



# REYNARD THE INNKEEPER

## MALE HUMAN FIGHTER

LEVEL 9 GOOD

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



Ability Score	Value	Modifier	Check		
STRENGTH	20	+5	+9	ARMOR CLASS	26
CONSTITUTION	16	+3	+7	FORTITUDE DEFENSE	24
DEXTERITY	14	+2	+6	REFLEX DEFENSE	21
INTELLIGENCE	10	+0	+4	WILL DEFENSE	18
WISDOM	12	+1	+5	INITIATIVE	+6
CHARISMA	11	+0	+4	SPEED (SQUARES)	5
				ACTION POINTS	1

HIT POINTS	79	HEALING SURGE HP HEALED	19	SECOND WIND	<input type="checkbox"/>
BLOODIED	39	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	+15 vs. AC	1d8+10	Versatile (+1 damage when 2-handed)
Javelin	+13 (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)**

**Human Perseverance:** +1 to saving throws

**Power Attack**

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

**Weapon Focus:** +1 damage with Heavy Blade

## SKILLS

Passive Perception	+15
Passive Insight	+15
Acrobatics (Dex)	+3
Arcana (Int)	+4
Athletics (Str)*	+10
Bluff (Cha)	+4
Diplomacy (Cha)	+4
Dungeoneering (Wis)	+5
Endurance (Con)*	+8
Heal (Wis)*	+10
History (Int)	+4
Insight (Wis)	+5
Intimidate (Cha)	+4
Nature (Wis)	+5
Perception (Wis)	+5
Religion (Int)	+4
Stealth (Dex)	+2
Streetwise (Cha)*	+9
Thievery (Dex)	+2

\* 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)

**Languages:** Common, Giant

**Vision:** Normal

## MUNDANE EQUIPMENT

Standard Adventurer's Kit

Heavy Shield

Climber's Kit

Everburning Torch

Bottles of Wine ☐ ☐

Dagger

13 gold pieces

## MAGICAL EQUIPMENT

Black Iron Plate Armor +2 (Resist Fire 5 & Necrotic 5)

Amulet of Health +2 (Resist Poison 5)

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

Bracers of Mighty Striking (already included)

Acrobatic Boots

Horned Helm (+1d6 damage on a charge)

Magic Javelin +1

Potions of Healing ☐ ☐

## **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:** +15 vs. AC

**Hit:** 1d8+8 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:** +17 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:** +15 vs. AC

**Hit:** 1d8+8 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:** +15 vs. AC

**Hit:** 2d8+8 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:** +17 vs. AC

**Hit:** 1d8+8 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:** +15 vs. AC

**Hit:** 2d8+8 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.

## **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:** +15 vs. AC

**Hit:** 2d8+8 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:** +15 vs. AC

**Hit:** 3d8+8 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:** +15 vs. AC

**Hit:** 3d8+8 damage and you 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..."