

Player Name Steven Schrab!

 Rangrim 3 Fighter  
 Character Name Level Class  
 Dwarf Medium Male 4'5" 200 lbs. Unaligned Kord  
 Race Size Age Gender Height Weight Alignment Deity

 Epic Destiny 2,250  
 Total XP  
 Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
1	Initiative	1	

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC	MISC
		1/2 LVL	ABIL						
19	AC	11	6				2		

CONDITIONAL BONUSES

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	5
16	CON Constitution	3	4
10	DEX Dexterity	0	1
10	INT Intelligence	0	1
12	WIS Wisdom	1	2
9	CHA Charisma	-1	0

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

CONDITIONAL BONUSES

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
12	Passive Insight	10	+	2
12	Passive Perception	10	+	2

SPECIAL SENSES  
Low-light Vision

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

CONDITIONAL BONUSES

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Lifedrinker Battleaxe +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	MISC
+ 8	1	4		2		1			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	MISC
+ 5	1	4							

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

CONDITIONAL BONUSES

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

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
43	21	10	14
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		
Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE						
ABILITY: Melee Basic Attack - Lifedrinker Battleaxe +1						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	MISC
1d10+7	4	2	1			

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC	MISC
1d4+4	4					

RACE FEATURES	
<b>Dwarven Weapon Proficiency</b>	- Proficient with hammers.
<b>Cast-Iron Stomach</b>	- +5 bonus to saving throws against poison.
<b>Encumbered Speed</b>	- Armor or heavy load doesn't reduce your speed. (Other effects still can.)
<b>Dwarven Resilience</b>	- Second wind is minor action.
<b>Stand Your Ground</b>	- 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	MISC
1d4+4	4					

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

CLASS / PATH / DESTINY FEATURES	
<b>Combat Challenge</b>	- 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.
<b>Combat Superiority</b>	- Add Wis mod to opportunity attacks. Hit ends foe's movement (if any) this action.
<b>Fighter Talents</b>	- Select a Fighter Talent.
<b>Battlerager Vigor</b>	- Temp hp (Con mod) when hit by melee or close; temp hp from invigorating attacks stack with temp hp; +1 melee and close damage in light armor or chainmail (+2 with axe, hammer, mace, pick)

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Lifedrinker Battleaxe +1	1d10+7
5	vs AC	Unarmed (Melee)	1d4+4
1	vs AC	Unarmed (Range)	1d4
	vs		

FEATS	
<b>Durable</b>	- Increase number of healing surges by 2
<b>Dwarven Weapon Training</b>	- +2 damage and proficiency with axes and hammers

LANGUAGES KNOWN	
Common, Dwarven	

**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	
Crushing Surge	
Cleave	

**ENCOUNTER POWERS**

Steel Serpent Strike	<input type="checkbox"/>
Parry and Riposte	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Knee Breaker	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Boundless Endurance	<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**

Chainmail (E)
Heavy Shield
Adventurer's Kit

**COINS AND OTHER WEALTH**

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 76 / 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	Lifedrinker Battleaxe +1 (E)	<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"/>
	Shield of Protection Heavy Shield (heroic tier) ((	<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**

Boisterous, bold

**MANNERISMS AND APPEARANCE**

A hearty laugh, a strong handshake, and a face only a mother could love.

**CHARACTER BACKGROUND**

You come from the dwarf clans beneath the hills of Bochenricht and have set out to seek your fortune. Recently, you have come to understand that while your arm is strong, a softer touch is needed if you are to maximize your profits in its use. In the large city of Kingsport, you found yourself duped into fighting for less than you were worth in the arenas, until you joined forces with a cunning companion, who told you much more money could be made as a mercenary and tomb raider. You have since returned to Bochenricht with this companion to seek wages, glory and

**COMPANIONS AND ALLIES**

Sorrow, who helped him get out of the corrupt fighting ring in Kingsport.

**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME  
**Rangrim**

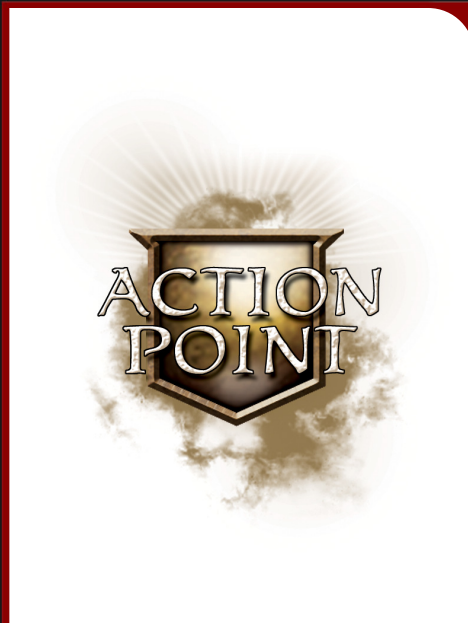
PLAYER NAME  
**Steven Schrab!**

RACE Dwarf CLASS Fighter LEVEL 3

<b>HP</b> 43	<b>18 STR</b>	<b>AC</b> 19
<b>Spd</b> 5	<b>16 CON</b>	<b>Fort</b> 17
<b>Init</b> +1	<b>10 DEX</b>	<b>Ref</b> 13
	<b>10 INT</b>	<b>Will</b> 12
	<b>12 WIS</b>	
	<b>9 CHA</b>	

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

**PLAY DATA** DUNGEONS & DRAGONS



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

**Second Wind**

KEYWORDS: Minor, Personal

**ACTION** vs **RANGE**

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

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  
Second wind is a minor action for dwarves.

CLASS:    LEVEL:    BOOK: PH

**ENCOUNTER ACTION** DUNGEONS & DRAGONS

**Combat Challenge**

KEYWORDS: Martial, Weapon

Imm Interr \* + [Action Icon] Melee

**ACTION** vs **RANGE**

**ATTACK** vs **DEFENSE** vs **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

**Crushing Surge**

KEYWORDS: Invigorating, Martial, Weapon

Standard \* + [Action Icon] Melee weapon

**ACTION** vs **RANGE**

**8** vs **AC** vs One creature

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

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Lifedrinker Battleaxe +1: +8 attack, 1d10+7 damage

ADDITIONAL EFFECTS  
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter    LEVEL: 1    BOOK: MP

**AT-WILL POWER** DUNGEONS & DRAGONS

**Cleave**

KEYWORDS: Martial, Weapon

Standard \* + [Action Icon] Melee weapon

**ACTION** vs **RANGE**

**8** vs **AC** vs One creature

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

**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.

Lifedrinker Battleaxe +1: +8 attack, 1d10+7 damage

ADDITIONAL EFFECTS  
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter    LEVEL: 1    BOOK: PH

**AT-WILL POWER** DUNGEONS & DRAGONS

**Steel Serpent Strike**

KEYWORDS: Martial, Weapon

Standard \* + [Action Icon] Melee weapon

**ACTION** vs **RANGE**

**8** vs **AC** vs One creature

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

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+4) damage, and the target is slowed and cannot shift until end of your next turn.

Lifedrinker Battleaxe +1: +8 attack, 2d10+7 damage

ADDITIONAL EFFECTS  
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter    LEVEL: 1    BOOK: PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**Parry and Riposte**

KEYWORDS: Martial, Weapon

Imm React \* + [Action Icon] Melee weapon

**ACTION** vs **RANGE**

**8** vs **AC** vs The triggering enemy

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

**Trigger:** An enemy misses you or an ally with a melee attack  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Lifedrinker Battleaxe +1: +8 attack, 1d10+7 damage

ADDITIONAL EFFECTS  
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter    LEVEL: 3    BOOK: MP

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**Knee Breaker**

KEYWORDS: Invigorating, Martial, Weapon

Standard \* + [Action Icon] Melee weapon

**ACTION** vs **RANGE**

**8** vs **AC** vs One creature

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

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+4) damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).  
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier (+3).  
**Miss:** Half damage, and the target is not slowed or immobilized.





Lifedrinker Battleaxe +1: +8 attack, 2d10+10 damage

ADDITIONAL EFFECTS  
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter    LEVEL: 1    BOOK: MP

**DAILY POWER** DUNGEONS & DRAGONS

### Boundless Endurance

KEYWORDS Healing, 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
<p><b>Effect:</b> You gain regeneration 2 + your Constitution modifier (+3) when you are bloodied.</p> <p>Unarmed: +1 attack</p>		
ADDITIONAL EFFECTS		
CLASS Fighter	LEVEL 2	BOOK PH

UTILITY POWER



### Lifedrinker Battleaxe +1

1d10	2	Axe	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+1 attack rolls and damage rolls		5	+1d6 necrotic damage
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>CRITICAL</b>	
<p>PROPERTIES</p> <p>When you drop an enemy to 0 hit points or fewer with a melee attack made with this weapon, gain 5 temporary hit points.</p> <p>Versatile</p> <p>Melee Basic Attack: +8 attack, 1d10+7 damage</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT One-hand	WEIGHT 6	PRICE 1000	BOOK PH

MAGIC WEAPON



### Shield of Protection Heavy Shield (here)

2	-2	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
		3	Arms Slot Item
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	
<p>PROPERTIES</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
<p><b>Power (Daily):</b> Standard Action. You and an adjacent ally gain resist 10 to all damage until the end of your next turn.</p>			
ITEM SLOT Off-hand	WEIGHT 15	PRICE 680	BOOK PH

MAGIC ITEM

