



Half Elf Fighter level 2

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

Icon Relationships: 3 points to spend

	Ability	Modifier	Armor Class	Physical Def.	Mental Def.
STR	18	4	AC 18	PD 14	MD 12
CON	14	2	Hit Points		
DEX	14	2	HP Current /40 Max		
INT	10	0	Recoveries		
WIS	12	1	Current /9 Max		
CHA	10	0	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, you deal the following additional damage: +1d4 additional damage per level if you are using a one-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 ☐

Power/Spell ☐☐☐☐

Feat: ☐

Skills (+1) ☐

Hit Points: ☐