

Player Name Patrick Jenkins

Rashken		1	Fighter				0
Character Name		Level	Class		Paragon Path		Total XP
Dragonborn		Medium	19	Male	Unaligned		
Race		Size	Age	Gender	Height	Weight	Alignment
					Deity	Adventuring Company	
						RPGA Number	

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		
CONDITIONAL MODIFIERS			

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	10	7				2	
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
18	<b>STR</b> Strength	4	4
16	<b>CON</b> Constitution	3	3
16	<b>DEX</b> Dexterity	3	3
13	<b>INT</b> Intelligence	1	1
13	<b>WIS</b> Wisdom	1	1
14	<b>CHA</b> Charisma	2	2

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	10	4	2				
CONDITIONAL BONUSES								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	3				2	
CONDITIONAL BONUSES								

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
11	Passive Insight	10	+
SPECIAL SENSES			

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Perception	10	+
SPECIAL SENSES			

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Battleaxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
31	15	10
	1/2 HP	1/4 HP
CURRENT HIT POINTS		

HEALING SURGES	SURGES/DAY
12	
CURRENT SURGE USES	

### SECOND WIND 1/ENCOUNTER

USED	
0	
TEMPORARY HIT POINTS	

### DEATH SAVING THROW FAILURES

SAVING THROW MODS
0

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

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

### 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**

### 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.

**Battlerager Vigor** - Temp hp when you hit with melee or close; Double with Invigorating, Temp HP if miss with invigorating, +2 damage in light armor with some weapons

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Battleaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Battleaxe	1d10+4

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

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

### SKILLS

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

### LANGUAGES KNOWN

Common, Draconic

### FEATS

**Enlarged Dragon Breath** - Dragon breath becomes blast 5

### POWER INDEX

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

#### AT-WILL POWERS

Combat Challenge	<input type="checkbox"/>
Cleave	<input type="checkbox"/>
Brash Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### ENCOUNTER POWERS

Dragon Breath	<input type="checkbox"/>
Distracting Spate	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### DAILY POWERS

Villain's Menace	<input type="checkbox"/>
	<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"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### OTHER EQUIPMENT

Scale Armor (E)
Battleaxe (E)
Heavy Shield (E)
Backpack (empty)
Bedroll
Pouch, Belt (empty)
Flint and Steel
Rope, hempen (50 ft.)
Waterskin
Rations, Trail (10)
Sunrod (2)

#### COINS AND OTHER WEALTH

Money on hand: 14 gp; 8 sp; 6 cp
Stored money: 0 gp
Encumbrance: 99 / 180

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

#### 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


CHARACTER NAME  
**Rashken**

PLAYER NAME  
**Patrick Jenkins**

RACE Dragonborn CLASS Fighter LEVEL 1

<b>HP</b> 31	<b>18 STR</b>	<b>AC</b> 19
<b>Spd</b> 5	<b>16 CON</b>	<b>Fort</b> 16
<b>Init</b> +3	<b>16 DEX</b>	<b>Ref</b> 15
	<b>13 INT</b>	<b>Will</b> 12
	<b>13 WIS</b>	
	<b>14 CHA</b>	

**11** Passive Insight    **11** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
<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 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

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 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Cleave

KEYWORDS Martial, Weapon USED

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

**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.

Battleaxe: +6 attack, 1d10+4 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**

Brash Strike

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
8 vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Strength +2 vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level.  
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier (+3).  
**Effect:** You grant combat advantage to the target until the start of your next turn.

Battleaxe: +8 attack, 1d10+7 damage

ADDITIONAL EFFECTS

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

CLASS Fighter LEVEL 1 BOOK MP

AT-WILL POWER **DUNGEONS & DRAGONS**

Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison USED

Minor	Close blast 3 or 5
<b>ACTION</b>	<b>RANGE</b>
6 vs Reflex	All creatures in area.
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex  
**Hit:** 1d6 + Constitution modifier (+3) damage. Increase to +4 bonus and 2d6 + Constitution modifier (+3) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+3) 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+3 damage

ADDITIONAL EFFECTS

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

CLASS Racial Power LEVEL 1 BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Distracting Spate

KEYWORDS Martial, Weapon USED

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

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+4) damage, and the target grants combat advantage to you until the end of your next turn.  
**Weapon:** If you're wielding two melee weapons, the attack deals extra damage equal to your Dexterity modifier (+3).

Battleaxe: +6 attack, 2d10+4 damage

ADDITIONAL EFFECTS

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

CLASS Fighter LEVEL 1 BOOK MP

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Villain's Menace

KEYWORDS Martial, Weapon USED

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

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+4) 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.

Battleaxe: +6 attack, 2d10+4 damage

ADDITIONAL EFFECTS

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

CLASS Fighter LEVEL 1 BOOK PH

DAILY POWER **DUNGEONS & DRAGONS**