	7	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOT	Neck	WEIGHT	0	PRICE	2600	BOOK	PH
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MAGIC ITEM DUNGEONS & DRAGONS