

Player Name

 Kobaldo 1 **Fighter** | **Barbarian**

 Character Name Level Class Paragon Path Epic Destiny Total XP

 Kobold Small Male Evil Evil Evil

 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	5					

 CONDITIONAL BONUSES
 +2 AC against traps

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	2
16	CON Constitution	3	3
14	DEX Dexterity	2	2
10	INT Intelligence	0	0
13	WIS Wisdom	1	1
13	CHA Charisma	1	1

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	1
13	Passive Perception	10	3

SPECIAL SENSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	3	2				

 CONDITIONAL BONUSES
 +2 Fortitude Defense against traps

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	REF	10	2					

 CONDITIONAL BONUSES
 +2 Reflex Defense against traps

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	WILL	10	1					

 CONDITIONAL BONUSES
 +2 Will Defense against traps

ATTACK WORKSPACE

DAMAGE WORKSPACE

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Spear	1d8+2
4	vs AC	Javelin (Melee)	1d6+2
4	vs AC	Javelin (Range)	1d6+2
2	vs AC	Unarmed (Melee)	1d4+2

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
31	15	7 11
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Shifty - Use shifty as an at-will power

Trap Sense - +2 to defenses against traps

FEATS

Hybrid Talent - Gain a talent option from one of your hybrid classes

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Combat Challenge (Hybrid) - Mark targets you attack with fighter powers and gain Combat Challenge

Rampage - Critical hit grants free melee basic attack; once per round, barbarian attack power only

Fighter Combat Talent
Two-handed Weapon Talent - +1 on attacks with two-handed weapons.

LANGUAGES KNOWN

Common, Draconic

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Shifty
Combat Challenge
Footwork Lure
Pressing Strike

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Spinning Sweep	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Always Falling Rage	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Hide Armor (E)
Javelin (2)
Spear (E)

COINS AND OTHER WEALTH

Money on hand: 55 gp
Stored money:
Encumbrance: 69 / 150

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Occupation - **Foe Killer**
 You fought and killed your people's enemies. What sorts of creatures do you define as enemies of your people? Do you target members of a humanoid race, such as goblins? Or do you hunt monstrous threats such as aberrant horrors or undead? How does your long experience fighting these creatures shape your personality? How do you react when you encounter your favored enemy?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Kobaldo

PLAYER NAME

RACE Kobold CLASS Hybrid LEVEL 1

HP 31	15 STR	AC 15
Spd 6	16 CON	Fort 15
Init +2	14 DEX	Ref 12
	10 INT	Will 11
	13 WIS	
	13 CHA	

11 Passive Insight 13 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Shifty

KEYWORDS

Minor Personal

ACTION RANGE

ATTACK vs DEFENSE TARGET

Effect: You shift 1 square.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK MM

AT-WILL POWER **DUNGEONS & DRAGONS**

Combat Challenge

KEYWORDS Martial, Weapon

Imm Interr * Melee

ACTION RANGE

ATTACK vs DEFENSE TARGET

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Footwork Lure

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION RANGE

4 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+2) damage. You can shift 1 square and slide the target 1 square into the space you left.
Increase damage to 2[W] + Strength modifier (+2) at 21st level.
Spear: +4 attack, 1d8+2 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

AT-WILL POWER **DUNGEONS & DRAGONS**

Pressing Strike

KEYWORDS Primal, Weapon

Standard * Melee weapon

ACTION RANGE

4 vs AC One creature

ATTACK DEFENSE TARGET

Effect: Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+2) damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.
Level 21: 2[W] + Strength modifier (+2) damage.
Spear: +4 attack, 1d8+2 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Spinning Sweep

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION RANGE

4 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+2) damage, and you knock the target prone.
Spear: +4 attack, 1d8+2 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Always Falling Rage

KEYWORDS Primal, Rage, Weapon

Standard * Melee weapon

ACTION RANGE

4 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength damage, and you knock the target prone.
Miss: Half damage.
Effect: You enter the rage of the Always Falling spirit. Until the rage ends, when one of your allies hits an enemy adjacent to you, you can shift 2 squares as an immediate reaction.
Spear: +4 attack, 2d8+2 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK Dragon 380

DAILY POWER **DUNGEONS & DRAGONS**