

Player Name Eric Dumas

Axel	1	Fighter	275
Character Name	Level	Class	Total XP
Dwarf	Medium	51	Male
Race	Size	Age	Gender
	4'5"	190 lb.	Good
	Height	Weight	Alignment
			Deity
			Moradin
			Epic Destiny
			Adventuring Company
			RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

### DEFENSES

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

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	<b>STR</b> Strength	3	3
16	<b>CON</b> Constitution	3	3
13	<b>DEX</b> Dexterity	1	1
12	<b>INT</b> Intelligence	1	1
15	<b>WIS</b> Wisdom	2	2
6	<b>CHA</b> Charisma	-2	-2

### FORT

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

CONDITIONAL BONUSES

### REF

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

CONDITIONAL BONUSES

### WILL

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

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+

### Passive Perception

12	Passive Perception	10	+
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SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	3					

ABILITY: Ranged Basic Attack - Unarmed

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

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
31	15	7		12

1/2 HP      1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER      USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Dwarven Weapon Proficiency** - Proficient with hammers.

**Cast-Iron Stomach** - +5 bonus to saving throws against poison.

**Encumbered Speed** - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

**Dwarven Resilience** - Second wind is minor action.

**Stand Your Ground** - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Greataxe	1d12+3
3	vs AC	Unarmed (Melee)	1d4+3
1	vs AC	Unarmed (Range)	1d4+1

### SKILLS

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

### FEATS

**Berserker's Fury** - Barbarian: skill training, bonus damage 1/day

### LANGUAGES KNOWN

Common, Dwarven



CHARACTER NAME  
**Axel**

PLAYER NAME  
**Eric Dumas**

RACE Dwarf CLASS Fighter LEVEL 1

<b>HP</b> 31	<b>STR</b> 17	<b>AC</b> 17
<b>Spd</b> 5	<b>CON</b> 16	<b>Fort</b> 15
<b>Init</b> +1	<b>DEX</b> 13	<b>Ref</b> 11
	<b>INT</b> 12	<b>Will</b> 12
	<b>WIS</b> 15	
	<b>CHA</b> 6	

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

PLAY DATA **DUNGEONS & DRAGONS**



Second Wind

KEYWORDS Martial, Weapon USED

Minor	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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 Fighter LEVEL 1 BOOK PH

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Combat Challenge

KEYWORDS Martial, Weapon USED

Imm Interr	Melee
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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 Fighter LEVEL \* BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Crushing Surge

KEYWORDS Invigorating, Martial, Weapon USED

Standard	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
6	vs AC
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Greataxe: +6 attack, 1d12+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

AT-WILL POWER **DUNGEONS & DRAGONS**

Footwork Lure

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
6	vs AC
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+3) damage. You can shift 1 square and slide the target into the space you left. Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Greataxe: +6 attack, 1d12+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

AT-WILL POWER **DUNGEONS & DRAGONS**

Insightful Strike

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
6	vs AC
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+3) damage. If the target is bloodied, the attack deals extra damage equal to your Wisdom modifier (+2)

Greataxe: +6 attack, 2d12+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Flanking Assault

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
6	vs AC
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+3) damage. For each ally adjacent to the target, the attack deals extra damage equal to your Dexterity modifier (+1).  
**Miss:** Half damage.

Greataxe: +6 attack, 3d12+3 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

DAILY POWER **DUNGEONS & DRAGONS**