

Player Name

Kik'Thuk 1 **Fighter** 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Goliath Medium 20 Male 5'11" 210 lb. Unaligned
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	6				1	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	6		1

SPECIAL MOVEMENT

ABILITY SCORES

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	10	5	2				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Perception	10	+

SPECIAL SENSES

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CLASS / PATH / DESTINY FEATURES

Combat Challenge - Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.

Combat Superiority - Add Wis mod to opportunity attacks.

Hit ends foe's movement (if any) this action.

Fighter Talents - Select a Fighter Talent.

Tempest Technique - When wielding two weapons,

+1 attack with offhand weapons; gain Two-Weapon

Defense; in light armor or chainmail, +1 damage with melee

or close weapons, +2 with offhand weapons

COMPANIONS AND ALLIES

I enter Torpor instead of sleep - 4 hours and aware

I'm always considered to have a running start (Natural Jumper, Racial)

FEATS

Two-Weapon Defense - +1 to AC and Reflex while

holding a weapon in each hand

Agile Superiority - Use Dexterity in place of Wisdom for

Combat Superiority

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
35	17	8
	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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RITUALS / ALCHEMY

SKILLS

BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatics	DEX	3	0	-1	0
-1	Arcana	INT	-1	0	n/a	0
11	Athletics	STR	5	5	-1	2
0	Bluff	CHA	0	0	n/a	0
0	Diplomacy	CHA	0	0	n/a	0
0	Dungeoneering	WIS	0	0	n/a	0
4	Endurance	CON	0	5	-1	0
0	Heal	WIS	0	0	n/a	0
-1	History	INT	-1	0	n/a	0
0	Insight	WIS	0	0	n/a	0
5	Intimidate	CHA	0	5	n/a	0
2	Nature	WIS	0	0	n/a	2
0	Perception	WIS	0	0	n/a	0
-1	Religion	INT	-1	0	n/a	0
2	Stealth	DEX	3	0	-1	0
0	Streetwise	CHA	0	0	n/a	0
2	Thievery	DEX	3	0	-1	0

LANGUAGES KNOWN

Common, Thri-Kreen

<u>Frg</u>	<u>Name</u>	<u>When</u>	<u>Type</u>	<u>Vs</u>	<u>Scourge</u>	<u>Handaxe</u>	<u>Unarmed</u>	<u>Effect</u>
A-W	Melee Basic	Sta	Mel B	A	+8, 1d8+7, 15	+8, 1d6+7, 13	+5, 1d4+5, 11	2H Improvised Weapon = 6-12 lbs, +5, 1d8+5, 13
A-W	Ranged Basic	Sta	Ran B	5/10		A, +7, 1d6+5, 11	R, +3, 1d4+3, 7	
A-W	Opportunity Attack	Opp	Mel	A	+11, 1d8+7, 15	+11, 1d6+7, 13	+11, 1d4+5, 11	
A-W	Dual Strike	Sta	Mel	A	+8, 1d8+2, 10	+8, 1d6+2, 8	+5, 1d4, 4	Eff: Offhand - 2nd targ
A-W	Reaping Strike	Sta	Mel	A	+8, 1d8+7, 15	+8, 1d6+7, 13	+5, 1d4+5, 11	Miss: 2 Damage
A-W	Combat Challenge	Int	Mel	A	+8, 1d8+7, 15	+8, 1d6+7, 13	+5, 1d4+5, 11	Trigger: Marked enemy shifts or attacks ally
E-R	Thri-Kreen Claws	Min	Mel: 1-3	A			+8, 1d8+5, 13	
E-T	Disrupting Advance	Sta	Mel	A	+8, 2d8+7, 23	+8, 2d6+7, 19	+5, 2d4+5, 15	Hit: Push 2. Targ and each ene adj to targ slow uteomnt
E1	Funneling Flurry	Sta	Mel: 2	A	+8, 1d8+7, 15	+8, 1d6+7, 13	+5, 1d4+5, 11	(Main & Off Weapon) Hit: Slide targ 1
D1	Bristling Defense	Sta	Mel	A	+8, 2d8+7, 23	+8, 2d6+7, 19	+5, 2d4+5, 15	Hit: No CA from flanking me. Eff: Offhand - 2nd targ
D20	Multiple Arms	Free	1/Rnd					Draw or stow an item
A-W		Min						
E/2	Action Point	Free	On my turn					+1 Standard Action
E	Second Wind	Sta	Pers					Spend surge, gain 8hp, +2 bonus to defenses until the end of my next turn