

Character Name  
**Human**  
 Race

**Fighter - 1**  
 Class & Level

Height & Weight  
 Age & Sex

18 STR +4

16 CON +3

10 DEX -

Initiative

+1

Level + Dex Mod  
Roll twice and  
choose which  
result to use

12 INT +1

14 WIS +2

8 CHA -1



Hit Points

33	
<small>Maximum</small>	<small>Current</small>

Recoveries

1d10+3

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Death Saves

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☠ ☠

Saving Throws

Easy: 6+  
Normal: 11+  
Hard: 16+

PD 14

AC 19

MD 12

Icon Relationships

One Unique Thing

Backgrounds

Talents & Features

**Extra Tough: (Feature)** You start with 9 recoveries instead of the usual 8

**Threatening: (Feature)** Whenever an enemy attempts to disengage from you, it takes a penalty equal to your DEX or CON mod, whichever is higher.

**Heavy Warrior: (Talent)** Once per battle while wearing heavy armor, and you are hit by an attack that targets AC, you can choose to take half damage from that attack as a free action.

**Skilled Intercept: (Talent)** Once per round as a free action, roll a normal (11+) save to intercept an enemy who is *moving* to attack one of your nearby allies. You can pop free from one enemy to move and intercept the attack, but if you are engaged with multiple foes, the others get opportunity attacks against you. If you are wearing heavy armor and the attack hits you, you only take half damage.

**Comeback Strike: (Talent)** Once per battle, as a free action, make another attack after your first fighter attack of the turn misses.

Melee Basic Attack *At-Will*

**Standard Action**  
**Target:** One Engaged Creature  
**Attack:** +5 vs AC  
**Hit:** 1d8+4 damage (Longsword)  
**Miss:** 1 damage

Shield Bash *At-Will*

**Maneuver**  
**Flexible Melee Attack**  
**Special:** You must have a shield equipped.  
**Triggering Roll:** Any natural even roll  
**Effect:** The target pops free from you. (This does not allow opportunity attacks.)

Carve an Opening *At-Will*

**Maneuver**  
**Flexible Melee Attack.**  
**Triggering Roll:** Any natural odd roll  
**Effect:** Your crit range with melee attacks expands by a cumulative +1 this battle until you score a melee critical hit. Once you do, your crit range returns to normal.

Defensive Fighting *At-Will*

**Maneuver**  
**Flexible Melee Attack**  
**Triggering Roll:** Natural 16+ .. if you use a shield, also any natural even roll.  
**Effect:** Gain a +2 bonus to AC & PD until the end of your next turn.

Ranged Basic Attack *At-Will*

**Standard Action**  
**Target:** One Creature  
**Attack:** +0 vs AC  
**Hit:** 1d6 damage (Light Crossbow)  
**Miss:** n/a

Skilled Intercept *1/round*

**Free Action (Interrupt)**  
**Trigger:** An enemy moves to attack a nearby ally.  
**Condition:** Make a normal save. (11+)  
**Effect:** Pop free from one enemy to intercept the attack. (See Talent in sidebar). If you are hit by the attack, take half damage.

Heavy Warrior *1/Battle*

**Free Action (Interrupt)**  
**Trigger:** You are hit by an attack that targets AC  
**Effect:** Take half damage from the attack

Comeback Strike *1/Battle*

**Free Action**  
**Trigger:** You miss with your first fighter attack of the round.  
**Effect:** Immediately make another attack.

*Feats*

Comeback Strike (A)  
Defensive Fighting (A)

*Gear, Equipment & Money*

Longsword  
Heavy Chainmail + Shield

*Magic Items*

