



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	Value	Modifier		
STRENGTH	18	+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	<input type="checkbox"/>
BLOODIED	21	HEALING SURGES/DAY	12	(Use second wind up to 1/encounter)	

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 <i>bloodclaw greatsword</i>	+10 vs. AC	1d10+6	+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.