

Player Name **Kev-Mas Colcha**

**Kriv Mizzian**

**2** **Fighter**

**1000**

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

**Dragonborn**

**M**

**21**

**M**

**6'8"**

**280 lb**

**Good**

**Erathis**

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

### INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
<b>3</b>	<b>2</b>	<b>1</b>	
CONDITIONAL MODIFIERS			

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>19</b>	<b>AC</b>	<b>11</b>	<b>6</b>		<b>1</b>		<b>1</b>	
CONDITIONAL REMARKS								

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed (Squares)</b>	<b>6</b>		
SPECIAL MOVEMENT				

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>18</b>	<b>STREngth</b>	<b>+4</b>	<b>+5</b>
<b>14</b>	<b>CONstitution</b>	<b>+2</b>	<b>+3</b>
<b>14</b>	<b>DEXterity</b>	<b>+2</b>	<b>+3</b>
<b>10</b>	<b>INTelligence</b>	<b>+0</b>	<b>+1</b>
<b>12</b>	<b>WISdom</b>	<b>+1</b>	<b>+2</b>
<b>11</b>	<b>CHARisma</b>	<b>+0</b>	<b>+1</b>

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>17</b>	<b>FORT</b>	<b>11</b>	<b>4</b>	<b>2</b>				
CONDITIONAL REMARKS								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>14</b>	<b>REF</b>	<b>11</b>	<b>2</b>					
CONDITIONAL REMARKS								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>12</b>	<b>WILL</b>	<b>11</b>	<b>2</b>					
CONDITIONAL REMARKS								

### SENSES

SCORE	PASSIVE SCORE	SKILL BONUS
<b>17</b>	Passive Insight	10 + <b>7</b>
<b>12</b>	Passive Perception	10 + <b>2</b>

SPECIAL SENSES

Normal

### ATTACK WORKSPACE

ABILITY: **Melee Attack with Double sword**

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+10</b>	<b>1</b>	<b>4</b>	<b>1</b>	<b>3</b>			<b>1</b>

ABILITY: **Melee Attack with Double sword**

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+10</b>	<b>1</b>	<b>4</b>	<b>1</b>	<b>3</b>			<b>1</b>

### DAMAGE WORKSPACE

ABILITY: **Melee Attack with Double sword**

DAMAGE	ABIL	CLASS	FEAT	ENH	ITEM	MISC
<b>1d8+9</b>	<b>4</b>	<b>3</b>	<b>1</b>	<b>1</b>		

ABILITY: **Melee Attack with Double sword**

DAMAGE	ABIL	CLASS	FEAT	ENH	ITEM	MISC
<b>1d8+9</b>	<b>4</b>	<b>3</b>	<b>1</b>	<b>1</b>		

### STANDARD ATTACKS

ATTACK	DEFENSE	DAMAGE
	VS	
	VS	
	VS	
	VS	

### FEATS

- Two-Weapon Defense**  
+1 AC/Reflex while holding weapon in each hand
- Two-Weapon Fighting**  
+1 damage melee while holding weapon in each hand
- Weapon Prof. Double sword**  
Proficient with Double sword

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
<b>35</b>	<b>17</b>	<b>10</b> <b>11</b>
CURRENT HIT POINTS		
CURRENT SURGE USES		

SECOND WIND 1/ENCOUNTER	USED	<input type="checkbox"/>
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
SAVING THROW MODIFIERS		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LEVEL	TRND (+5)	ARMOR PENALTY	MISC
<b>2</b>	Acrobatics	DEX	<b>3</b>		-1
<b>1</b>	Arcana	INT	<b>1</b>		n/a
<b>9</b>	Athletics	STR	<b>5</b>	<b>X</b>	-1
<b>1</b>	Bluff	CHA	<b>1</b>		n/a
<b>1</b>	Diplomacy	CHA	<b>1</b>		n/a
<b>2</b>	Dungeoneering	WIS	<b>2</b>		n/a
<b>2</b>	Endurance	CON	<b>3</b>	-	-1
<b>2</b>	Heal	WIS	<b>2</b>		n/a
<b>3</b>	History	INT	<b>1</b>		n/a +2
<b>7</b>	Insight	WIS	<b>2</b>	<b>X</b>	n/a
<b>8</b>	Intimidate	CHA	<b>1</b>	<b>X</b>	n/a +2
<b>2</b>	Nature	WIS	<b>2</b>		n/a
<b>2</b>	Perception	WIS	<b>2</b>		n/a
<b>1</b>	Religion	INT	<b>1</b>		n/a
<b>2</b>	Stealth	DEX	<b>3</b>		-1
<b>1</b>	Streetwise	CHA	<b>1</b>	-	n/a
<b>2</b>	Thievery	DEX	<b>3</b>		-1

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0 2	1 3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

### RACE FEATURES

- DragonBorn Fury: +1 Attack when bloodied
- Draconic Heritage: Add Con Mod to Healing Surge
- Dragon Breath: Used as an Encounter Power

### CLASS / PATH / DESTINY FEATURES

- Combat Challenge: Marks target, -2 attack only others
- free basic attack if mark shifts or attacks only others
- Combat Superiority: +1 on opp. Attacks, hit halts move
- wield 2 weapons to get +1 attack bonus with offhand weapons
- +1 dam on melee/close attack if chain/light armor & two weapons (+2 with offhand weapons)

Tempest Technique

### 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**

1	Dual Strike	
1	Footwork Lure	

**ENCOUNTER POWERS**

1	Funneling Flurry	
PATH		
CLASS		
RACIAL	Dragon Breath	
MULTICLASS		
SPECIAL	0	<input type="checkbox"/>

**DAILY POWERS**

1	Tempest Dance	
PATH		
SPELL RECALL		

**UTILITY POWERS**

2	Boundless Endurance	
PATH		
EPIC		

**OTHER EQUIPMENT**

Backpack	Longsword
Bedroll	Short sword
Grappling hook	
Hammer	
Pitons (10)	
Pouch, belt	
Rations, trail	
Rope, Hemp 50'	
Sunrods	
Tent	

**MAGIC ITEM INDEX**

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

**MAGIC ITEMS**

MAIN WEAPON	Double sword	Terror +1	<input checked="" type="checkbox"/>
IMPLEMENT			
OFF HAND WEAPON	Double sword	Terror +1	<input checked="" type="checkbox"/>
WEAPON	Javelin		<input checked="" type="checkbox"/>
WEAPON			
ARMOR	Chainmail		<input checked="" type="checkbox"/>
BRACERS			
FEET			
HANDS			
HEAD			
NECK			
RING			
RING			
WAIST			

*Daily Item Powers Per Day*

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

**RITUALS**



**PERSONALITY TRAITS**

Loves Shiny objects, and tends to hoard over them

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**MANNERISMS AND APPEARANCE**

Appearance: Black Scales and Red Eyes  
Mannerisms: Smokes from a Pipe on occasion

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**CHARACTER BACKGROUND**

(PHB2) Among Another Race (Birth)

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Class Skill: Insight

**COMPANIONS AND ALLIES**

NAME	Findecáno Sindanárië	NOTES	Male Half-Elf Cleric, knows best
NAME	Loriana	NOTES	Female Drow Warlock
NAME	Orrin DeFarra (Leocanto Ravelle)	NOTES	Male Human Rogue
NAME	Lo-Mak Kapan	NOTES	Male Goliath Warden
NAME	Fie	NOTES	Female Wizard
NAME	Sariel	NOTES	Female Eladrin Invoker
NAME		NOTES	
NAME		NOTES	

**SESSION AND CAMPAIGN NOTES**

**Ramza Speed DnD**

Attacks are made as normal.  
Damage is done as follows:  
- Normal Hit from Player to Enemy:  
- - 2x maximum damage  
- Critical Hit from Player to Enemy:  
- - 3x maximum damage  
- Normal Hit from Enemy/Fellow Player to Player:  
- - 1x maximum damage  
- Critical Hit from Enemy/Fellow Player to Player:  
- - 2x maximum damage  
This also applies to healing