

Player Name: **Curtis Steinhour**

**Balazar** 3 **Fighter** 2,800  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
**Dragonborn** Medium 18 Male 6'7" 301 lb. Unaligned Tempus 100138650  
 Race Size Age Gender Height Weight Alignment Deity RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>3</b>	<b>2</b>	<b>1</b>	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>AC</b>	<b>11</b>	<b>7</b>					

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed (Squares)</b>	<b>6</b>	<b>-1</b>	

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>17</b>	<b>STR</b> Strength	<b>3</b>	<b>4</b>
<b>14</b>	<b>CON</b> Constitution	<b>2</b>	<b>3</b>
<b>14</b>	<b>DEX</b> Dexterity	<b>2</b>	<b>3</b>
<b>10</b>	<b>INT</b> Intelligence	<b>0</b>	<b>1</b>
<b>14</b>	<b>WIS</b> Wisdom	<b>2</b>	<b>3</b>
<b>10</b>	<b>CHA</b> Charisma	<b>0</b>	<b>1</b>

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>FORT</b>	<b>11</b>	<b>3</b>	<b>2</b>		<b>2</b>		

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>13</b>	<b>Passive Insight</b>	<b>10</b>	<b>3</b>
<b>19</b>	<b>Passive Perception</b>	<b>10</b>	<b>9</b>

SPECIAL SENSES

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>REF</b>	<b>11</b>	<b>2</b>			<b>2</b>		

CONDITIONAL BONUSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>WILL</b>	<b>11</b>	<b>2</b>			<b>2</b>		

CONDITIONAL BONUSES

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+3</b>	<b>3</b>				

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
1/2 HP	1/4 HP	SURGE VALUE
<b>41</b>	<b>20</b>	<b>12</b>
		<b>11</b>

### ACTION POINTS

ACTION POINTS	MILESTONES
<b>3</b>	0
	1
	2
	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>4</b>	<b>vs AC</b>	Unarmed (Melee)	1d4+3
<b>3</b>	<b>vs AC</b>	Unarmed (Range)	1d4+2

### SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### 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**

### FEATS

- Weapon Proficiency (Fullblade)** - Gain proficiency with the Fullblade.
- Hurl Breath** - May use dragon breath as area attack, burst 2 within 10

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>3</b>	<b>Acrobatics</b>	DEX	3	0	
<b>1</b>	<b>Arcana</b>	INT	1	0	n/a
<b>9</b>	<b>Athletics</b>	STR	4	5	
<b>1</b>	<b>Bluff</b>	CHA	1	0	n/a
<b>1</b>	<b>Diplomacy</b>	CHA	1	0	n/a
<b>3</b>	<b>Dungeoneering</b>	WIS	3	0	n/a
<b>8</b>	<b>Endurance</b>	CON	3	5	
<b>3</b>	<b>Heal</b>	WIS	3	0	n/a
<b>3</b>	<b>History</b>	INT	1	0	n/a
<b>3</b>	<b>Insight</b>	WIS	3	0	n/a
<b>3</b>	<b>Intimidate</b>	CHA	1	0	n/a
<b>3</b>	<b>Nature</b>	WIS	3	0	n/a
<b>9</b>	<b>Perception</b>	WIS	3	5	n/a
<b>1</b>	<b>Religion</b>	INT	1	0	n/a
<b>3</b>	<b>Stealth</b>	DEX	3	0	
<b>1</b>	<b>Streetwise</b>	CHA	1	0	n/a
<b>3</b>	<b>Thievery</b>	DEX	3	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.

### LANGUAGES KNOWN

Elven, Common, Draconic



CHARACTER NAME  
**Balazar**

PLAYER NAME  
**Curtis Steinhour**

RACE Dragonborn CLASS Fighter LEVEL 3

<b>HP</b> 41	<b>17 STR</b>	<b>AC</b> 18
<b>Spd</b> 5	<b>14 CON</b>	<b>Fort</b> 18
<b>Init</b> +3	<b>14 DEX</b>	<b>Ref</b> 15
	<b>10 INT</b>	<b>Will</b> 15
	<b>14 WIS</b>	
	<b>10 CHA</b>	

**13** Passive Insight    **19** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

**Second Wind**

KEYWORDS: USED

Standard	Melee weapon	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 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

**ENCOUNTER ACTION** DUNGEONS & DRAGONS

**Melee Basic Attack**

KEYWORDS: Weapon USED

Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
10 vs AC	One creature	
<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.  
**Special:** You can use an unarmed attack as a weapon to make a melee basic attack.

Magic Fullblade +2: +10 attack, 1d12+5 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.  
+2 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL \* BOOK

**AT-WILL POWER** DUNGEONS & DRAGONS

**Ranged Basic Attack**

KEYWORDS: Weapon USED

Standard	Ranged weapon	
<b>ACTION</b>	<b>RANGE</b>	
3 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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.

Unarmed: +3 attack, 1d4+2 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.  
+2 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL \* BOOK

**AT-WILL POWER** 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 LEVEL \* BOOK PH

**AT-WILL POWER** DUNGEONS & DRAGONS

**Cleave**

KEYWORDS: Martial, Weapon USED

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

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+3) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+3). Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Magic Fullblade +2: +10 attack, 1d12+5 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

**Reaping Strike**

KEYWORDS: Martial, Weapon USED

Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
10 vs AC	One creature	
<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.  
**Miss:** Half Strength modifier (+3) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+3).

Magic Fullblade +2: +10 attack, 1d12+5 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

**Dragon Breath**

KEYWORDS: Acid, Cold, Fire, Lightning or Poison USED

Minor	Close blast 3	
<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 (+2) damage. Increase to +4 bonus and 2d6 + Constitution modifier (+2) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+2) 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+2 damage



ADDITIONAL EFFECTS

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

CLASS Racial Power LEVEL \* BOOK PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Lunging Strike

KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee weapon +1 reach	
<b>ACTION</b>	 	<b>RANGE</b>	
9	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength -1 vs. AC  
**Hit:** 2[W] + Strength modifier (+3) damage.

Magic Fullblade +2: +9 attack, 2d12+5 damage





ADDITIONAL EFFECTS

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

CLASS	LEVEL	BOOK
Fighter	1	MP

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Precise Strike

KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee weapon	
<b>ACTION</b>	 	<b>RANGE</b>	
14	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength + 4 vs. AC  
**Hit:** 1[W] + Strength modifier (+3) damage.

Magic Fullblade +2: +14 attack, 1d12+5 damage





ADDITIONAL EFFECTS

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

CLASS	LEVEL	BOOK
Fighter	3	PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Villain's Menace

KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee weapon	
<b>ACTION</b>	 	<b>RANGE</b>	
10	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+3) 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.

Magic Fullblade +2: +10 attack, 2d12+5 damage





ADDITIONAL EFFECTS

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

CLASS	LEVEL	BOOK
Fighter	1	PH

**DAILY POWER** DUNGEONS & DRAGONS

### Pass Forward

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

**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.

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK
Fighter	2	MP

**UTILITY POWER** DUNGEONS & DRAGONS

### Magic Fullblade +2

1d12	3	Heavy Blade	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+2 attack rolls and damage rolls	6	+2d6 damage	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>CRITICAL</b>	

PROPERTIES

High Crit

Melee Basic Attack: +10 attack, 1d12+5 damage

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT	WEIGHT	PRICE	BOOK
Two-Hands	10	1800	AV

**MAGIC WEAPON** DUNGEONS & DRAGONS

### Cloak of Resistance +2

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+2 Fortitude, Reflex, and Will	7	Neck Slot Item	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOT	WEIGHT	PRICE	BOOK
Neck	0	2600	PH

**MAGIC ITEM** DUNGEONS & DRAGONS