

Player Name **Jim Auwaerter**

Helga

Character Name

Dwarf

Race

Medium

Size

57

Age

Female

Gender

4'4"

Height

200 lbs.

Weight

Shock Trooper

Class

Paragon Path

Alignment

Clangeddin Silverbe

Deity

Epic Destiny

Adventuring Company

26,000

Total XP

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
15	4	5	6

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
22	STR Strength	6	11
13	CON Constitution	1	6
18	DEX Dexterity	4	9
11	INT Intelligence	0	5
14	WIS Wisdom	2	7
9	CHA Charisma	-1	4

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
88	44	22	10	

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
15	Acrobatics	DEX	9	5	-1
6	Arcana	INT	5	0	n/a
15	Athletics	STR	11	5	-1
4	Bluff	CHA	4	0	n/a
4	Diplomacy	CHA	4	0	n/a
9	Dungeoneering	WIS	7	0	n/a
12	Endurance	CON	6	5	-1
12	Heal	WIS	7	5	n/a
6	History	INT	5	0	n/a
10	Insight	WIS	7	0	n/a
4	Intimidate	CHA	4	0	n/a
7	Nature	WIS	7	0	n/a
10	Perception	WIS	7	0	n/a
6	Religion	INT	5	0	n/a
8	Stealth	DEX	9	0	-1
4	Streetwise	CHA	4	0	n/a
8	Thievery	DEX	9	0	-1

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
26	AC	15	7			3	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
29	FORT	15	6	2	2	2	1	1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	REF	15	4		2	2	1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

+2 Will Defense against charm, fear, and illusion attacks when within 10 squares of Cameron

RACE FEATURES

Encumbered Speed - Armor or heavy load doesn't reduce your speed

Dwarven Resilience - You have the dwarven resilience power

Stand Your Ground - Can move 1 sq. less with forced movement; can make saving throw to avoid falling prone from attack

Dwarven Weapon Proficiency - Proficiency with throwing hammer and warhammer

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

FEATS

Two-Weapon Defense - +1 to AC and Reflex while wielding a weapon in each hand

Master of the Fist - Monk: Acrobatics training, Unarmed Combatant feature

Blindfighting Warrior - Ignore partial and total concealment with melee attacks

Improved Monk Unarmed Strike - Damage die of your monk unarmed strike improves to 1d10

Ki Focus Expertise - +2 to ki focus attacks; +2 to damage with ki focus against bloodied enemies

Weapon Focus (Unarmed) - +2 damage with weapon attacks when Unarmed

Improved Defenses - +2 to Fortitude, Reflex, and Will

Daunting Challenge - Your mark penalty is -3

LANGUAGES KNOWN

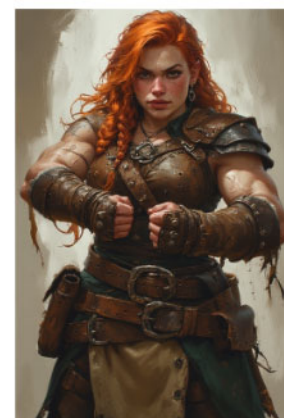
Common, Dwarven

CHARACTER BACKGROUND

Trained from Birth for a Specific Prophecy
The doves? They come and go as they please. By Choinero's wisdom, the doves will watch over me until the day of the Great Rift.

Once per day, you can reroll an initiative check if you don't like the result. You keep the second result whether it's better, the same, or worse.

CHARACTER PORTRAIT



MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	10
20	Passive Perception	10	10

SPECIAL SENSES
Low-light Vision

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
20	vs AC	Ghost Strike Ki Focused Mon	1d12+15

CLASS / PATH / DESTINY FEATURES

Level 1 Guardian Feature - You gain the guardian's counter power.

Combat Challenge - Mark foes you attack until end of your next turn. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you.

Combat Superiority - Add Wis mod to opportunity attacks. Hit ends foe's movement (if any) this action.

Fighter Talents - You gain a fighter talent

Tempest Technique - Gain Two-Weapon Defense; +1 attack, +2 damage with offhand weapons

Unarmed Combatant - Gain Monk Unarmed Strike +3 attack, 1d8 damage, off-hand

Level 5 Guardian Feature - You gain a +2 power bonus to Insight checks and Perception checks.

Level 10 Guardian Feature - Choose one creature to be your bonded charge.

Footwork Action - When you spend action point to gain action, until end of your next turn gain +2 AC and Reflex and shift 1 if a melee attack misses you

Deadly Soldier - Increase off-hand weapon's damage die by one size

CHARACTER NAME
Helga

PLAYER NAME
Jim Auwaerter

RACE Dwarf CLASS Fighter LEVEL 11

	SCORE	ABILITY	MOD
HP	88	STR	+6
Spd	5	DEX	+4
Init	+15	INT	+0
		WIS	+2
		CHA	-1
AC	26		
Fort	29		
Ref	24		
Will	22		

20 Passive Insight **20** Passive Perception

Skills

15	Acrobatics	DEX	(Trained)
6	Arcana	INT	
15	Athletics	STR	(Trained)
4	Bluff	CHA	
4	Diplomacy	CHA	
9	Dungeoneering	WIS	
12	Endurance	CON	(Trained)
12	Heal	WIS	(Trained)
6	History	INT	
10	Insight	WIS	
4	Intimidate	CHA	
7	Nature	WIS	
10	Perception	WIS	
6	Religion	INT	
8	Stealth	DEX	
4	Streetwise	CHA	
8	Thievery	DEX	

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Self

Footwork Action: When you spend an action point to take an extra action, you gain a +2 bonus to AC and Reflex until the end of your next turn. If a melee attack misses you while this bonus applies, you can shift 1 square as a free action.

Ally

Tactical Presence/Tactical Assault: When you spend an action point to make an attack and Grimp can see you, you gain a +4 bonus to the first attack roll of that attack. You also gain a +6 bonus to all damage rolls for that attack.

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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Minor, Personal, ACTION, RANGE

AT-WILL **ENCOUNTER** **DAILY**

Effect: You spend a healing surge and regain 22 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

UTILITY POWER DUNGEONS & DRAGONS

Grappling Strike

KEYWORDS: Martial, Weapon, USED

Standard * **ACTION** **RANGE**

20 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must have a hand free.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+6) damage, and you grab the target. The grab ends automatically at the end of your next turn.

Level 21: 2[W] + Strength modifier (+6) damage.

Brawler Style: When making an opportunity attack, you can use this power in place of a melee basic attack.

Ghost Strike Ki Focused Monk Unarmed Strike +3: +20 attack, 1d12+15 damage

ADDITIONAL EFFECTS

+2 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS: Fighter LEVEL: 1 BOOK: MP2

AT-WILL POWER DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS: Martial, Weapon, USED

Imm Interr * **ACTION** **RANGE**

20 vs **AC** One creature

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

Guardian's Counter

KEYWORDS: Martial, USED

Imm Interr * **ACTION** **RANGE**

2 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Trigger: An ally within 2 squares of you is hit by an attack and you are not included in the attack.

Effect: You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

ADDITIONAL EFFECTS

CLASS: Guardian LEVEL: 1 BOOK: Dragon 399

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Dual Strike

KEYWORDS: Martial, Weapon, USED

Standard * **ACTION** **RANGE**

20 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding two melee weapons.

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] damage.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] damage.

Ghost Strike Ki Focused Monk Unarmed Strike +3: +20 attack, 1d12+9 damage

ADDITIONAL EFFECTS

+2 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS: Fighter LEVEL: 1 BOOK: MP

AT-WILL POWER DUNGEONS & DRAGONS

Funneling Flurry

KEYWORDS: Martial, Weapon, USED

Standard * **ACTION** **RANGE**

20 vs **AC** Two creatures

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), one attack per target

Hit: 1[W] + Strength modifier (+6) damage, and you slide the target 1 square.

Ghost Strike Ki Focused Monk Unarmed Strike +3: +20 attack, 1d12+15 damage

ADDITIONAL EFFECTS

+2 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS: Fighter LEVEL: 1 BOOK: MP

ENCOUNTER POWER DUNGEONS & DRAGONS

Rain of Blows

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

20

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC. Make the attack twice against the target.

Hit: 1[W] damage.

Weapon: If you're wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.

Ghost Strike Ki Focused Monk Unarmed Strike +3: +20 attack, 1d12+9 damage

ADDITIONAL EFFECTS

+2 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS

Fighter

LEVEL 3

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Come and Get It

KEYWORDS

Martial, Weapon

USED

Standard

↓

↗

Close burst 3

ACTION

3

↶

✱

RANGE

20

vs

Will

Each enemy you can see in the burst

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Will

Hit: You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage.

Ghost Strike Ki Focused Monk Unarmed Strike +3: +20 attack

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL 7

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Shocking Twister

KEYWORDS

Martial, Weapon

USED

Standard

*

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Melee weapon

ACTION

↶

✱

RANGE

22

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding two melee weapons.

Primary Attack: Strength + 2 vs. AC (main weapon)

Hit: 1[W] + Strength modifier (+6) damage. Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage, and you can shift 1 square. Make a tertiary attack against the target.

Tertiary Attack: Strength vs. AC (main or off-hand weapon)

Hit: 1[W] + Strength modifier damage, you can shift 1 square, and the target is dazed until the end of your next turn.

Ghost Strike Ki Focused Monk Unarmed Strike +3: +22 attack, 1d12+15 damage

ADDITIONAL EFFECTS

+2 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS

Shock Trooper

LEVEL 11

BOOK MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Villain's Menace

KEYWORDS

Martial, Weapon

USED

Standard

*

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↗

Melee weapon

ACTION

↶

✱

RANGE

20

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier (+6) 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: You 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.

Ghost Strike Ki Focused Monk Unarmed Strike +3: +20 attack, 2d12+15 damage

ADDITIONAL EFFECTS

+2 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS

Fighter

LEVEL 1

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Rain of Steel

KEYWORDS

Martial, Stance, Weapon

USED

Minor

↓

↗

Personal

ACTION

↶

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL 5

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Punishing Storm

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

20

vs

AC

One or two creatures

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding two melee weapons.

Primary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier (+6) damage.

Miss: Half damage.

Effect: If you hit at least once, you can shift 1 square and make a secondary attack.

Secondary Target: One creature other than a primary target

Secondary Attack: Strength vs. Fortitude (off-hand weapon)

Hit: 1[W] damage, and the target falls prone.

Ghost Strike Ki Focused Monk Unarmed Strike +3: +20 attack, 2d12+15 damage

ADDITIONAL EFFECTS

+2 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS

Fighter

LEVEL 9

BOOK Dragon 378

DAILY POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

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Personal

ACTION

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✱

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

Dwarven Resilience

KEYWORDS

USED

Minor

↓

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You use your second wind.

ADDITIONAL EFFECTS

CLASS

Dwarf

LEVEL

BOOK PEHOTFL

UTILITY POWER

DUNGEONS & DRAGONS

Guardian's Defense

KEYWORDS

Martial

USED

Minor

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Close burst 1

ACTION

1

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: You and one ally in the burst.

Effect: Until the end of your next turn, each target gains a +2 power bonus to all defenses. Additionally, enemies cannot gain combat advantage against either target until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Guardian

LEVEL 2

BOOK Dragon 399

UTILITY POWER

DUNGEONS & DRAGONS

Kirre's Roar

KEYWORDS

Martial

USED

Minor

Close burst 3

ACTION

3

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: Each enemy in burst

Effect: You mark each target until the end of your next turn. In addition, you gain resistance to all damage equal to your Dexterity modifier (+4) until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

6

BOOK

DSCS

UTILITY POWER

Clearheaded

KEYWORDS

Martial

USED

No Action

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Prerequisite: You must have training in Endurance.

Trigger: You start your turn dazed, dominated, or stunned by an effect that a save can end.

Effect: You make a saving throw with a +5 power bonus against the triggering effect.

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

10

BOOK

PEHOTFL

UTILITY POWER

Ghost Strike Ki Focus +3

DAMAGE

PROFICIENT

GROUP

RANGE

+3 attack rolls and damage rolls

12

+3d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Whenever you make a melee attack against an insubstantial creature granting combat advantage to you, the attack ignores the insubstantial quality.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Requirement: Must be able to use Ki Focuses as an implement.

Rarity: Uncommon

ITEM SLOT

Ki Focus

WEIGHT

0

PRICE

13000

BOOK

PH3

MAGIC WEAPON

Torc of Justice

AC BONUS

CHECK

SPEED

1

QUANTITY

+2 Fortitude, Reflex, and Will

10

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

When you spend a healing surge, in addition to gaining its normal benefits, you choose an enemy you can see. Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against that enemy.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Rarity: Rare

Power (Daily): Minor Action. Bloodied allies within 5 squares of you gain 10 temporary hit points.

ITEM SLOT

Neck

WEIGHT

0

PRICE

5000

BOOK

MAGA

MAGIC ITEM

Strikebacks (heroic tier)

AC BONUS

CHECK

SPEED

1

QUANTITY

10

Hands Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +1 item bonus to opportunity attacks.

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Rarity: Uncommon

Power (Encounter): Immediate Reaction. Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.

ITEM SLOT

Hands

WEIGHT

0

PRICE

5000

BOOK

AV

MAGIC ITEM

Surefoot Boots (heroic tier)

AC BONUS

CHECK

SPEED

1

QUANTITY

5

Feet Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +2 item bonus to Acrobatics checks.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Rarity: Uncommon

Power (Daily): Free Action. Use this power when you are knocked prone. You stand up.

ITEM SLOT

Feet

WEIGHT

0

PRICE

1000

BOOK

AV

MAGIC ITEM

Cameron's Finery

AC BONUS

CHECK

SPEED

1

QUANTITY

3

Wondrous Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

You gain a +1 item bonus to Arcana, History, Insight, Perception, and Religion and a +2 bonus to your Will defense against charm, fear, and illusion attacks when you are within 10 squares of Cameron and his Resplendent Finery.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

WEIGHT

0

PRICE

0

BOOK

HH

MAGIC ITEM

Grimp's Tactics

AC BONUS

CHECK

SPEED

1

QUANTITY

3

Wondrous Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

You gain a +6 power bonus to your initiative when you start within 10 squares of Grimp and can see and hear him.

You also gain additional bonuses when you spend an action point near Grimp.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

WEIGHT

0

PRICE

0

BOOK

HH

MAGIC ITEM