

Rikkus  
Character Name

1  
Level

Human  
Race

Male  
Gender

Unaligned  
Alignment

Black  
Hair

Brown  
Eyes

6' 2"  
Height

215  
Weight

Medium  
Size

Diety

Class  
Paragon  
Epic Destiny

Fighter



	Score	Mod
STR	18	+4
CON	14	+2
DEX	10	+0
INT	8	-1
WIS	14	+2
CHA	13	+1

	Score	1/2 lvl	Abil	Armor	Misc	Misc	Shield
AC	19	0	0	7			2
Fort	17	0	4	2	1		
Ref	13	0	0	0	1		2
Will	13	0	2	0	1		

Resistances

Saving Throw Bonuses

Defense & Healing Notes

HP	29	Current HP	Temp HP
Bloodied	14		
Healing Surges	11	Per Day	Class
Surge Heals	7	1/4 hp	Misc
		Bonus	Surges Used



Initiative +0 = 0 + 0 + 0

Speed 5 = 6 + 0 - 1



Passive Perception 12

Passive Insight 12

Attack Power	Attack	AC	Damage	Effects & Notes	Freq
Footwork Lure	+8	vs AC	1d10+4	H: shift 1 square, slide enemy into square	At Will
Tide of Iron	+8	vs AC	1d10+4	H: push enemy back 1	At Will
Cleave	+8	vs AC	1d10+4	H: deal Strmod damage to adjacent enemy	At Will
Covering Attack	+8	vs AC	2d10+4	H: Ally adj to opponent can shift 2	Enc.
Villain's Menace	+8	vs AC	2d10+4	H: +2 hit, +4 dmg (miss = +1 / +2) - encounter	Daily

Combat Notes

+4 to hit with Op Attacks. Hit = enemy stops moving

Mark: any time you attack, may mark target

If marked opponent shifts, immediate basic attack

Action Points  Milestones

Additional AP Effects

+3 to hit with Action Point attacks

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil	enh	feat	Misc	Properties / Notes
Longsword		+8	0	4	3			1	1d10+4	4				
Opportunity Attacks		+10	0	6	3			1	1d10+4	4				
Hand Axe	5/10	+7	0	4	2			1	1d6+4	4				heavy thrown, offhand

	Total	1/2 lvl	Abil	Trained	Race	Misc	Armor
Acrobatics (Dex)	-2	0	0		0		-2
Arcana (Int)	-1	0	-1		0		
Athletics (Str)	+7	0	4	<input checked="" type="checkbox"/>	0		-2
Bluff (Cha)	+1	0	1		0		
Diplomacy (Cha)	+1	0	1		0		
Dungeoneering (Wis)	+2	0	2		0		
Endurance (Con)	+6	0	2	<input checked="" type="checkbox"/>	0	1	-2
Heal (Wis)	+2	0	2		0		
History (Int)	-1	0	-1		0		
Insight (Wis)	+2	0	2		0		
Intimidate (Cha)	+6	0	1	<input checked="" type="checkbox"/>	0		
Nature (Wis)	+2	0	2		0		
Perception (Wi)	+2	0	2		0		
Religion (Int)	-1	0	-1		0		
Stealth (Dex)	-2	0	0		0		-2
Streetwise (Cha)	+6	0	1	<input checked="" type="checkbox"/>	0		
Thievery (Dex)	-2	0	0		0		-2
>> Custom	+0	0					

