

Player Name \_\_\_\_\_

Character Name **Dwarf** Level **11** Class **Fighter** Alignment **Kensei** Paragon Path **Paragon Path** Epic Destiny **Paragon Path** Total XP **26,000**

Race **Dwarf** Size **Medium** Age \_\_\_\_\_ Gender \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Alignment \_\_\_\_\_ Deity \_\_\_\_\_ Adventuring Company or Other Affiliations \_\_\_\_\_

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>7</b>	<b>2</b>	<b>5</b>	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>27</b>	<b>AC</b>	<b>15</b>	<b>9</b>			<b>3</b>		

CONDITIONAL BONUSSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed (Squares)</b>	<b>5</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>19</b>	<b>STR</b> Strength	<b>4</b>	<b>9</b>
<b>18</b>	<b>CON</b> Constitution	<b>4</b>	<b>9</b>
<b>15</b>	<b>DEX</b> Dexterity	<b>2</b>	<b>7</b>
<b>11</b>	<b>INT</b> Intelligence	<b>0</b>	<b>5</b>
<b>15</b>	<b>WIS</b> Wisdom	<b>2</b>	<b>7</b>
<b>12</b>	<b>CHA</b> Charisma	<b>1</b>	<b>6</b>

### FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>21</b>	<b>15</b>	<b>4</b>	<b>2</b>				

CONDITIONAL BONUSSES

### REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>17</b>	<b>15</b>	<b>2</b>					

CONDITIONAL BONUSSES

### WILL

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>17</b>	<b>15</b>	<b>2</b>					

CONDITIONAL BONUSSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>17</b>	<b>Passive Insight</b>	<b>10</b>	<b>7</b>
<b>17</b>	<b>Passive Perception</b>	<b>10</b>	<b>7</b>

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack using Transference Mordenkrad

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 16</b>	<b>5</b>	<b>4</b>		<b>2</b>		<b>3</b>	<b>2</b>

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+</b>							

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
	1/2 HP	1/4 HP
<b>93</b>	<b>46</b>	<b>23</b>
		<b>15</b>

CURRENT HIT POINTS: **93**      CURRENT SURGE USES: **0**

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

**1** Action Points

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack using Transference Mordenkrad

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d10+9</b>	<b>4</b>	<b>2</b>	<b>3</b>		

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

### RACE FEATURES

- Dwarven Weapon Proficiency
- Cast-Iron Stomach
- Encumbered Speed
- Dwarven Resilience
- Stand Your Ground

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>16</b>	<b>AC</b>	Transference Mordenk	1d10+9

### SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>7</b>	<b>Acrobatics</b>	DEX	<b>7</b>	<b>0</b>		
<b>5</b>	<b>Arcana</b>	INT	<b>5</b>	<b>0</b>	n/a	
<b>14</b>	<b>Athletics</b>	STR	<b>9</b>	<b>5</b>		
<b>6</b>	<b>Bluff</b>	CHA	<b>6</b>	<b>0</b>	n/a	
<b>6</b>	<b>Diplomacy</b>	CHA	<b>6</b>	<b>0</b>	n/a	
<b>9</b>	<b>Dungeoneering</b>	WIS	<b>7</b>	<b>0</b>	n/a	<b>2</b>
<b>16</b>	<b>Endurance</b>	CON	<b>9</b>	<b>5</b>		<b>2</b>
<b>7</b>	<b>Heal</b>	WIS	<b>7</b>	<b>0</b>	n/a	
<b>5</b>	<b>History</b>	INT	<b>5</b>	<b>0</b>	n/a	
<b>7</b>	<b>Insight</b>	WIS	<b>7</b>	<b>0</b>	n/a	
<b>11</b>	<b>Intimidate</b>	CHA	<b>6</b>	<b>5</b>	n/a	
<b>7</b>	<b>Nature</b>	WIS	<b>7</b>	<b>0</b>	n/a	
<b>7</b>	<b>Perception</b>	WIS	<b>7</b>	<b>0</b>	n/a	
<b>5</b>	<b>Religion</b>	INT	<b>5</b>	<b>0</b>	n/a	
<b>7</b>	<b>Stealth</b>	DEX	<b>7</b>	<b>0</b>		
<b>6</b>	<b>Streetwise</b>	CHA	<b>6</b>	<b>0</b>	n/a	
<b>7</b>	<b>Thievery</b>	DEX	<b>7</b>	<b>0</b>		

### CLASS / PATH / DESTINY FEATURES

- Combat Challenge
- Combat Superiority
- Fighter Weapon Talent
- Two-Handed
- Kensei Focus
- Kensei Focus Mordenkrad
- Kensei Control Action

### FEATS

- Power Attack - +2 damage for -2 to attack
- Dwarven Weapon Training - +2 damage and proficiency with axes and hammers
- Shield the Fallen - Grant bloodied, unconscious, or helpless ally +2 to saving throws and all defenses
- Durable - Increase number of healing surges by 2
- Powerful Charge - +2 damage, +2 to bull rush on a charge
- Weapon Focus (Hammer) - Gain +1 damage per tier with Hammers.
- Hammer Rhythm - Damage with hammer or mace on a miss

### LANGUAGES KNOWN

- Common
- Dwarven



CHARACTER NAME

PLAYER NAME

RACE Dwarf CLASS Fighter LEVEL 11

<b>HP</b> 93	<b>19 STR</b>	<b>Fort</b> 21
<b>AC</b> 27	<b>18 CON</b>	<b>Ref</b> 17
<b>Speed</b> 5	<b>15 DEX</b>	<b>Will</b> 17
<b>Init</b> +7	<b>11 INT</b>	
	<b>15 WIS</b>	
	<b>12 CHA</b>	

**17** Passive Insight      **17** Passive Perception

### Action Points

**1** Action Points

Once per encounter, you can spend an action point. When you spend an action point, it's gone, but you can earn more.

Most often, you spend an action point to take an extra action during your turn.

If you spend an action point to take an extra action and are within sight of an allied warlord, the warlord's Commanding Presence grants you a benefit.

Instead of taking an extra action when you spend an action point, you can use a paragon path feature or a feat that requires an action point. Whatever you use an action point for, you can only spend 1 per encounter.

**SPEND AN ACTION POINT: FREE ACTION**

- During Your Turn
- Gain an Extra Action
- Once per Encounter

CLASS Player Ability LEVEL \* PAGE PHB

### Second Wind

**23** Surge Value      **15** Surges Per Day

You can dig into your resolve and endurance to find an extra burst of vitality. In game terms, you spend a healing surge to regain some of your lost hit points, and you focus on defending yourself.

Unless otherwise noted in the statistics block of a monster or a nonplayer character, this action is available only to player characters.

**SECOND WIND: STANDARD ACTION**

- Spend a Healing Surge
- +2 Bonus to All Defenses
- Once per Encounter
- Minor Action for Dwarves

CLASS Player Ability LEVEL \* PAGE PHB

**PLAY DATA** DUNGEONS & DRAGONS

**ACTION POINTS** DUNGEONS & DRAGONS

**SECOND WIND** DUNGEONS & DRAGONS

### Cleave

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↘ ↙	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
<b>16</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Your stats using Transference Mordenkrad +3: +16 bonus to hit, 1d10+9 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Fighter LEVEL 1 PAGE PHB

### Reaping Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↘ ↙	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
<b>16</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Your stats using Transference Mordenkrad +3: +16 bonus to hit, 1d10+9 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Fighter LEVEL 1 PAGE PHB

### Spinning Sweep

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↘ ↙	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
<b>16</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier damage, and you knock the target prone.

Your stats using Transference Mordenkrad +3: +16 bonus to hit, 1d10+9 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Fighter LEVEL 1 PAGE PHB

**AT-WILL POWER** DUNGEONS & DRAGONS

**AT-WILL POWER** DUNGEONS & DRAGONS

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Crushing Blow

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↘ ↙	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
<b>16</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. AC  
Hit: 2[W] + Strength modifier damage  
Weapon: If you're wielding an axe, a hammer, or a mace, you gain a bonus to the damage roll equal to your Constitution modifier.

Your stats using Transference Mordenkrad +3: +16 bonus to hit, 2d10+9 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Fighter LEVEL 3 PAGE PHB

### Come and Get It

KEYWORDS Martial, Weapon USED

Standard	↓ ↘ ↙	Close burst 3
<b>ACTION</b>	← 3 *	<b>RANGE</b>
<b>16</b> vs <b>AC</b>		Each enemy in burst you can see
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier damage.

Your stats using Transference Mordenkrad +3: +16 bonus to hit, 1d10+9 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Fighter LEVEL 7 PAGE PHB

### Masterstroke

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↘ ↙	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
<b>18</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength + 2 vs. AC  
Hit: 2[W] + Strength modifier damage.

Your stats using Transference Mordenkrad +3: +18 bonus to hit, 2d10+9 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Fighter LEVEL 11 PAGE PHB

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**ENCOUNTER POWER** DUNGEONS & DRAGONS

## Brute Strike

KEYWORDS		Martial, Reliable, Weapon		USED
Standard	* ↓ ↗	Melee weapon		
<b>ACTION</b>	← *	<b>RANGE</b>		
<b>16</b>	vs	<b>AC</b>	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
Attack: Strength vs. AC Hit: 3[W] + Strength modifier damage.				
Your stats using Transference Mordenkrad +3: +16 bonus to hit, 3d10+9 damage.				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	Fighter	LEVEL	1	PAGE <i>PHB</i>
<b>DAILY POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>		

## Crack the Shell

KEYWORDS		Martial, Reliable, Weapon		USED
Standard	* ↓ ↗	Melee weapon		
<b>ACTION</b>	← *	<b>RANGE</b>		
<b>16</b>	vs	<b>AC</b>	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
Attack: Strength vs. AC Hit: 2[W] + Strength modifier damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).				
Your stats using Transference Mordenkrad +3: +16 bonus to hit, 2d10+9 damage.				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	Fighter	LEVEL	5	PAGE <i>PHB</i>
<b>DAILY POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>		

## Victorious Surge

KEYWORDS		Healing, Martial, Reliable, Weapon		USED
Standard	* ↓ ↗	Melee weapon		
<b>ACTION</b>	← *	<b>RANGE</b>		
<b>16</b>	vs	<b>AC</b>	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
Attack: Strength vs. AC Hit: 3[W] + Strength modifier damage, and you regain hit points as if you had spent a healing surge.				
Your stats using Transference Mordenkrad +3: +16 bonus to hit, 3d10+9 damage.				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	Fighter	LEVEL	9	PAGE <i>PHB</i>
<b>DAILY POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>		

## Unstoppable

KEYWORDS		Martial		USED
Minor	↓ ↗	Personal		
<b>ACTION</b>	← *	<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier.				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	Fighter	LEVEL	2	PAGE <i>PHB</i>
<b>UTILITY POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>		

## Defensive Training

KEYWORDS		Martial, Stance		USED
Minor	↓ ↗	Personal		
<b>ACTION</b>	← *	<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
Effect: Gain a +2 power bonus to your Fortitude, Reflex, or Will defense.				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	Fighter	LEVEL	6	PAGE <i>PHB</i>
<b>UTILITY POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>		

## Into the Fray

KEYWORDS		Martial		USED
Minor	↓ ↗	Personal		
<b>ACTION</b>	← *	<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
Effect: You can move 3 squares, as long as you can end your move adjacent to an enemy.				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	Fighter	LEVEL	10	PAGE <i>PHB</i>
<b>UTILITY POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>		

## Dragonrider Scale armor +3

<b>BONUS</b>	+3 AC	<b>CRITICAL</b>
PROPERTIES		
When mounted on a dragon, you gain the dragon's resistances.		
KEYWORDS		
USED		
<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Power (Daily): Immediate Interrupt. Use this power when you fall. You take no damage from the fall, regardless of the distance fallen, and you are not prone at the end of the fall.		
ITEM SLOT/TYPE	Body	LEVEL 11 PRICE 9000 PAGE <i>Dragon 365</i>
<b>MAGIC ITEM</b>		

## Transference Mordenkrad +3

<b>BONUS</b>	+3 Attack rolls and damage	+3d6 damage
PROPERTIES		
KEYWORDS		
USED		
<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Power (Daily): Free Action. Use this power when you hit with the weapon. Transfer a condition or ongoing damage effect that is affecting you to the target you hit. The condition or ongoing damage continues to run its course as normal on the target.		
ITEM SLOT/TYPE	Two-Hands	LEVEL 12 PRICE 13000 PAGE <i>AV</i>
<b>MAGIC ITEM</b>		

## Helm of the Flamewarped (heroic)

<b>BONUS</b>		<b>CRITICAL</b>
PROPERTIES		
KEYWORDS		
USED		
<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Item Slot: Head Power (Daily): Free Action. Use this power when you make a melee basic attack or use an at-will melee attack power. You are dazed until the end of your next turn. If your attack hits, the power's damage roll deals maximum damage, and you can choose to make it fire damage.		
ITEM SLOT/TYPE	Head	LEVEL 10 PRICE 5000 PAGE <i>AV</i>
<b>MAGIC ITEM</b>		