RACTER For Oungeons and Oragons 4th Edicion CHARACTER NAME Tothnok Freegolth PLAYER NAME **DEITY** None **ALIGNMENT** Unaligned RACE Goliath (Half-Giant) **AGE** 30 **GENDER** Male SIZE Medium **Неі**GHT 7'8" **WEIGHT 340** NEEDED EXPERIENCE CLASS Arena Fighter - Gladiator PARAGON Pit Fighter EPIC DESTINY Level 1 Iniciative Speed CONDITIONS ABILITY SCORES 20 2 6 6 STR 22 3 3 + 18 2 5 5 CON 20 Oefenses Resistance AC 3 16 DEX 16 16 = 10 + 2 + 3 + 12 INT FORTITUDE 18 = 10 + 6 2 12 WIS REFLEX 3 10 12 CHA WILL DIC POINCS Action Points Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED PASSIVE PERCEPTION 0 13 34 SPECIAL SENSES ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 17 Темр НР BLOODIEI (1/2 HP) Accacks & Dowers WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) ENH FEAT Great Sword (2-handed) Basic Attack AC 12 0 6 3 1 2 1d10 9 6 1 2 Str 0 0 0 0 0 0 0 0 0 0 0 0 0 Skills LEACS **E**guipment AC-WILL DOWERS ABIL+1/2 LVL WEIGHT LOCATION OTY SKILL NAME MISC ARMOR Vicious Offensive ABILITY Armor: C.L.H.Ch.Sc. Great Sword 12.0 ACROBATICS Dex Weapon: Simple & Military 3 Cleave Powerful Athlete melee & Ranged Standard Adventure Kit 33.0 Int 1 Goliath Great Weapon Prowess Leather Armor 25.0 ATHLETICS STR 6 X 2 +2 2-handed weapons BLUFF Сна 1 DIPLOMACY CHA 1 DUNGEONEERING Wis ENDURANCE Con HEAL Wis 1 HISTORY Int 1 Encounter Powers RACIAL FEATURES INSIGHT Wis 1 Goliath (Half-Giant, PHB2 - 12) Stone's Endurance INTIMIDATE Сна 1 X Tenacity +1 Will Goading Maneuver NATURE Wis 1 2 Wis 1 PERCEPTION RELIGION 1 Int 3 DEX STEALTH STREETWISE 1 CHA 3 THIEVERY DEX ANGUAGES Class/Path/Desting Common, Giant TOTAL WEIGHT Arena Fighter (DSCS 86) Brute Strike Ocher Valuables Wealth Gladiator Theme (DSCS 50) Master's Edge Combat Challenge - Marked -2 to ASTRAL DIAMOND attack other than you Combat Superiority - +Wis to PLATINUM PIECES Opportunity attacks GOLD PIECES 30 gp Fighter Weapon Talent - 2 Hand Arena Fighting - Prof. Great Axe SILVER PIECES & Great sword, + 1 AC light COPPER PIECES armor GEMS/JEWELRY*

MAGICAL ITEMS For Oungeons and Oragons 4th Edicion



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Dungeons and Ōragons 4th Edition Campaign Tothnok Freegolth Dlayer's Name DEFENSE LEVEL ATTACK ATTACK DEFENSE LEVEL POWER NAME Vicious Offensive POWER NAME Cleave Str vs AC Str vs AC 1 Martial Weapon Martial N/A N/A Weapon Arena Fighter N/A N/A Fighter Standard Melee Weapon 1 creature Standard Melee Weapon 2 creatures RESULT 1[W]+Str and mark an enemy 1[w]+Str damage to one creature and an adjacent creature takes +Str damage DSCS 87 PHB 77 DEFENSE LEVEL DEFENSE LEVEL POWER NAME Powerful Athlete POWER NAME Martial N/A N/A N/A Goliath N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT Whun you make an Athletics check, roll twice and use either result. DEFENSE LEVEL Power Name POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT Power Name POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard RESULT RESULT Power Name POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard

Dungeons and Oragons 4th Edition Tothnok Freegolth Campaign Dlayer's Name ATTACK DEFENSE LEVEL DEFENSE LEVEL POWER NAME Stone's Endurance POWER NAME Goading Maneuver Str vs AC N/A N/A N/A N/A Goliath Martial N/A N/A Weapon Arena Fighter No Action Melee Weapon Personal Standard Melee Weapon 2[W] + Str damage and you shift 2 squares and Mark a foe Resist 5 to all damage until the end of your next turn. PHB2 12 DEFENSE LEVEL DEFENSE LEVEL Power Name Power Name N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Standard Melee Weapon Standard RESULT RESULT ATTACK DEFENSE LEVEL POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard

DAILY POWERS For Oungeons and Oragons 4th Edicion CONOGAMING



	Name Toth	nok Freegolth	C	ampaign		Player'	s Name		Level
Power Nami	Brute Stri	ke		Str vs AC 1	Power N	AME Master's	Edge		ATTACK DEFENSE LEVE Str vs AC 1
	MAGE TYPE I/A RANGE Melee	EFFECT TYPE N/A Weapon	Accessories Weapon	Prerequisite/Requirement Fighter Target 1 creature	Power Source Martial Action Standard	DAMAGE TYPE N/A RANGE Mele	EFFECT Type N/A ee Weapon	Accessories Weapon	Prerequisite/Requirement Arena Fighter Target 1 creature
3[W] + Str dan PHB 78	nage					nd of the encou	inter, whenever		acent to an ally, use an
Power Nam	E			ATTACK DEFENSE LEVEL	Power Na	ATTACK DEFENSE LEVE			
	MAGE TYPE J/A RANGE Melee	N/A Weapon	Accessories N/A	PREREQUISITE/REQUIREMENT TARGET	POWER SOURCE N/A ACTION Standard RESULT	DAMAGE TYPE N/A RANGE Mele	EFFECT Type N/A ee Weapon	ACCESSORIES N/A	Prerequisite/Requirement Target
	AMAGE TYPE J/A RANGE	EFFECT Type N/A Weapon	Accessories N/A	ATTACK DEFENSE LEVEL VS PREREQUISITE/REQUIREMENT TARGET	POWER NA POWER SOURCE N/A ACTION Standard RESULT	DAMAGE TYPE N/A RANGE	EFFECT TYPE N/A	Accessories N/A	ATTACK DEFENSE LEVI VS PREREQUISITE/REQUIREMENT TARGET
	AMAGE TYPE J/A RANGE	EFFECT TYPE N/A • Weapon	ACCESSORIES N/A	ATTACK DEFENSE LEVEL VS PREREQUISITE/REQUIREMENT TARGET	POWER NA POWER SOURCE N/A ACTION Standard RESULT	DAMAGE TYPE N/A RANGE	EFFECT Type N/A ee Weapon	Accessories N/A	ATTACK DEFENSE LEV VS PREREQUISITE/REQUIREMENT TARGET
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