

Player Name

Clink-Klank 12 Knight Stalwart Knight 32,000
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Warforged Medium 6'9" 430 lbs
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
12	2	6	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
31	AC	16	10			3	2	

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
22	STR Strength	6	12
18	CON Constitution	4	10
14	DEX Dexterity	2	8
11	INT Intelligence	0	6
10	WIS Wisdom	0	6
14	CHA Charisma	2	8

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
31	FORT	16	6	2	3	3	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	REF	16	2		2	3	2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
26	WILL	16	2		2	3	1	2

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10 +	6

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Perception	10 +	6

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Bloodthirsty Craghammer +:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+20	6	6		2	2	3	1

ABILITY: Melee Basic Attack - Unarmed

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+13	6	6					1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
99	49	24
	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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Bloodthirsty Craghammer +:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+14	6		3	4	1

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+11	6			4	1

RACE FEATURES

Living Construct - No need to eat, drink, breathe, or sleep

Warforged Resolve - Use warforged resolve as an encounter power

Warforged Mind - +1 to Will defense

Warforged Resilience - +2 racial bonus to saving throws against ongoing damage

Unsleeping Watcher - 4 hours of inactivity counts as an extended rest

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
20	AC	Bloodthirsty Craghammer +3	1d10+14
13	AC	Unarmed (Melee)	1d4+11
9	AC	Unarmed (Range)	1d4+3

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
8	Acrobatics	DEX	8	0	n/a
6	Arcana	INT	6	0	n/a
17	Athletics	STR	12	5	n/a
8	Bluff	CHA	8	0	n/a
8	Diplomacy	CHA	8	0	n/a
6	Dungeoneering	WIS	6	0	n/a
23	Endurance	CON	10	5	n/a
6	Heal	WIS	6	0	n/a
6	History	INT	6	0	n/a
6	Insight	WIS	6	0	n/a
15	Intimidate	CHA	8	5	n/a
6	Nature	WIS	6	0	n/a
6	Perception	WIS	6	0	n/a
6	Religion	INT	6	0	n/a
8	Stealth	DEX	8	0	n/a

CLASS / PATH / DESTINY FEATURES

Battle Guardian - Gain the battle guardian power

Defender Aura - Gain the defender aura power

Knight Fighter Stances - Choose two fighter stances

Knight Feature - Choose a Knight's Defense

Shield Finesse - Gain the Shield Finesse feat

Weapon Talent - +1 to attack with weapon attacks

Level 3 Improved Power Strike - You can use power strike

Knight Combat Readiness - Gain a +2 bonus to initiative

Weapon Mastery - Gain +1 to damage rolls of weapon attacks

Level 7 Extra Knight Stance - Gain one additional fighter stance

Knight Weapon Specialization - Choose benefit: bladed sword

Staggering Hammer - Adjacent target of your power strike

Shield Block - gain the shield block power

Greater Combat Readiness - Combat Readiness increases

Stalwart Assault - +Bonus equal to your Constitution modifier

Stalwart Action - When action point is spent to take an extended rest

FEATS

Shield Finesse - You ignore the check penalty for wearing a shield.

Weapon Proficiency (Craghammer) - Gain proficiency with the Craghammer.

Superior Fortitude - Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

Armor Finesse - You ignore the check penalty for wearing armor.

Bludgeon Expertise - When using a hammer or mace: +1 feat bonus to weapon attack rolls, +1 bonus to push/slide effects from your attacks

Frozen Soul - Gain resist 5/10/15 (by tier) cold, and a +1/+2/+3 (by tier) bonus to Will

Improved Defenses - +1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Hammer Rhythm - Damage with hammer or mace on a

LANGUAGES KNOWN

CHARACTER NAME
Clink-Klank

PLAYER NAME

RACE Warforged CLASS Knight LEVEL 12

SCORE	ABILITY	MOD
HP	22 STR	+6
99	18 CON	+4
Spd	14 DEX	+2
5	11 INT	+0
Init	10 WIS	+0
+12	14 CHA	+2

AC	31
Fort	31
Ref	25
Will	26

16 Passive Insight 16 Passive Perception

Skills


8	Acrobatics	DEX
6	Arcana	INT
17	Athletics	STR (Trained)
8	Bluff	CHA
8	Diplomacy	CHA
6	Dungeoneering	WIS
23	Endurance	CON (Trained)
6	Heal	WIS
6	History	INT
6	Insight	WIS
15	Intimidate	CHA (Trained)
6	Nature	WIS
6	Perception	WIS
6	Religion	INT
8	Stealth	DEX
8	Streetwise	CHA
8	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Stalwart Action: When you spend an action point to take an extra action, you gain resist 10 to all damage until the end of your next turn.



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard ACTION RANGE Personal

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 24 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 12 BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Battle Guardian

KEYWORDS Martial

Opportunity ACTION RANGE Personal

vs

ATTACK DEFENSE TARGET

Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.
Effect: You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes damage equal to your Strength modifier (+6).

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 12 BOOK PEHOTFL

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Warforged Resolve

KEYWORDS Healing

Minor ACTION RANGE Personal

vs

ATTACK DEFENSE TARGET

Effect: You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +6 attack

ADDITIONAL EFFECTS

+1 item bonus to attack rolls against bloodied targets - Bloodthirsty Weapon +3.
+1 to attack rolls with charge attacks - Charger's Headdress (paragon tier).
+1 to attack rolls with charge attacks - Aspect of the Ram (2).

CLASS Racial Power LEVEL * BOOK EPG

UTILITY POWER DUNGEONS & DRAGONS

Power Strike

KEYWORDS Martial, Weapon

No Action ACTION RANGE Special

vs The enemy you hit

ATTACK DEFENSE TARGET

Trigger: You hit an enemy with a melee basic attack using a weapon.
Effect: The target takes 1[W] extra damage from the triggering attack.
Level 17: 2[W] extra damage.
Level 27: 3[W] extra damage.
Level 11: You gain an additional use of power strike per encounter from your Paragon Path feature.
Staggering Hammer: When you use power strike with a hammer and the target is adjacent to you, the target is also immobilized until the end of your next turn or until you are no longer adjacent to it. You also gain combat advantage against the target until the end of your next turn.
Special: You can use power strike twice per encounter, but only once per turn.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 12 BOOK PEHOTFL

AT-WILL POWER DUNGEONS & DRAGONS

Defender Aura

KEYWORDS Aura

Minor ACTION RANGE Personal

AT-WILL ENCOUNTER DAILY

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 12 BOOK PEHOTFL

ENCOUNTER POWER DUNGEONS & DRAGONS

Defend the Line

KEYWORDS Martial, Stance

Minor ACTION RANGE Personal

AT-WILL ENCOUNTER DAILY

Effect: You assume the defend the line stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, that enemy is slowed until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 12 BOOK PEHOTFL

ENCOUNTER POWER DUNGEONS & DRAGONS

UTILITY POWER DUNGEONS & DRAGONS

UTILITY POWER DUNGEONS & DRAGONS

Hammer Hands

KEYWORDS: Martial, Stance

Minor Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: LEVEL BOOK: PEHOTFL

Forceful Drag

KEYWORDS: Martial

Move Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Requirement: You must have a creature grabbed.

Effect: You move your speed. For each square you move, you slide a creature grabbed by you 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. At the end of the move, you can end the grab to knock the creature prone.

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 2 BOOK: MP2

Dauntless Endurance

KEYWORDS: Martial

No Action Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Prerequisite: You must have training in Endurance.

Trigger: You make a saving throw and dislike the result.

Effect: You can reroll the saving throw but must use the second result.

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 6 BOOK: PEHOTFL

Cleaving Assault

KEYWORDS: Martial, Stance

Minor Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: You assume the cleaving assault stance. Until the stance ends, whenever you hit with a melee basic attack using a weapon, one enemy adjacent to you other than the target of that attack takes damage equal to your Constitution modifier (+4).

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: LEVEL BOOK: PEHOTFL

Shield Block

KEYWORDS: Martial

Imm Interr * Melee 1

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Requirement: You must use this power with a shield.

Trigger: An attack hits or misses you or an ally adjacent to you and deals damage

Target: The character hit or missed by the triggering attack

Effect: The damage dealt to the target is reduced by 1d10 + your Constitution modifier (+4).
Level 11: 2d10 + Constitution modifier (+4).
Level 21: 3d10 + Constitution modifier (+4).

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 8 BOOK: PEHOTFL

Clearheaded

KEYWORDS: Martial

No Action Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Prerequisite: You must have training in Endurance.

Trigger: You start your turn dazed, dominated, or stunned by an effect that a save can end.

Effect: You make a saving throw with a +5 power bonus against the triggering effect.

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 10 BOOK: PEHOTFL

Bludgeoning Counterstrike

KEYWORDS: Martial

Imm React Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Trigger: An enemy misses you with a melee attack while you are wielding a hammer or a mace.

Effect: You gain a +2 power bonus to attack rolls you make using a hammer or a mace against the triggering enemy. The bonus lasts until the end of your next turn.

ADDITIONAL EFFECTS

CLASS: Stalwart Knight LEVEL: 12 BOOK: PEHOTFL

Bloodthirsty Craghammer +3

1d10	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls	13	+3d10 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
Gain a +1 item bonus to attack rolls against bloodied targets, and add an item bonus equal to the enhancement bonus of this weapon to damage rolls against bloodied targets.
Versatile, Brutal

Melee Basic Attack: +20 attack, 1d10+14 damage

AT-WILL **ENCOUNTER** **DAILY**

POWER

ITEM SLOT: One-hand WEIGHT: 6 PRICE: 17000 BOOK: AV

Dwarven Gith Plate Armor +3

10	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC	12	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
Gain a +3 item bonus to Endurance checks.

AT-WILL **ENCOUNTER** **DAILY**

POWER
Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT: Body WEIGHT: 50 PRICE: 13000 BOOK: AV

Shield of Deflection Heavy Shield (para

AC BONUS	CHECK	SPEED	QUANTITY
2	-2	-	1
ENHANCEMENT		12 LEVEL	Arms Slot Item TYPE

PROPERTIES
You gain resist 5 to all damage from ranged attacks and area attacks.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Off-hand WEIGHT 15 PRICE 13000 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Bracers of Mighty Striking (paragon tie

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		12 LEVEL	Arms Slot Item TYPE

PROPERTIES
When you hit with a melee basic attack, you gain a +4 item bonus to the damage roll.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Arms WEIGHT 0 PRICE 13000 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Cat Tabi (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		8 LEVEL	Feet Slot Item TYPE

PROPERTIES
Gain a +3 item bonus to Athletics checks to jump. You take half damage from a fall and always land on your feet.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Use this power when you fall 10 feet or more. You take no damage from the fall and are not knocked prone.

ITEM SLOT Feet WEIGHT 0 PRICE 3400 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

Alchemical Atomizer (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		8 LEVEL	Hands Slot Item TYPE

PROPERTIES
You can stow one alchemical item that can be applied to a weapon (such as alchemical silver or inferno oil) within the alchemical atomizer.

AT-WILL ENCOUNTER DAILY

POWER
Power (At-Will): Free Action. Use this power when you make a weapon attack. Use the alchemical item stowed in the alchemical atomizer on the weapon you are holding. (This consumes the item as usual).

ITEM SLOT Hands WEIGHT 0 PRICE 3400 BOOK Dragon 385

MAGIC ITEM DUNGEONS & DRAGONS

Fleece of Renewal +3

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		+3 Fortitude, Reflex, and Will LEVEL	13 Neck Slot Item TYPE

PROPERTIES
Free Action. When you charge an enemy, you gain temporary hit points equal to your Constitution modifier until the start of your next turn.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 17000 BOOK AV2

MAGIC ITEM DUNGEONS & DRAGONS

Charger's Headdress (paragon tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		12 LEVEL	Head Slot Item TYPE

PROPERTIES
You gain a +1 bonus to attack rolls with charge attacks.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily * Teleportation): Standard. Make a charge attack, but instead of moving your speed before the attack, you teleport the same number of squares.

ITEM SLOT Head WEIGHT 0 PRICE 13000 BOOK AV2

MAGIC ITEM DUNGEONS & DRAGONS

Girdle of the Resolute Body (paragon ti

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		15 LEVEL	Waist Slot Item TYPE

PROPERTIES
You gain a +1 item bonus to Fortitude. You can spend 1 power point as a free action during your turn to increase the bonus to +3 until the end of your next turn.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Waist WEIGHT 0 PRICE 25000 BOOK pp

MAGIC ITEM DUNGEONS & DRAGONS

Aspect of the Ram

Tenacious, stalwart, and sure-footed, the mountain ram is revered by many wielders of primal power. Totems of the ram adorn the armor of the hunters and warriors of the mountains, and adventurers draw inspiration from the visage and spirit of these nimble and fearless beasts.

Wardens and martial-minded druids benefit the most from this magic item set, particularly those guardians who enjoy being at the front of the fray.

2: You gain a +1 bonus to attack rolls with charge attacks.

4: When you hit an enemy with a charge attack, one ally within 5 squares of you can make a saving throw as a free action.

ITEM SET DUNGEONS & DRAGONS