



REYNARD THE INNKEEPER

MALE HUMAN FIGHTER/SWORDMASTER

LEVEL 11 GOOD

"Back in my day, heroes were lucky to find a silvered dagger!"



Ability Score	Value	Modifier	Check
STRENGTH	21	+5	+10
CONSTITUTION	17	+3	+8
DEXTERITY	15	+2	+7
INTELLIGENCE	11	+0	+5
WISDOM	13	+1	+6
CHARISMA	12	+1	+6

ARMOR CLASS	29
FORTITUDE DEFENSE	26
REFLEX DEFENSE	23
WILL DEFENSE	20
INITIATIVE	+7
SPEED (SQUARES)	5
ACTION POINTS	1

HIT POINTS	92	HEALING SURGE HP HEALED	21	SECOND WIND	<input type="checkbox"/>
BLOODIED	42	HEALING SURGES/DAY	12	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Longsword	+16 vs. AC	1d8+11	Versatile (+1 damage when 2-handed)
Javelin	+14 (thrown) vs. AC	1d6+6	10/20 Range, heavy thrown

FEATS

Action Surge: +3 to attacks when you spend an action point

Armor Proficiency (plate armor)

Armor Specialization (plate armor)

Human Perseverance: +1 to saving throws

Potent Challenge

Power Attack

Shield Push: Push 1 square to target hit by Combat Challenge attack

Weapon Focus: +2 damage with Heavy Blade

SKILLS

Passive Perception	+16
Passive Insight	+16
Acrobatics (Dex)	+4
Arcana (Int)	+5
Athletics (Str)*	+11
Bluff (Cha)	+5
Diplomacy (Cha)	+5
Dungeoneering (Wis)	+6
Endurance (Con)*	+12
Heal (Wis)*	+11
History (Int)	+5
Insight (Wis)	+6
Intimidate (Cha)	+5
Nature (Wis)	+6
Perception (Wis)	+6
Religion (Int)	+5
Stealth (Dex)	+3
Streetwise (Cha)*	+10
Thievery (Dex)	+3

* Indicates trained skill

RACE AND CLASS FEATURES

Combat Challenge

Combat Superiority: You gain a +1 bonus to hit on opportunity attacks

Fighter Weapon Talent (already included)

Steel Defense Action: When you spend an action point to take an extra action, you also gain a +4 bonus to AC and Reflex defense until the start of your next turn.

Steel Grace: When you charge with a light blade or a heavy blade that is not a polearm, you can use a fighter at-will attack instead of a melee basic attack.

Languages: Common, Giant

Vision: Normal

MUNDANE EQUIPMENT

Standard Adventurer's Kit

Heavy Shield

Climber's Kit

Everburning Torch

Bottles of Wine ☐ ☐

Dagger

513 gold pieces

MAGICAL EQUIPMENT

Dwarven Plate Armor +3 Amulet of Protection +3

Acrobatic Boots Magic Javelin +1

Lifedrinker Longsword +2 (+5 temp hp when your drop an enemy to 0 hp or less)

Bracers of Mighty Striking (already included)

Horned Helm (+1d6 damage on a charge)

Potions of Healing ☐ ☐ ☐ ☐ Potion of Vitality ☐

At-Will Powers

Cleave Fighter Attack 1

You hit one enemy, then cleave into another.

At-Will * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 1d8+9 and an enemy adjacent to you takes damage equal to your Strength modifier (5).

Sure Strike Fighter Attack 1

You trade power for precision.

At-Will * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +18 vs. AC

Hit: 1d8+2 damage.

Tide of Iron Fighter Attack 1

After each mighty swing, you bring your shield to bear and use it to push your enemy back.

At-Will * Martial, Weapon

Standard Action Melee weapon

Requirement: You must be using a shield.

Target: One creature

Attack: +16 vs. AC

Hit: 1d8+9 and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Acrobat Boots Power

These enchanted boots enhance your acrobatic skill.

At-Will

Minor Action Personal

Effect: Stand up from prone.

Encounter Powers

Covering Attack Fighter Attack 1

You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from that same foe.

Encounter * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 2d8+9 damage and an ally adjacent to the target can shift 2 squares.

Get Over Here Fighter Utility 2

You pull one of your allies into a more advantageous position.

Encounter * Martial

Move Action Melee 1

Target: One willing adjacent ally

Effect: You slide the target 2 squares to a square that is adjacent to you.

Sweeping Blow Fighter Attack 3

You put all your strength into a single mighty swing that strikes many enemies at once.

Encounter * Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: +18 vs. AC

Hit: 1d8+9 damage.

Iron Bulwark Fighter Attack 7

You use your weapon or shield to parry one blow after another, denying your foes the satisfaction of getting in a solid hit against you.

Encounter * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 2d8+9 damage.

Effect: You gain a +1 power bonus to AC (or a +2 bonus if you're using a shield) until the end of your next turn.

Precision Cut Swordmaster Attack 11

You slip your blade past your enemy's armor and slice him just so, leaving a bleeding gash.

Encounter * Martial, Weapon

Standard Action (Special) Melee weapon

Special: This power can be used as an opportunity attack.

Target: One creature

Attack: +16 vs. Reflex

Hit: 3d8+9 damage.

Daily Power

Comeback Strike Fighter Attack 1

A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on.

Daily * Healing, Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 2d8+9 damage and you can spend a healing surge.

Dizzying Blow Fighter Attack 5

You crack your foe upside the head.

Daily * Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 3d8+9 damage and the target is immobilized (save ends).

Battle Awareness Fighter Utility 6

No villain or monster can get the drop on you!

Daily * Martial

No Action Personal

Effect: You gain a +10 bonus to your initiative check. Use this power after rolling your initiative.

Victorious Surge Fighter Attack 9

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.

Daily * Healing, Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 3d8+9 damage and you regain hit points as if you had spent a healing surge.

Victorious Surge Fighter Attack 9

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.

Daily * Healing, Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 3d8+9 damage and you regain hit points as if you had spent a healing surge.

Stalwart Guard Fighter Utility 10

Your thoughts turn to defence as you begin using your weapon or shield to protect nearby allies.

Daily * Martial

Minor Action Close burst 1

Target: Each ally in burst

Effect: The targets gain a +1 shield bonus to AC until the end of the encounter. If you are using a shield, increase the bonus to +2 and apply it to your allies' Reflex defence as well.

Dwarven Armor Power

Crafted by the finest dwarven armorsmiths, this armor was once only available to dwarves, though now some armorsmiths will create a set for whoever can pay the price.

Daily * Healing

Free Action Personal

Effect: Regain hit points as if you had spent a healing surge.

Background

Raynard was once a member of the adventuring group, along with Loraen, called the Swords of Justice,. After a hard-fought fight with some trolls, leaving only Loraen and Reynard as survivors, they decided to leave the adventuring life and settle down. Loraen left to teach magic at a temple of Corellon and Reynard settled down into a small mountain village called Copper Hill and start an Inn. Reynard was well liked and popular for the orcish grog that he brews. However, a twenty room inn and tavern in a backwoods village of less than fifty people doesn't really make much money (or sense) and Reynard found his small hoard of treasure quickly dwindling over the years.

When Loraen showed up, offering Reynard a chance to explore some ancient tower, he jumped at the chance. He was coming to regret leaving the adventuring life. Freedom on the road is preferable to the mundane troubles of running an inn. So what if he dies at the claws of a troll somewhere in wilds? At least he won't have to change any chamber pots...

Traits: Friendly, Pragmatic, Talkative

Distinguishing Characteristics: He is always reminiscing about how adventuring used to be so different when he was younger. Now that he's in his late 40s, he is starting to feel the effects of age but is more than willing to let the younger members of the party try to get the glory. He is full of tales of past adventures and is more than willing to impart them to the party, even during the middle of combat. Many of his stories begin with "When I was your age..."