

Ravak the Unchained

CHARACTER

Half-Orc

RACE

14

LEVEL

Fighter

CLASS (MULTICLASS)

Pit Fighter

PARAGON PATH

Unaligned

ALIGNMENT

22

AGE

5'7

HT.

236

WT.

black

HAIR

red

EYES

right

HAND

M

SIZE

Female

GENDER

Low-light

VISION

ABILITY SCORES

		mod	check
Strength	22	+6	+13
Constitution	18	+4	+11
Dexterity	16	+3	+10
Intelligence	11	+0	+7
Wisdom	14	+2	+9
Charisma	9	-1	+6

DEFENSES

		misc
AC	28	
Fort	26	
Ref	21	
Will	20	

LIFE and DEATH

HP	Bloodied	Current
121	60	
Healing Surges		15
Surge Value		30
Death Saves		

BASIC ATTACKS

Melee 1																	
	abil		level		prof		feat		magic		misc			damage		crit	
+3 lifedrinker heavy flail	6	+	7	+	2	+	0	+	3	+	1	=	+19	vs.	AC	2d6+11	23+3d6

Melee 2	abil	level	prof	feat	magic	misc	damage	crit
n/a		7						

Range: 20/40									
	abil	level	prof	feat	magic	misc		damage	crit
+1 thundering longbow	3	7	2	0	1	1	= +14 vs. AC	1d10+4	14+1d6

MOVEMENT

Speed	6
Run	8
Teleport	0
Other	n/a
Other	n/a

RITUALS

name	type	value of components in gp
		Reagents
		Salve
		Herbs
		Incense
		Residium

LANGUAGESCommon
Giant**INITIATIVE**

Dex & level	misc
+10 = 10	+ 0

WEALTH70 gp
8 sp**SKILLS**

trained skills are italicized

Acrobatics	Dex	10
Arcana	Int	7
<i>Athletics</i>	Str	18
Bluff	Cha	6
Diplomacy	Cha	6
Dungeoneer	Wis	9
<i>Endurance</i>	Con	18
<i>Heal</i>	Wis	14
History	Int	7
Insight	Wis	9
Intimidate	Cha	8
Nature	Wis	9
Perception	Wis	9
Religion	Int	7
Stealth	Dex	10
Streetwise	Cha	6
Thievery	Dex	10
Other		

conditional bonuses

+2 when climbing

ACTION POINTS

points	mark when used this encounter

SAVES and RESISTANCE

Saves

Resist
10 necrotic
10 fire**PASSIVE CHECKS**

Insight	19
Perception	19

EQUIPMENT and LOAD	
1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
17	18
19	20
21	22
23	24
25	26
27	28
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73	74
75	76
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79	80
81	82
83	84
85	86
87	88
89	90
91	92
93	94
95	96
97	98
99	100

item	#	wt.	location	slot
black iron scale +3	1	45	body	armor
+3 lifedrinker heavy flail	1	10	hand	both hands
+1 thundering longbow	1	3	quiver	
bracers of defense	1	0	arms	arms
backpack	1	2	back	
belt pouch	2	1	belt	
flint and steel	1	0	pouch	
bedroll	1	5	pack	
trail rations (days)	10	10	pack	
waterskin (full)	1	4	belt	
grappling hook	1	4	rope	
pitons	10	5	pack	
hammer	1	2	pack	

[illegible]

Load 106

Normal (Carry)	220
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Heavy Load (Lift)	440
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Max Push/Drag 1100

RACE FEATURES

- Furious Assault: see powers
- Half-Orc Resilience: the first time you are bloodied in an encounter, gain 10 temporary hp
- Swift Charge: gain +2 to speed while charging

CLASS and PATH FEATURES

- armor optimization: gain +1 bonus to AC while wearing armor
- combat challenge: see powers
- combat superiority: gain +2 bonus to opportunity attacks; foes struck by your opportunity attacks stop moving if a move provoked the attack. If it still has actions remaining, it can use them to resume moving
- extra damage action: when you spend an action point to take an extra action, add +7 to the damage dealt by any standard action attack this turn
- weapon talent: when using a two-handed weapon, gain +1 to attack rolls

FEATS	
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- Durable: gain two healing surges
- Potent Challenge: if you hit a foe with an attack granted by combat challenge, deal +4 damage with the attack
- Power Attack: when making a melee attack, take a -2 penalty to the roll to deal +6 damage
- Savage Assault: when you use furious assault, the foe you hit takes a -1 penalty to all defenses until the end of your next turn
- Strength from Pain: the first time you are bloodied during an encounter, gain +5 bonus to damage rolls until the end of your next turn
- Sweeping Flail: when making a melee attack with a flail vs. a foe with a shield, gain +2 bonus to attack roll
- Toughness: gain 10 hp
- Unrelenting Assault: you can use furious assault when you miss with an attack; the attack deals 2d6+5 damage if it's a weapon attack or 1d10 damage if it isn't
- Weapon Focus (flail): deal +2 damage with flail weapons

NOTES

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