

Player Name

Taunt 3 Ardent

Character Name Level Class

Warforged Medium Male

Race Size Age Gender

Paragon Path

Epic Destiny

Total XP

2,250

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	Initiative	1	2

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	2
16	CON Constitution	3	4
10	DEX Dexterity	0	1
8	INT Intelligence	-1	0
11	WIS Wisdom	0	1
18	CHA Charisma	4	5

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	11	3	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	11	4	1			1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	ARMOR	ITEM	MISC
16	Passive Insight	10	+		6

SCORE	PASSIVE SENSE	BASE	ARMOR	ITEM	MISC
11	Passive Perception	10	+		1

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
38	19	9
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against ongoing damage, +5 Feat bonus against fear effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Challenge-Seeking Maul +1	2d6+2
2	vs AC	Unarmed (Melee)	1d4+1
1	vs AC	Unarmed (Range)	1d4
	vs		

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Ardent Mantle

Mantle of Elation - You and allies within 5 gain your

Con modifier bonus to opportunity attack damage rolls and

+2 to Diplomacy and Intimidate

Ardent Surge

Psionic Augmentation - Gain augmentable at-wills instead

of encounter powers.

FEATS

Mantle of Readiness - You and allies gain +2 speed

during the first round

Battle Hardened - +5 to saving throws against fear, +2 to

initiative checks

LANGUAGES KNOWN

Common

CHARACTER NAME
Taunt

PLAYER NAME

RACEWarforged

CLASSArdent

LEVEL3

HP

38

Spd

6

Init

+3

SCORE

ABILITY

MOD

12

STR

+1

16

CON

+3

10

DEX

+0

8

INT

-1

11

WIS

+0

18

CHA

+4

AC

11

Fort

15

Ref

11

Will

17

16

Passive

Insight

11

Passive

Perception

PLAY DATA

DUNGEONS & DRAGONS

Skills

1

Acrobatics

DEX

0

Arcana

INT

2

Athletics

STR

10

Bluff

CHA (Trained)

10

Diplomacy

CHA (Trained)

1

Dungeoneering

WIS

8

Endurance

CON

1

Heal

WIS

0

History

INT

6

Insight

WIS (Trained)

12

Intimidate

CHA (Trained)

1

Nature

WIS

1

Perception

WIS

0

Religion

INT

1

Stealth

DEX

5

Streetwise

CHA

1

Thievery

DEX


ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS



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.

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

↓

↺

✱

Personal

ACTION

↺

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

UTILITY POWER

DUNGEONS & DRAGONS

Demoralizing Strike (Augment 0)

KEYWORDS

Augmentable, Fear, Psionic, Weapon

USED

Standard

*

↓

↺

✱

Melee weapon

ACTION

↺

✱

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and the target takes a -2 penalty to all defenses until the end of your next turn.
Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Ardent

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1

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AT-WILL POWER

DUNGEONS & DRAGONS

Demoralizing Strike (Augment 1)

KEYWORDS

Augmentable, Fear, Psionic, Weapon

USED

Standard

*

↓

↺

✱

Melee weapon

ACTION

↺

✱

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and the target takes a penalty to Will equal to 1 + your Constitution modifier (+3) until the end of your next turn.
Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Ardent

LEVEL

1

BOOK

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AT-WILL POWER

DUNGEONS & DRAGONS

Demoralizing Strike (Augment 2)

KEYWORDS

Augmentable, Fear, Psionic, Weapon

USED

Standard

*

↓

↺

✱

Melee weapon

ACTION

↺

✱

RANGE

8

vs

AC

Each creature in burst

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and the target takes a penalty to all defenses equal to 1 + your Constitution modifier (+3) until the end of your next turn.
Close: burst 1
Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Ardent

LEVEL

1

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AT-WILL POWER

DUNGEONS & DRAGONS

Energizing Strike (Augment 0)

KEYWORDS

Augmentable, Healing, Psionic, Weapon

USED

Standard

*

↓

↺

✱

Melee weapon

ACTION

↺

✱

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and one ally within 5 squares of you gains temporary hit points equal to one-half your level + your Charisma modifier (+4).
Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Ardent

LEVEL

1

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AT-WILL POWER

DUNGEONS & DRAGONS

Energizing Strike (Augment 1)

KEYWORDS

Augmentable, Healing, Psionic, Weapon

USED

Standard

*

↓

↺

✱

Melee weapon

ACTION

↺

✱

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and one dying ally within 5 squares of you regains hit points equal to your Charisma modifier (+4).
Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Ardent

LEVEL

1

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AT-WILL POWER

DUNGEONS & DRAGONS

AT-WILL POWER 

Ardent Outrage

ent

AT-WILL POWER 

Battleborn Activity:

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AT-WILL POWER 

False Bravado

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Challenge-Seeking Maul +1

2d6	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		1	None
ENHANCEMENT		LEVEL	CRITICAL
<div>PROPERTIES</div> <p>You deal 1d6 extra damage when you hit enemies that are at maximum hit points with this weapon.</p> <p>Melee Basic Attack: +5 attack, 2d6+2 damage</p> <div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div> <div>POWER</div>			
ITEM SLOT	Two-Hands	WEIGHT	12
PRICE	360	BOOK	PH
MAGIC WEAPON		DUNGEONS & DRAGONS	