## Character Sheet

Taunt Ardent 2.250 Character Name Class Paragon Path Epic Destiny Total XP Warforged Medium Male Good Age Gender Height Weight Alignment Deity Adventuring Company **RPGA Number** INITIATIVE **DEFENSES MOVEMENT** SC<u>ORE</u> MISC SCORE SCORE 2 **Initiative** Speed (Squares) 11 CONDITIONAL MODIFIERS ABILITY SCORES **SENSES** SCORE MOD + 1/2 LVL CLASS 12 STR 2 **Passive Insight** 10 + 16 6 15 **FORT** 11 CONDITIONAL BONUSES CON 3 **Passive Perception** 10 16 11 SPECIAL SENSES DEX 10 0 11 **REF** 11 ATTACK WORKSPACE INT CONDITIONAL BONUSES 8 ABILITY: Melee Basic Attack - Unarmed 0 ATT BONUS + WIS 2 11 0 ABILITY: Ranged Basic Attack - Unarmed **CHA** 18 CONDITIONAL BONUSES ATT BONUS PROF L/2 LVL ABIL **HIT POINTS ACTION POINTS** MAX HP **HEALING SURGES DAMAGE WORKSPACE Action Points** SURGES/DAY BLOODIED SURGE VALUE ABILITY: Melee Basic Attack - Unarmed 38 19 10 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS DA<u>MAGE</u> MISC 1/2 HP 1/4 H CURRENT SURGE USES CURRENT HIT POINTS 1d4+1 1 **RACE FEATURES** ABILITY: Ranged Basic Attack - Unarmed **Living Construct** - No need to eat, drink, breathe, or sleep DAMAGE 0 Warforged Resolve - Use warforged resolve as an 1d4 TEMPORARY HIT POINTS encounter power **BASIC ATTACKS** Warforged Mind - +1 to Will defense DEFENS DEATH SAVING THROW FAILURES Warforged Resilience - +2 racial bonus to saving throws 5  $\mathbf{AC}$ SAVING THROW MODS +2 Racial bonus against ongoing damage, +5 Feat vs Challenge-Seeking Maul +1 2d6+2 bonus against fear effects against ongoing damage 2 AC Unarmed (Melee) RESISTANCES vs 1d4+1 Unsleeping Watcher - 4 hours of inactivity counts as an 1 AC1d4 vs Unarmed (Range) CURRENT CONDITIONS AND EFFECTS extended rest **SKILLS CLASS / PATH / DESTINY FEATURES** ABIL MOD TRND ARMOR **Ardent Mantle FEATS** MISC BONUS SKILL NAME PENALTY Mantle of Readiness - You and allies gain +2 speed 0 Mantle of Elation - You and allies within 5 gain your 0 n/a 1 Acrobatics DEX Con modifier bonus to opportunity attack damage rolls and during the first round 0 0 0 0 n/a **Arcana** INT +2 to Diplomacy and Intimidate **Battle Hardened** - +5 to saving throws against fear, +2 to 0 2 0 n/a **Athletics** STR **Ardent Surge** initiative checks 0 10 n/a Bluff Psionic Augmentation - Gain augmentable at-wills instead 0 10 n/a **Diplomacy** CHA of encounter powers. 0 1 n/a **Dungeoneering** WIS 8 n/a 4 **Endurance** CON 0 1 n/a Heal n/a 0 History INT 0 6 n/a Insight WIS 2 12 n/a **Intimidate** CHA 0 1 n/a **Nature** WIS n/a 0 Perception WIS 0 0 n/a Religion TNT **LANGUAGES KNOWN** 1 0 0 Stealth n/a DEX Common

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Taunt

**Streetwise** 

Thievery

СНА

0

0

0

n/a

n/a

## List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. **AT-WILL POWERS MAGIC ITEMS** Demoralizing Strike Challenge-Seeking Maul +1 (E) **Energizing Strike** WEAPON Unnerving Shove WEAPON ARMOR FEET **ENCOUNTER POWERS** HANDS Second Wind HFAD Warforged Resolve NECK Ardent Surge RING Ardent Outrage RING **PERSONALITY TRAITS** WAIST **DAILY POWERS** Battleborn Acuity MANNERISMS AND APPEARANCE **UTILITY POWERS** False Bravado Daily Item Powers Per Day **CHARACTER BACKGROUND** Heroic (1-10) Milestone Unstoppable Soldier Paragon (11-20) 🔲 🗌 Milestone You've been trained—or built—to be the perfect killing machine. You are quick to take advantage of any Epic (21-30) Milestone Power Points: 4 opportunity or opening your foes offer. You cannot be stopped until you complete your mission. **OTHER EQUIPMENT RITUALS / ALCHEMY** Occupation - Military You served in a military organization, such as an army or a city guard. Were you conscripted, or did you volunteer? What was your rank? How did you leave the service? If you **COMPANIONS AND ALLIES SESSION AND CAMPAIGN NOTES COINS AND OTHER WEALTH** Money on hand: 1 pp; 60 gp Stored money: 0 gp Encumbrance: 13 / 120

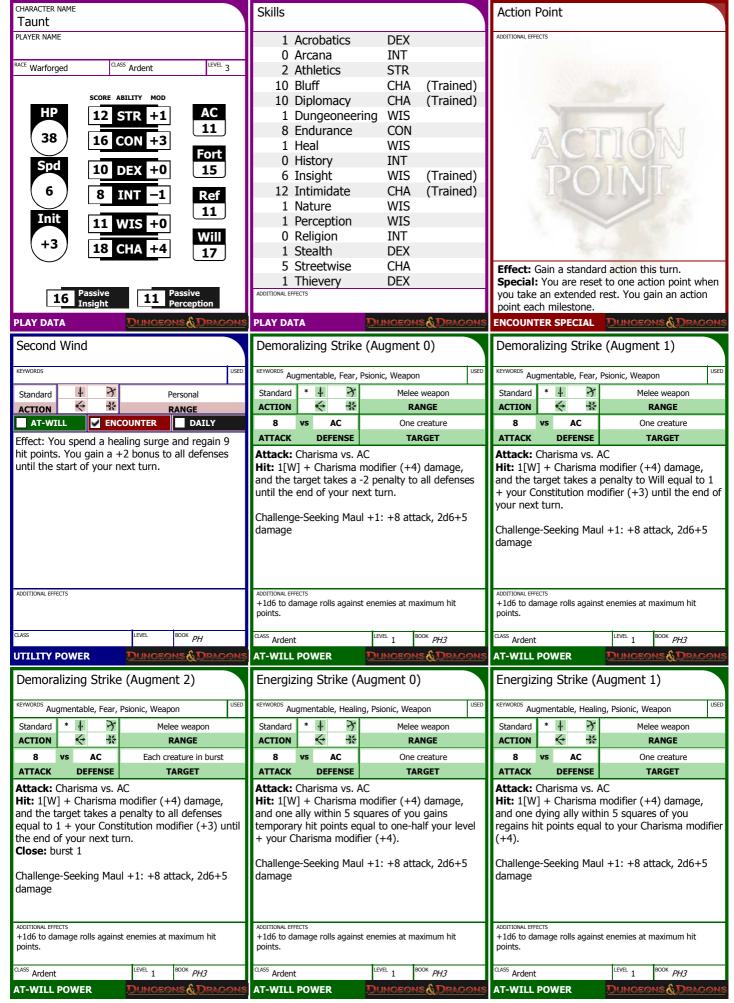
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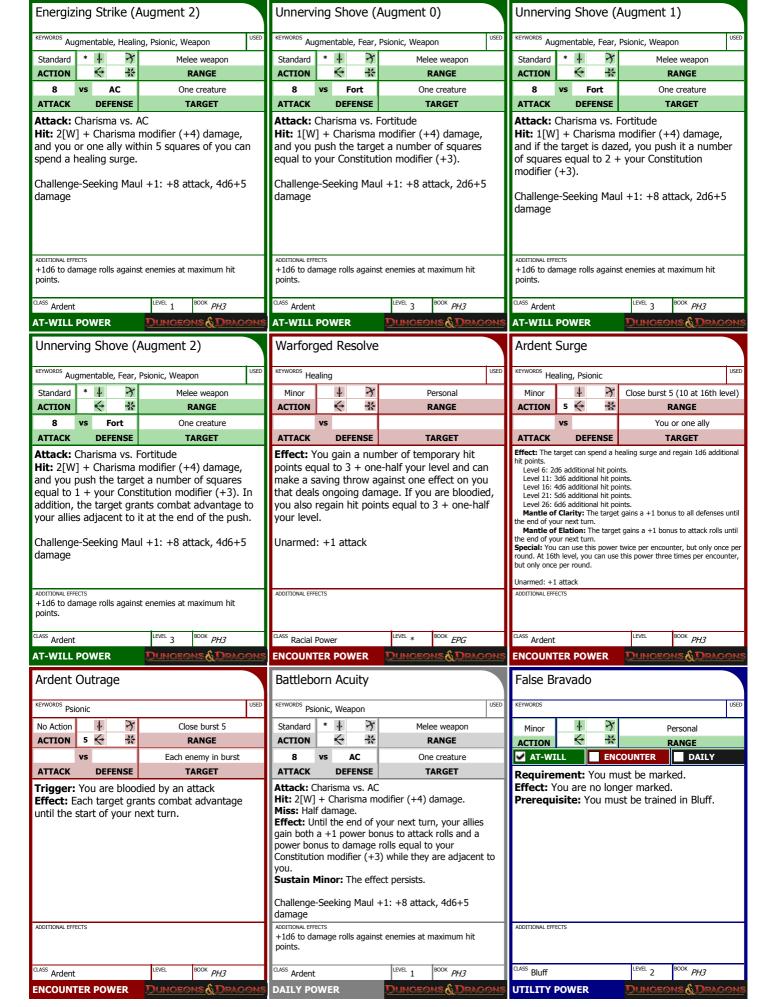
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