CHARA For Oungeons	CTE and Ora	RSI gons 47	HEET	* 20	GNC	Dgaming
CHARACTER NAME Dognar Free	mul	PLAYER	NAME	DEITY None	ALIGN	MENT Unaligned
RACE Mul (Half-Dwarf)		Gender Male	SIZE Medium	HEIGHT 5'8"	WEIGHT 250	CURRENT EXPERIENCE
CLASS Arena Fighter - Gladiator		Pit Fighter	EPIC DESTINY		Level 1	NEEDED Experience
Ability Scores		DEX+1/2 LVL MISC	BASE ARMOR	TTEM MISC SPECIAL MOVEMENT	Co	DNÕITIONS
	5 5 3 MODIFIER MOD+1/2 LVL 3	= 3 +	6 = 6 + +	+		D GAUGELLIGE
CONSTITUTION BASE RACIAL ENHANCE N	4 4 MODIFIER MOD+1/2 LVL 3 3 1 0 AC	SCS 10+1/2 LVL Armor	Abil Class Feat Enh	MISC MISC CONDITIONAL BONUS	ES	Resistance
DEXTERITY BASE RACIAL ENHANCE N	J J	= 10 + 2 + TOTAL 10+1/2 LVL	3 + + + 1	+ + MISC. CONDITIONAL BONUSI	-9	
INTELLIGENCE BASE RACIAL ENHANCE N	MODIFIER MOD+1/2 LVL FORTIT			+ _ +	_	
	MODIFIER MOD+1/2 LVL REFLE	15 10		+ +		
CHARISMA BASE RACIAL ENHANCE N	Modifier Mod+1/2 LvL WILL	12 10		+ +		
DIC DOINCS MAX HP CURRENT DAMAGE ADD. EFFECTS WHILE		Surges Used	PA	ASSIVE SENSES SIVE 12 PASSIVE PERCEPTION 12		OINTS USED MILESTONES
34 34	13			CIAL SENSES	Additional Effects for	SPENDING ACTION POINTS
DEATH SAVE FAILURES TEMP HP BLOODIED	SURGE VALUE SE	OND WIND				
Accacks & Powers	(1/4 HP) (1/	ENCOUNTER)				
WEAPON OR POWER USA Great Axe (2-handed)				DAMAGE DICE DAMAGE ABIL	FEAT ENH MISC	IS (HIGH CRIT, MAGICAL EFFECTS, ETC.)
Basic A	ttack Str vs AC		5 2 1 2	1d12 + 8 5	1 2	
	vs	0 0		+ 0		
	vs	0 0		+ 0		
	vs			+ 0		
		00		+ 0		
	vs	0 0		+ 0		
Equipment		Skills	ABIL+1/2 TRAINED	Fencs	A	T-WILL POWERS
	12.0	SKILL NAME ABI ACROBATICS DE	LITY TOTAL LVL (+5) MISC	Armor: C,L,H, Weapon: Simpl		Vicious Cleave
	33.0 25.0	Arcana In		melee & Range Dwarven Weap	on Training +2	
		ATHLETICS ST BLUFF CF		axes and hamme	ers	
		DIPLOMACY CH DUNGEONEERING W				
		Endurance Co				
		HEAL W HISTORY IN		Proul Form		NCOUNTER DOWERS
		INSIGHT W	ıs <u>2</u> 2	RACIAL FEACUR Mul (Half-Dwar		ncredible Toughness
		INTIMIDATE CH NATURE W			ces - HorD feats	Goading Maneuver
		PERCEPTION W	IS 2 2	Sleep 6 hrs/72 h	rs	
		RELIGION IN STEALTH DE				
		STREETWISE CH				
		THIEVERY DE LANGUAGES	x 3 3			
Total V	Weight	Common, Dwar	ven	CLASS/DATCh/	Destiny D	wily Powers
Werlth	Ocher Valuabl	.es		Arena Fighter (I Gladiator Them	e (DSCS 50)	Brute Strike Master's Edge
Astral Diamond				Combat Challen attack other than	ge - Marked -2 to you	-
PLATINUM PIECES GOLD PIECES 30 gp				Combat Superio Opportunity atta	icks	
GOLD PIECES 30 gp SILVER PIECES				Arena Fighting	Talent - 2 Hand - Prof. Great Axe	
COPPER PIECES				& Great sword, armor	+ 1 AC light	
GEMS/JEWELRY*						

MAGICAL ITEMS For Oungeons and Oragons 4th Cdicion

Macical Icem

TEM NAME	Orma	Warner	Logimon	Vern	Lawrence	Descention
EM NAME	QTY	WEIGHT	LOCATION	VALUE	LEVEL	DESCRIPTION
	_					

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POTIONS Potion Name				
POTION NAME	Qty Locat	on Value	Level Description	
				_
				_
		_		_
		_		_

Ricual Scrolls								
RITUAL NAME	Qty	Level	Time	DURATION	COMP COST	KEY SKILL	VALUE	EFFECT
						Arcana		
						Arcana		
						Arcana		
						Arcana		
						Arcana		
						Arcana		
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						Arcana		
		-				Arcana		
						Arcana		
	_	-				Arcana		
	_	_				Arcana		
	_	_				Arcana		
	_	_				Arcana		
						Arcana		

Miscellaneous la	TEMS			
Item Name	Qty	LOCATION	VALUE	DESCRIPTION

AT-WILL DOWERS

	r Name	Dognar Freemul		Campaign		Plá	ayer's Name		Level
OWER NA	ME Vic	cious Offensive		ATTACK DEFENSE LEVEN	Power N	JAME Cle	eave		Attack Defense Str vs AC
wer Source Aartial	Damage T N/A	N/A	Accessories Weapon	Prerequisite/Requirement Arena Fighter	Power Source Martial	E DAMAGE N/A	N/A	Accessories Weapon	Prerequisite/Requireme Fighter
TION tandard		Range Melee Weapon		Target 1 creature	ACTION Standard		Range Melee Weapon		TARGET 2 creatures
sult [W]+Str ar	nd mark a	an enemy			RESULT	damage to	one creature and an	adjacent creature	takes +Str damage
DSCS 87					PHB 77				
				Attack Defense Level					Attack Defense
OWER NA	AME Damage T	TYPE EFFECT TYPE	Accessories	vs Prereouisite/Requirement	Power Source		TYPE EFFECT TYPE	Accessories	vs Prerequisite/Requireme
J/A CTION	N/A	RANGE	N/A	TARGET	N/A Action	N/A	N/A RANGE	N/A	TARGET
tandard ^{SULT}		Melee Weapon			Standard		Melee Weapon		
OWER NA	AME			ATTACK DEFENSE LEVER	Power N	JAME			Attack Defense vs
wer Source	Damage T N/A	N/A	Accessories N/A	vs PREREQUISITE/REQUIREMENT	Power N Power Source N/A	E DAMAGE N/A	N/A	Accessories N/A	VS PREREQUISITE/REQUIREME
WER SOURCE I/A TTION tandard	Damage T N/A			vs	Power Source	E DAMAGE			vs
WER SOURCE /A TION tandard	Damage T N/A	N/A Range		vs PREREQUISITE/REQUIREMENT	Power Source N/A Action Standard	E DAMAGE	N/A Range		VS PREREQUISITE/REQUIREME
WER SOURCE I/A THON tandard sult	DAMAGE T N/A	N/A Range Melee Weapon	N/A	VS PREREQUISITE/REQUIREMENT TARGET ATTACK DEFENSE LEVEN VS	Power N N/A Action Standard Result	DAMAGE 7	N/A Range Melee Weapon	N/A	Attack Defense vs
WER SOURCE //A TITON tandard sult OWER NA WER SOURCE //A	DAMAGE T	N/A RANGE Melee Weapon		VS PREREQUISITE/REQUIREMENT TARGET ATTACK DEFENSE LEVEL VS PREREQUISITE/REQUIREMENT	Power N N/A Action Standard Result Power N Power Source N/A	DAMAGE N/A	N/A RANGE Melee Weapon		VS PREREQUISITE/REQUIREME TARGET ATTACK DEFENSE VS PREREQUISITE/REQUIREME
OWER NA Week SOURCE [/A THON tandard SULT OWER NA WEEK SOURCE [/A THON tandard SULT	DAMAGE T N/A	N/A Range Melee Weapon	Accessories	VS PREREQUISITE/REQUIREMENT TARGET ATTACK DEFENSE LEVEN VS	Power N N/A Action Standard Result Power N Power N Power Source N/A Action Standard	DAMAGE N/A	N/A Range Melee Weapon	Accessories	Attack Defense vs
WER SOURCE //A TION tandard SULT OWER NA WER SOURCE //A TION tandard	DAMAGE T N/A	N/A RANGE Melee Weapon	Accessories	VS PREREQUISITE/REQUIREMENT TARGET ATTACK DEFENSE LEVEL VS PREREQUISITE/REQUIREMENT	Power N N/A Action Standard Result	DAMAGE N/A	N/A RANGE Melee Weapon	Accessories	VS PREREQUISITE/REQUIREME TARGET ATTACK DEFENSE VS PREREQUISITE/REQUIREME
NUER SOURCE /A TION tandard SULT OWER NA WER SOURCE /A TION tandard SULT	DAMAGE T N/A	N/A RANGE Melee Weapon	Accessories	VS PREREQUISITE/REQUIREMENT TARGET ATTACK DEFENSE LEVE VS	Power N/A Action Standard Result Power Source N/A Power Source N/A Action Standard Result	DAMAGE N/A AME DAMAGE N/A	N/A RANGE Melee Weapon	Accessories	ATTACK DEFENSE
WER SOURCE I/A TION tandard SULT OWER NA WER SOURCE I/A TION	DAMAGE T N/A	N/A RANGE Melee Weapon	Accessories	PREREQUISITE/REQUIREMENT TARGET PREREQUISITE/REQUIREMENT TARGET TARGET	Power N N/A Action Standard Result Power Nurce N/A Action Standard Result	DAMAGE N/A DAMAGE N/A	N/A RANGE Melee Weapon	Accessories	PREREQUISITE/REQUIREME

'ER

Campaign

Mul

Attack

Personal

Dungeons and Oragons 4th Edicion .or C

N/A

7ami Player's Name Level ATTACK DEFENSE LEVEL DEFENSE LEVEL POWER NAME Goading Maneuver VS Str vs AC Martial N/A N/A Weapon Arena Fighter Actic TARGET Standard Melee Weapon RESULT Through dogged determination and sheer physical hardiness, you shrug off an

2[W] + Str damage and you shift 2 squares and Mark a foe

effect. You end any ongoing damage or any dazed, slowed, stunned or weakened condition currently affecting you.

Dognar Freemul

N/A

Melee Weapon

POWER NAME Incredible Toughness

N/A

DSCS 20

N/A

ACTIO

RESULT

No Action

	-								
ower Source	DAMAGE TYPE N/A	EFFECT TYPE N/A	ACCESSORIES N/A	PREREQUISITE/REQUIREMENT	Power Source N/A	DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories N/A	PREREQUISITE/REQUIREM
CTION	Range			TARGET	ACTION	RANGE			Target
Standard	Mele	e Weapon			Standard	Mele	ee Weapon		
ESULT					RESULT				

Power NA	ME				ATTACK	DEFENSE	LEVEL
POWER SOURCE	DAMAGE	Type	EFFECT TYPE	ACCESSORIES	PREREQUISITE	/Requiremi	ENT
N/A	N/A		N/A	N/A			
Action		RANGE			TARGET		
Standard		Melee	e Weapon				
RESULT							
1							
							_
							_
1							_

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	Mele	e Weapon		
RESULT				

LEVEL

Power Na	ME			ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RAN	GE		Target
Standard	M	elee Weapon		
RESULT				

Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	Mele	e Weapon		
RESULT				

Power Na	ME				ATTACK	DEFENSE LEVEL
POWER SOURCE	DAMAGE	TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE	/REQUIREMENT
N/A	N/A		N/A	N/A		
ACTION		RANGE			TARGET	
Standard		Mele	e Weapon			
RESULT						
1						
1						
1						

Power Na	ME			ATTACK DEFENSE LEVEL
Power Source	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANG	E		Target
Standard	Me	ee Weapon		
RESULT				

DWERS Y P

For Oungeons and Oragons 4th Edicion

Character Name Dognar Freemul

Campaign

Power NA	ME Brute Str	ike		Attack Defense Level Str vs AC 1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
Martial	N/A	N/A	Weapon	Fighter
ACTION	Range			TARGET
Standard	Melee	Melee Weapon		1 creature
RESULT				
3[W] + Str	damage			

	Player	Level		
Power NA	ME Master's	Edge		ATTACK DEFENSE LEVEL
Power Source Martial	DAMAGE TYPE N/A	Effect Type N/A	Accessories Weapon	Prerequisite/Requirement Arena Fighter
ACTION Standard	RANGE	e Weapon		Target 1 creature
RESULT		*		

1[W]+Str damage Until the end of the encounter, whenever target moves adjacent to an ally, use an opportunity action to attack or charge the target.

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Power NA	AME			ATTACK DEFENSE LEVEL
Power Source N/A	Damage Type N/A	Effect Type N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION Standard	RANGE	e Weapon		Target
RESULT				

Power Source N/A	DAMAGE TYPE N/A	EFFECT TYPE N/A	ACCESSORIES N/A	PREREQUISITE/REQUIREMENT
ACTION	RANGE		11/11	Target
Standard	Melee Weapon			

Power NA	AME			ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Range			TARGET
Standard	Mele	e Weapon		
RESULT				

Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	d Melee Weapon			

Power NA	AME			ATTACK DEFENSE LEVEL
Power Source N/A	Damage Type N/A	Effect Type N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION Standard	Range Mele	e Weapon		Target
RESULT				

N/A N/A N/A Action RANGE TARGET Standard Melee Weapon Target	
Standard Melee Weapon	
Standard Melec Weapon	
Result	

POWER NA	AME				Attack Defense Level VS
Power Source N/A	Damage N/A	Type	Effect Type N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION		RANGE			Target
Standard		Mele	e Weapon		
RESULT					

Power N∉	AME				ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A		N/A	N/A	
ACTION		RANGE			TARGET
Standard		Melee	Weapon		
RESULT					

