

Cart  
Character Name  
Warforged  
Race  
Medium  
Size  
8  
Age  
6'1"  
Height  
270 lbs.  
Weight  
Good  
Alignment  
Deity  
Paragon Path  
Epic Destiny  
synDClash 2011  
Adventuring Company  
Total XP  
1,000  
RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
0	Initiative	-1	1

CONDITIONAL MODIFIERS

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

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
36	18	9	12
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS +2 Racial bonus against ongoing damage			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

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

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	
19	AC	11	7				1		

CONDITIONAL BONUSES

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
15	FORT	11	4						

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS		
	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES
Living Construct - No need to eat, drink, breathe, or sleep
Warforged Resolve - You have the warforged resolve power
Warforged Mind - +1 to Will
Warforged Resilience - +2 to saving throws against ongoing damage
Unsleeping Watcher - 4 hours of fully aware inactivity count as sleeping

CLASS / PATH / DESTINY FEATURES
Level 1 Alchemist Feature - Gain the Alchemist Feat, learn the Alchemist's Brew
Rune of Mending (Hybrid) - Gain rune of mending 1/encounter
Runic Artistry - Follow path of Defiant Word, way of Wrathful Word
Serene Blade - Gain proficiency with military heavy blade
Psionic Augmentation (Hybrid)
Psionic Defense (Hybrid) - Gain either blurred step or mind blank
Rune Master - Gain either Rune of Destruction or Rune of Protection
Rune of Destruction - Allies gain +1 to attack against enemies adjacent to you
Rune of Protection - Allies adjacent to you gain resist 2 to all damage
Hybrid Encounter Power

LANGUAGES KNOWN
Common

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

SPECIAL MOVEMENT

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

SPECIAL SENSES

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 5	1	4							
ABILITY: Ranged Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 0	1	-1							

DAMAGE WORKSPACE						
ABILITY: Melee Basic Attack - Unarmed						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d4+4	4					
ABILITY: Ranged Basic Attack - Unarmed						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d4-1	-1					

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Magic Bastard sword +1	1d10+5
2	vs AC	Sling	1d6-1
5	vs AC	Unarmed (Melee)	1d4+4
0	vs AC	Unarmed (Range)	1d4-1

FEATS
Alchemist - You can make alchemical items of your level or lower
Hybrid Talent - Gain a hybrid talent option for one of your hybrid class entries
Weapon Proficiency (Bastard sword) - Gain proficiency with the Bastard sword



CHARACTER NAME  
**Cart**

PLAYER NAME

RACE Warforged CLASS Hybrid LEVEL 2

	SCORE	ABILITY	MOD
<b>HP</b>	<b>36</b>	<b>STR</b>	<b>+4</b>
<b>AC</b>	<b>19</b>	<b>CON</b>	<b>+4</b>
<b>Spd</b>	<b>5</b>	<b>DEX</b>	<b>-1</b>
<b>Init</b>	<b>+0</b>	<b>INT</b>	<b>+0</b>
		<b>WIS</b>	<b>+1</b>
		<b>CHA</b>	<b>+0</b>
<b>Fort</b>	<b>15</b>		
<b>Ref</b>	<b>12</b>		
<b>Will</b>	<b>15</b>		

**12** Passive Insight **12** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard ☐ ☐ ☐ Personal ☐

**ACTION** ☐ ☐ ☐ **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

UTILITY POWER **DUNGEONS & DRAGONS**

Bull Rush Attack

KEYWORDS

Standard ☐ ☐ ☐ Melee 1 ☐

**ACTION** ☐ ☐ ☐ **RANGE**

**5** vs **Fort** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Strength vs. Fortitude  
**Hit:** You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Skills

0	Acrobatics	DEX
1	Arcana	INT
10	Athletics	STR (Trained)
1	Bluff	CHA
1	Diplomacy	CHA
2	Dungeoneering	WIS
7	Endurance	CON
2	Heal	WIS
1	History	INT
2	Insight	WIS
3	Intimidate	CHA
2	Nature	WIS
2	Perception	WIS
6	Religion	INT (Trained)
0	Stealth	DEX
1	Streetwise	CHA
0	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

Melee Basic Attack

KEYWORDS Weapon

Standard ☐ ☐ ☐ Melee weapon ☐

**ACTION** ☐ ☐ ☐ **RANGE**

**9** 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) damage at 21st level.

Magic Bastard sword +1: +9 attack, 1d10+5 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Grab Attack

KEYWORDS

Standard ☐ ☐ ☐ Melee touch ☐

**ACTION** ☐ ☐ ☐ **RANGE**

**5** vs **Reflex** One creature that is no more than

**ATTACK** **DEFENSE** **TARGET**

**Requirement:** You must have a hand free.  
**Attack:** Strength vs. Reflex  
**Hit:** You grab the target until the end of your next turn. You can end the grab as a free action.  
**Sustain Minor:** The grab persists until the end of your next turn.

Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Action Point

ADDITIONAL EFFECTS

**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.

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Ranged Basic Attack

KEYWORDS Weapon

Standard ☐ ☐ ☐ Ranged weapon ☐

**ACTION** ☐ ☐ ☐ **RANGE**

**2** vs **AC** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (-1) damage.

Increase damage to 2[W] + Dexterity modifier (-1) damage at 21st level.

Sling: +2 attack, 1d6-1 damage  
Unarmed: +0 attack, 1d4-1 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Opportunity Attack

KEYWORDS

Opportunity ☐ ☐ ☐ Melee 1 ☐

**ACTION** ☐ ☐ ☐ **RANGE**

**vs** The triggering enemy

**ATTACK** **DEFENSE** **TARGET**

**Trigger:** An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.  
**Effect:** You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**




Word of Diminishment

KEYWORDS

Divine, Runic, Weapon



USED

Standard

\*   

Melee weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage.  
**Rule of Destruction:** Until the end of your next turn, the target has vulnerable 2 to all damage, but vulnerable 5 against opportunity attacks.

Level 11: Vulnerable 4, but 7 against opportunity attacks.  
Level 21: Vulnerable 6, but 10 against opportunity attacks.  
**Rule of Protection:** Until the end of your next turn, the target takes a penalty to damage rolls equal to your Constitution modifier (+4).

Magic Bastard sword +1: +9 attack, 1d10+5 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Rune priest

LEVEL

1

BOOK

PH3

AT-WILL POWER






Battlemind's Demand (Augment 0)

KEYWORDS

Augmentable, Psionic



USED

Minor

Close burst 3

ACTION

3  

RANGE

vs

One creature in burst

ATTACK

DEFENSE

TARGET

**Effect:** You mark the target until you use this power again or until the end of the encounter.

ADDITIONAL EFFECTS

CLASS

Battlemind

LEVEL

BOOK

PH3

AT-WILL POWER






Battlemind's Demand (Augment 1)

KEYWORDS

Augmentable, Psionic



USED

Minor

Close burst 3

ACTION

3  

RANGE

vs

One or two creatures in burst

ATTACK

DEFENSE

TARGET

**Effect:** You mark the target until you use this power again or until the end of the encounter.

ADDITIONAL EFFECTS

CLASS

Battlemind

LEVEL

BOOK

PH3

AT-WILL POWER






Mind Spike

KEYWORDS

Force, Psionic, Psychic



USED

Imm React

\*   

Melee 1

ACTION

RANGE

vs

The triggering enemy

ATTACK

DEFENSE

TARGET

**Trigger:** An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target  
**Effect:** The target takes force and psychic damage equal to the damage that its attack dealt to your ally.

ADDITIONAL EFFECTS

CLASS

Battlemind

LEVEL

BOOK

PH3

AT-WILL POWER






Conductive Defense (Augment 0)

KEYWORDS

Augmentable, Lightning, Psionic, Weapon



USED

Standard

\*   

Melee 1

ACTION

RANGE

9

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Constitution vs. Reflex  
**Hit:** 1[W] + Constitution modifier (+4) lightning damage. Until the start of your next turn, the target takes lightning damage equal to your Constitution modifier (+4) whenever it hits one of your allies.

Magic Bastard sword +1: +9 attack, 1d10+5 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Battlemind

LEVEL

1

BOOK

PP

AT-WILL POWER






Conductive Defense (Augment 1)

KEYWORDS

Augmentable, Lightning, Psionic, Weapon



USED

Standard

\*   

Melee 1

ACTION

RANGE

9

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Constitution vs. Reflex  
**Hit:** 1[W] + Constitution modifier (+4) lightning damage. Until the start of your next turn, the target takes lightning damage equal to your Constitution modifier (+4) whenever it hits one of your allies, and, until the start of your next turn, the target also takes the lightning damage whenever it shifts to a square adjacent to one of your allies.

Magic Bastard sword +1: +9 attack, 1d10+5 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Battlemind

LEVEL

1

BOOK

PP

AT-WILL POWER






Conductive Defense (Augment 2)

KEYWORDS

Augmentable, Lightning, Psionic, Weapon



USED

Standard

\*   

Melee 1

ACTION

RANGE

9

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Constitution vs. Reflex  
**Hit:** 2[W] + Constitution modifier (+4) lightning damage. Until the start of your next turn, the target takes lightning damage equal to your Constitution modifier (+4) whenever it hits one of your allies.

Magic Bastard sword +1: +9 attack, 2d10+5 damage  
Unarmed: +5 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS

Battlemind

LEVEL

1

BOOK

PP

AT-WILL POWER






Rune of Mending

KEYWORDS

Divine, Healing, Runic



USED

Minor

Close burst 5 (10 at 11th level, 15 at 21st)

ACTION

5  

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

**Effect:** The target can spend a healing surge.

Level 6: The target regains 1d6 additional hit points.  
Level 11: The target regains 2d6 additional hit points.  
Level 16: The target regains 3d6 additional hit points.  
Level 21: The target regains 4d6 additional hit points.  
Level 26: The target regains 5d6 additional hit points.  
**Rule of Destruction:** You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.  
**Rule of Protection:** You and each ally in the burst gain a +1 bonus to all defenses until the end of your next turn.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS

Rune priest

LEVEL

BOOK

PH3

ENCOUNTER POWER






Anvil of Battle

KEYWORDS

Divine, Runic, Weapon



USED

Standard

\*   

Melee weapon

ACTION

RANGE

9

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Strength vs. Fortitude  
**Hit:** 1[W] + Strength modifier (+4) damage. Until the start of your next turn, you have resist 5 to all damage against the target's attacks.  
**Rule of Destruction:** Until the end of your next turn, whenever the target shifts, you or an ally adjacent to you can make an opportunity attack against it with a bonus to the attack roll equal to your Constitution modifier (+4).  
**Rule of Protection:** Until the end of your next turn, whenever the target shifts, you and each ally within 2 squares of the target can shift 1 square as a free action.

Magic Bastard sword +1: +9 attack, 1d10+5 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Rune priest

LEVEL

1

BOOK

PH3

ENCOUNTER POWER



Rune of the Udeniable Dawn

KEYWORDS

Divine, Radiant, Weapon, Zone

USED

Standard

Close burst 3

ACTION

3

RANGE

9

vs

AC

Each enemy in burst

ATTACK

DEFENSE

TARGET

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) radiant damage.  
**Miss:** Half damage.  
**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies gain a +2 power bonus to all defenses while within the zone.  
**Sustain Minor:** The zone persists.

Magic Bastard sword +1: +9 attack, 1d10+5 damage  
Sling: +7 attack, 1d6+4 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Rune priest

LEVEL

1

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

**Effect:** Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Warforged Resolve

KEYWORDS

Healing

USED

Minor

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

**Effect:** You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS

Warforged

LEVEL

BOOK

EPG

UTILITY POWER

DUNGEONS & DRAGONS

Shield of Sacrifice

KEYWORDS

Divine, Healing

USED

Minor

Close burst 5

ACTION

5

RANGE

AT-WILL

ENCOUNTER

DAILY

**Target:** You or one ally in burst  
**Effect:** The target loses a healing surge. One or two allies within 5 squares of the target regain hit points as if they had each spent a healing surge. The target and each ally who regained hit points gain a +5 power bonus to AC until the end of your next turn.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS

Rune priest

LEVEL

2

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Magic Bastard sword +1

1d10

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

1

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Versatile

Melee Basic Attack: +9 attack, 1d10+5 damage

AT-WILL

ENCOUNTER

DAILY

POWER

Rarity: Common

ITEM SLOT

One-hand

WEIGHT

6

PRICE

360

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS

Alchemist's Fire (level 1)

1

AC BONUS

CHECK

SPEED

QUANTITY

1

Alchemical

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

Rarity: Uncommon  
**Power (Consumable • Fire):** Standard Action. Make an attack: Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on miss, deal half damage.

ITEM SLOT

WEIGHT

0

PRICE

20

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS

Cart

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