



RHANIA THE BOLD

FEMALE HUMAN FIGHTER

LEVEL 3 LAWFUL GOOD



"You don't know a thing about protecting people. Get out of my way!"

Ability Score

STRENGTH

Value

18

Modifier

+4

ARMOR CLASS

19

CONSTITUTION

16

+3

FORTITUDE DEFENSE

17

DEXTERITY

12

+1

REFLEX DEFENSE

13

INTELLIGENCE

10

+0

WILL DEFENSE

13

WISDOM

12

+1

INITIATIVE

+2

CHARISMA

8

-1

SPEED (SQUARES)

5

ACTION POINTS

1

HIT POINTS 43

HEALING SURGE HP HEALED 10

SECOND WIND ☐

BLOODIED 21

HEALING SURGES/DAY 12

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name

+1 bloodclaw greatsword

Attack Bonus

+10 vs. AC

Damage

1d10+6

Range/Properties

+1d6 damage on critical hit

Crossbow

+4 vs. AC

1d8+1

Load minor, 5 normal/10 max

FEATS

Human Perseverance (+1 to all saving throws)

Power Attack (-2 attack for +3 damage)

Weapon Focus: Heavy Blades (already added)

SKILLS (For skills not listed, bonus is 1 + ability modifier)

Passive Insight 12

Passive Perception 12

Athletics +9

Endurance +8

Heal +7

Insight +2

Intimidate +5

Perception +2

EXPLOITS (Martial Powers)

See back of character sheet.

EQUIPMENT

+1 bloodclaw greatsword (see back), +1 delver's scale armor (see back), crossbow, quiver with 10 bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Combat Challenge (when you attack you may mark the enemy, giving a -2 to attack targets other than you, only one mark per enemy, new mark supersedes old one)

Combat Challenge (when an adjacent marked enemy shifts or makes an opportunity attack, make an immediate melee basic attack against them)

Combat Superiority (+1 to opportunity attacks and enemies hit stop moving if a move provoked the attack)

Languages: Common and Dwarven

Normal Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EXPLOITS (MARTIAL POWERS)

At-Will Powers

Cleave

Fighter Attack 1

You hit one enemy, then cleave into another.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +10 vs. AC

Hit: 1d10 + 6 damage, and an enemy adjacent to the target takes 4 damage.

Sure Strike

Fighter Attack 1

You trade power for precision.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +12 vs. AC

Hit: 1d10 damage.

Reaping Strike

Fighter Attack 1

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +10 vs. AC

Hit: 1d10 + 6 damage.

Miss: 4 damage.

Encounter Powers

Dance of Steel

Fighter Attack 3

Weaving your weapon in a graceful figure-eight, you lash out with a sudden attack.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +10 vs. AC

Hit: 2d10 + 6 damage.

Weapon: If you're wielding your greatsword, the target is slowed until the end of your next turn.

Passing Attack

Fighter Attack 1

You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Attack: +10 vs. AC

Hit: 1d10 + 6 damage, and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: +12 vs. AC

Hit: 1d10 + 6 damage.

Daily Powers

Brute Strike

Fighter Attack 1

You shatter armor and bone with a ringing blow.

Daily ♦ Martial, Reliable, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +10 vs. AC

Hit: 3d10 + 6 damage.

Unstoppable

Fighter Utility 2

You let your adrenaline surge carry you through the battle.

Daily ♦ Healing, Martial

Minor Action **Personal**

Effect: You gain 2d6 + 3 temporary hit points.

Magic Items

+1 Bloodclaw Greatsword

Level 2

The hilt of this weapon digs into its wielder's hand, drawing blood while inflicting a more grievous wound upon an enemy.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 damage

Power (At-Will): Free Action. Use this power before making a melee attack on your turn. You take 1 damage. This damage cannot be reduced or prevented in any way. If you hit, the target takes 3 extra points of damage.

+1 Delver's Scale Armor

Level 3

A popular armor among adventurers, it is relatively easy to make.

Enhancement: AC (already added)

Power (Daily): Free Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.