

Player Name _____

Clank 7 **Fighter** 0

Character Name: Warforged Medium Male Level: 7 Class: Fighter Paragon Path: Epic Destiny: Total XP: 0
 Race: Warforged Size: Medium Age: Gender: Male Height: Weight: Alignment: Unaligned Deity: Adventuring Company or Other Affiliations:

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
3	0	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	13	8	0	0	1	2	0

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	0

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	8
20	CON Constitution	5	8
10	DEX Dexterity	0	3
10	INT Intelligence	0	3
10	WIS Wisdom	0	3
8	CHA Charisma	-1	2

FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	13	5	2	0	1	0	0

CONDITIONAL BONUSES

REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	13	0	0	0	1	2	0

CONDITIONAL BONUSES

WILL

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	13	0	0	0	1	1	0

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+ 3
18	Passive Perception	10	+ 8

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
71	35	18
	1/2 HP	14
		1/4 HP

ACTION POINTS

1	Action Points	MILESTONES	ACTION POINTS
		0	1
		1	2
		2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	3	5	0	3	1	2	0

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	3	0	0	0	0	0	0

ABILITY:

SECOND WIND

1/ENCOUNTER USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

ABILITY SCORE MODS +2 STR and CON

Living Construct

Unsleeping Watcher

Warforged Resilience

+2 on save rolls vs ongoing damage

death saving throw, take dice roll or 10

Warforged Mind

Warforged Resolve (ability)

DAMAGE WORKSPACE

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
5	5	0	0	0	0

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0	0

ABILITY:

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Combat Challenge

Combat Superiority

Fighter Weapon Talent

- Battlerager Vigor

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		
	vs		
	vs		
	vs		

FEATS

Defender of the Wild [Multiclass Warden]

Armor Proficiency (Plate)

Mark of Warding

Weapon Expertise (Heavy Blade)

LANGUAGES KNOWN

Common

