

Player Name **Brian Vaughn**

Duel Blackthorne		11	Fighter		Kensei				26,000
Character Name		Level	Class		Paragon Path		Epic Destiny		Total XP
Human	Medium		Male	6'2"	155lbs	Good	Nasty Midnighters		
Race	Size	Age	Gender	Height	Weight	Alignment	Deity		RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
7	2	5	
INITIATIVE			

DEFENSES									
SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC	MISC
		1/2 LVL	ABIL						
27	AC	15	8			2	2		

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
19	STR Strength	4	9
16	CON Constitution	3	8
15	DEX Dexterity	2	7
11	INT Intelligence	0	5
12	WIS Wisdom	1	6
14	CHA Charisma	2	7

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
22	FORT	15	4	2			1	

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+
16	Passive Perception	10	+

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

ATTACK WORKSPACE									
ABILITY:	Melee Basic Attack - Vicious Longsword +1								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	MISC
+ 15	5	4		3			1	2	

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
		SURGE VALUE	
101	50	25	12
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
SAVING THROW MODS			
RESISTANCES Resist 5 Fire, Resist 5 Necrotic			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
ACTION POINTS	MILESTONES	ACTION POINTS
0	1	2
1	2	3

DAMAGE WORKSPACE									
ABILITY:	Melee Basic Attack - Vicious Longsword +1								
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	MISC	MISC	MISC	MISC
1d8+7	4		1	2					

RACE FEATURES
Bonus Feat - Choose an extra feat at 1st level.
Bonus Skill - Trained in one additional class skill.
Bonus At-Will Power - Know one extra 1st-level attack power from your class.
Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

DAMAGE WORKSPACE									
ABILITY:	Ranged Basic Attack - Longbow								
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	MISC	MISC	MISC	MISC
1d10+2	2								

SKILLS						
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	MISC
3	Acrobatics	DEX	7	0	-4	0
5	Arcana	INT	5	0	n/a	0
10	Athletics	STR	9	5	-4	0
7	Bluff	CHA	7	0	n/a	0
12	Diplomacy	CHA	7	5	n/a	0
6	Dungeoneering	WIS	6	0	n/a	0
4	Endurance	CON	8	0	-4	0
6	Heal	WIS	6	0	n/a	0
5	History	INT	5	0	n/a	0
11	Insight	WIS	6	5	n/a	0
7	Intimidate	CHA	7	0	n/a	0
6	Nature	WIS	6	0	n/a	0
6	Perception	WIS	6	0	n/a	0
5	Religion	INT	5	0	n/a	0
3	Stealth	DEX	7	0	-4	0
12	Streetwise	CHA	7	5	n/a	0
3	Thievery	DEX	7	0	-4	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.
One-handed Weapon Talent - +1 on attacks with one-handed weapons.
Kensei Focus - +1 on attacks with chosen melee weapon
Kensei Focus Longsword
Kensei Control Action - Can spend action point to reroll attack, damage, skill check, or ability check.

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
15	vs AC	Vicious Longsword +1	1d8+7
9	vs AC	Longbow	1d10+2
12	vs AC	Flail	1d10+6
10	vs AC	Unarmed (Melee)	1d4+6

LANGUAGES KNOWN
Common, Elven

FEATS
Dirty Fighting - +4 to melee damage against surprised enemies
Shield Push - Push 1 square to target hit by Combat Challenge attack
Defensive Mobility - +2 to AC against opportunity attacks
Toughness - Gain 5 additional hit points per tier
Power Attack - +2 damage for -2 to attack
Armor Proficiency (Plate) - Training with plate armor
Defensive Challenge - With shield, grant adjacent ally +2 to all defenses
Eyes in the Back of Your Head - You don't grant combat advantage from being flanked

CHARACTER NAME
Duel Blackthorne

PLAYER NAME
Brian Vaughn

RACE Human CLASS Fighter LEVEL 11

SCORE	ABILITY	MOD
HP	19 STR	+4
101	16 CON	+3
Spd	15 DEX	+2
5	11 INT	+0
Init	12 WIS	+1
+7	14 CHA	+2

AC	27
Fort	22
Ref	20
Will	18

21 Passive Insight 16 Passive Perception

Skills


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

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Kensei Control Action: You can spend an action point to reroll one attack roll, damage roll, skill check, or ability check, instead of taking an extra action.



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

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard, Personal, ACTION, RANGE, AT-WILL, ENCOUNTER, DAILY

Effect: You spend a healing surge and regain 25 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

Melee Basic Attack

KEYWORDS Weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

15 vs AC One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Vicious Longsword +1: +15 attack, 1d8+7 damage
Flail: +12 attack, 1d10+6 damage
Unarmed: +10 attack, 1d4+6 damage

ADDITIONAL EFFECTS
+4 to damage rolls against surprised enemies - Dirty Fighting.
+1 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL * BOOK PH

Ranged Basic Attack

KEYWORDS Weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

9 vs AC One creature

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+2) damage. Increase damage to 2[W] + Dexterity modifier (+2) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Longbow: +9 attack, 1d10+2 damage
Unarmed: +7 attack, 1d4+2 damage

ADDITIONAL EFFECTS
+1 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Tide of Iron

KEYWORDS Martial, Weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

15 vs AC One creature

Requirement: You must be using a shield.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied. Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Vicious Longsword +1: +15 attack, 1d8+7 damage
Flail: +12 attack, 1d10+6 damage
Unarmed: +10 attack, 1d4+6 damage

ADDITIONAL EFFECTS
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS Fighter LEVEL 1 BOOK PH

Combat Challenge

KEYWORDS Martial, Weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

Imm Interr vs

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

Cleave

KEYWORDS Martial, Weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

15 vs AC One creature

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.

Vicious Longsword +1: +15 attack, 1d8+7 damage
Flail: +12 attack, 1d10+6 damage
Unarmed: +10 attack, 1d4+6 damage

ADDITIONAL EFFECTS
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Reaping Strike

KEYWORDS Martial, Weapon		USED
Standard	*	Melee weapon
ACTION		RANGE
15	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level. Miss: Half Strength modifier (+4) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+4).</p> <p>Vicious Longsword +1: +15 attack, 1d8+7 damage Flail: +12 attack, 1d10+6 damage Unarmed: +10 attack, 1d4+6 damage</p> <p>ADDITIONAL EFFECTS +4 to damage rolls against surprised enemies - Dirty Fighting.</p>		
CLASS Fighter	LEVEL 1	BOOK PH

AT-WILL POWER

Shield Bash

KEYWORDS Martial		USED
Standard	*	Melee 1
ACTION		RANGE
12	vs	Reflex
ATTACK	DEFENSE	TARGET
<p>Requirement: You must be using a shield. Attack: Strength +2 vs. Reflex Hit: 1d10 + Strength modifier (+4) damage, and you push the target 1 square and knock it prone. Special: If you are a dwarf, the attack deals extra damage equal to your Wisdom modifier (+1). Special: When charging, you can use this power in place of a melee basic attack.</p> <p>Unarmed: +12 attack, 1d10+6 damage</p> <p>ADDITIONAL EFFECTS</p>		
CLASS Fighter	LEVEL 1	BOOK MP

ENCOUNTER POWER

Lunging Strike

KEYWORDS Martial, Weapon		USED
Standard	*	Melee weapon +1 reach
ACTION		RANGE
14	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength -1 vs. AC Hit: 2[W] + Strength modifier (+4) damage.</p> <p>Vicious Longsword +1: +14 attack, 2d8+7 damage Flail: +11 attack, 2d10+6 damage Unarmed: +9 attack, 2d4+6 damage</p> <p>ADDITIONAL EFFECTS +4 to damage rolls against surprised enemies - Dirty Fighting.</p>		
CLASS Fighter	LEVEL 1	BOOK MP

ENCOUNTER POWER

Come and Get It

KEYWORDS Martial, Weapon		USED
Standard		Close burst 3
ACTION	3	RANGE
15	vs	AC
ATTACK	DEFENSE	TARGET
<p>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 (+4) damage.</p> <p>Vicious Longsword +1: +15 attack, 1d8+5 damage Longbow: +11 attack, 1d10+4 damage Flail: +12 attack, 1d10+4 damage Unarmed: +10 attack, 1d4+4 damage</p> <p>ADDITIONAL EFFECTS +4 to damage rolls against surprised enemies - Dirty Fighting.</p>		
CLASS Fighter	LEVEL 7	BOOK PH

ENCOUNTER POWER

Masterstroke

KEYWORDS Martial, Weapon		USED
Standard	*	Melee weapon
ACTION		RANGE
17	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength + 2 vs. AC Hit: 2[W] + Strength modifier (+4) damage.</p> <p>Vicious Longsword +1: +17 attack, 2d8+7 damage Flail: +14 attack, 2d10+6 damage Unarmed: +12 attack, 2d4+6 damage</p> <p>ADDITIONAL EFFECTS +4 to damage rolls against surprised enemies - Dirty Fighting.</p>		
CLASS Kensei	LEVEL 11	BOOK PH

ENCOUNTER POWER

Villain's Menace

KEYWORDS Martial, Weapon		USED
Standard	*	Melee weapon
ACTION		RANGE
15	vs	AC
ATTACK	DEFENSE	TARGET
<p>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.</p> <p>Vicious Longsword +1: +15 attack, 2d8+7 damage Flail: +12 attack, 2d10+6 damage Unarmed: +10 attack, 2d4+6 damage</p> <p>ADDITIONAL EFFECTS +4 to damage rolls against surprised enemies - Dirty Fighting.</p>		
CLASS Fighter	LEVEL 1	BOOK PH

DAILY POWER

Shift the Battlefield

KEYWORDS Martial, Weapon		USED
Standard		Close burst 1
ACTION	1	RANGE
15	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) damage, and you slide the target 1 square. Miss: Half damage.</p> <p>Vicious Longsword +1: +15 attack, 2d8+5 damage Longbow: +11 attack, 2d10+4 damage Flail: +12 attack, 2d10+4 damage Unarmed: +10 attack, 2d4+4 damage</p> <p>ADDITIONAL EFFECTS +4 to damage rolls against surprised enemies - Dirty Fighting.</p>		
CLASS Fighter	LEVEL 9	BOOK PH

DAILY POWER

Pass Forward

KEYWORDS Martial		USED
Move		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Effect: You pick an adjacent enemy and move up to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks from that enemy.</p> <p>ADDITIONAL EFFECTS</p>		
CLASS Fighter	LEVEL 2	BOOK MP

UTILITY POWER

Immobile Fist

KEYWORDS		USED
		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Due to the power of the curse growing within your soul you begin to manifest Corrupted powers.</p> <p>Encounter * Martial Standard Action Target: Self Effect: Until the end of the encounter, once per round when an attack hits an enemy using a weapon wielded in your cursed hand you may double the Str bonus to damage and reroll any 1's on dice rolled to determine damage.</p> <p>Drawback: When you use this ability in an encounter you gain 1 corruption point. These points accumulate until the end of the encounter and you lose movement equal to your current corruption point total. Should you reduce your movement value to 0 the corruption points begin to deduct from your effective Dexterity score until combat ends or you are rendered unconscious due to a spell effect or hit point loss.</p> <p>ADDITIONAL EFFECTS</p>		
CLASS	LEVEL *	BOOK

UTILITY POWER

Unbreakable

KEYWORDS	Martial	USED
Imm React	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Personal
ACTION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack
Effect: Reduce the damage from the attack by 5 + your Constitution modifier (+3).

ADDITIONAL EFFECTS

CLASS	Fighter	LEVEL	6	BOOK	PH
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UTILITY POWER

Last Ditch Evasion

KEYWORDS	Martial	USED
Imm Interr	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Personal
ACTION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are hit by an attack
Effect: You take no damage from the attack that just hit you. However, you are stunned and take a -2 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS	Fighter	LEVEL	10	BOOK	PH
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UTILITY POWER

Vicious Longsword +1

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		2	+1d12 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
Versatile

Melee Basic Attack: +15 attack, 1d8+7 damage

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	One-hand	WEIGHT	4	PRICE	520	BOOK	PH
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MAGIC WEAPON

Ironskin Belt (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		LEVEL	TYPE
		5	Waist Slot Item

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER
Power (Daily): Minor Action. Gain resist 5 to all weapon damage until the end of your next turn.

ITEM SLOT	Waist	WEIGHT	0	PRICE	1000	BOOK	PH
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MAGIC ITEM

Gauntlets of the Ram (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		LEVEL	TYPE
		8	Hands Slot Item

PROPERTIES
Add 1 square to the distance of any push effect you create.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	Hands	WEIGHT	0	PRICE	3400	BOOK	PH
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MAGIC ITEM

Iron Armbands of Power (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		LEVEL	TYPE
		6	Arms Slot Item

PROPERTIES
Gain a +2 item bonus to melee damage rolls.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	Arms	WEIGHT	0	PRICE	1800	BOOK	AV
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MAGIC ITEM

Black Iron Plate Armor +2

AC BONUS	CHECK	SPEED	QUANTITY
8	-2	-1	1
ENHANCEMENT		LEVEL	TYPE
+2 AC		9	Armor

PROPERTIES
Resist 5 fire.
Resist 5 necrotic.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	Body	WEIGHT	50	PRICE	4200	BOOK	PH
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MAGIC ITEM