



Half Elf Fighter level 2

One Unique Thing: What sets you apart from all the rest?

Icon Relationships: 3 points to spend

	Ability	Modifier
STR	18	4
CON	14	2
DEX	14	2
INT	10	0
WIS	12	1
CHA	10	0

Armor Class	Physical Def.	Mental Def.
AC 19	PD 14	MD 12

Hit Points

HP	Current	/40	Max
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Recoveries

Current	/9	Max
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Recovery Roll

2d10+2

Initiative: +4

Equipment: Longsword, Shield (+1 AC if used), Armor, Short Bow, Etc...

Backgrounds: 8 points to spend on max. +5 in 1 skill

1st lvl: Power Attack Feat
2nd lvl: Heavy Warrior Feat

Fighter Feature: Extra Tough (9 Recoveries)

Basic Melee Attack

Attack: +6 vs. AC
Hit: 2d8+4 Damage
Miss: 2

Basic Ranged Attack

Attack: +4 vs. AC
Hit: 2d6+2 Damage
Miss: -

Carve an Opening / Special

Flexible melee attack
Triggering Roll: Any natural odd roll
Effect: Your critical hit range with melee attacks increases by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit your crit. range drops back to normal.

Deadly Assault / Special

Flexible melee or ranged attack
Triggering Roll: Any natural even hit
Effect: Reroll any 1s from your damage roll. You're stuck with the rerolls.

Heavy Blow / Special

Flexible melee attack
Triggering Roll: Any natural even miss
Effect: You gain a bonus to your miss damage equal to the escalation die.

Shield Bash / Special

Flexible melee attack
Special: You must be using a shield.

Triggering Roll: Any natural even roll
Effect: The target pops free from you after the attack (does not allow opportunity attacks). If the target is also engaged with any of your allies, you can pop it free of them as well if you like.

Heavy Warrior / Battle

Once per battle while wearing heavy armor, when you are hit by an attack that targets AC, use a free action to take half damage from that attack. Once per day, you can use armor twice in a battle (against different attacks).

Power Attack / Battle

Once per battle before you roll an attack, you can declare you're using power attack to deal additional damage with that attack roll. If the attack hits or misses (thanks to the feat), deal +1d4 additional damage per level with a one-handed weapon or +1d6 additional damage per level with a two-handed weapon.

Cleave / Battle

Once per battle, make a basic melee attack as a free action after one of your melee attacks drops an enemy to 0 hp.

Surprising / Battle

Once per battle, subtract one from the natural result of one of your own d20 rolls.

Threatening

Whenever an enemy tries to disengage from you, it takes a -2 penalty to its check. The penalty doesn't apply if you are stunned, grabbed, or otherwise incapable of making an opportunity attack.

Incremental Advances

Ability Score Bonus 4th / 7th / 10th level (+1 to 3 abilities) Extra Magic Item
Feat: Power/Spell
Hit Points: Skills (+1)