

Languages	Common,

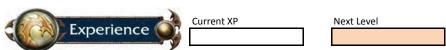
Feat	Description / Notes	Source
Action Surge	+3 to attacks from Action Surges	
Weap Focus: Heavy Blade	+1 damage with heavy blades	
Blade Opportunist	+2 to Opportunity Attacks with Heavy blade	
Human Perserverance	+1 to all saves	

Wealth	Misc Valuables Value
PP SP Astrl Diam	
GP CP Residuum	
10 cp = 1 sp 100 gp = 1 pp 10 sp = 1 gp 100 pp = 1 ad	
50 coins = 1	lb
Abilities On	

Ability Name	Description / Notes	Source



		,	~				
Equipme	ent Worn						
Armor		AC	Speed	Check	Weight	Notes	
Plate Arm	or +1	+9	-1	-2	50		
Shield		AC	Speed	Check	Weight	Notes	
Heavy Shi	ield of Protection	+2		-2	15		
Slot	Item		N	lotes			
Head							
Neck	Amulet of protection	on +1	+	1 to Fo	rt, Ref, V	Vill	
Arms	Shield of Protection	1	1	/day, r	esist 10 t	o you + adj. Ally (1 round)	
Hands							
Ring							
Ring							
Waist							
Feet							
Equipme	ent Carried (List						
	citi Carrica (List	items	inde	nted	under t	heir containers)	
Item	ent carried (List	items	inde	nted Wt	under t Item	heir containers)	Wt
	ent Carried (List	items	inde		Item	their containers) diant Silver Longsword +1	Wt
Item	•	items	inde	Wt	Item Rac	·	
Backpack Bedroll	•	items	inde	Wt 2	Rad Col	diant Silver Longsword +1	4
Backpack Bedroll Flint an	· ·	items	inde	Wt 2	Rad Col	diant Silver Longsword +1 d iron Dagger	4
Backpack Bedroll Flint an Pouch,	nd steel	items	sinde	Wt 2 5	Rad Col Thr	diant Silver Longsword +1 d iron Dagger owing Axe	4
Backpack Bedroll Flint an Pouch, Rations	nd steel belt (empty)	items	sinde	Wt 2 5 0.5	Rad Col Thr	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2)	4 1 3
Backpack Bedroll Flint an Pouch, Rations	nd steel belt (empty) s, trail (10 days) nempen (50 ft.)	items	inde	Wt 2 5 0.5 10	Rad Col Thr	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2)	4 1 3
Backpack Bedroll Flint an Pouch, Rations	belt (empty) s, trail (10 days) nempen (50 ft.)	items	sinde	Wt250.51010	Rad Col Thr	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2)	4 1 3
Backpack Bedroll Flint an Pouch, Rations Rope, h	belt (empty) s, trail (10 days) nempen (50 ft.)	items	inde	0.5 10 2	Rad Col Thr	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2)	4 1 3
Backpack Bedroll Flint an Pouch, Rations Rope, h	belt (empty) s, trail (10 days) nempen (50 ft.)	items	inde	0.5 10 2	Rad Col Thr	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2)	4 1 3
Backpack Bedroll Flint an Pouch, Rations Rope, h	belt (empty) s, trail (10 days) nempen (50 ft.)	items	inde	0.5 10 2	Rad Col Thr	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2) aling Potion (x1)	4 1 3
Backpack Bedroll Flint an Pouch, Rations Rope, h	belt (empty) s, trail (10 days) nempen (50 ft.)	items	Inde	0.5 10 2	Rac Col Thr Hol	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2) aling Potion (x1)	1.5
Backpack Bedroll Flint an Pouch, Rations Rope, h	belt (empty) s, trail (10 days) nempen (50 ft.)	items	Inde	0.5 10 2	Rad Col Thr Hol Hed	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2) aling Potion (x1)	1.5
Backpack Bedroll Flint an Pouch, Rations Rope, h	belt (empty) s, trail (10 days) nempen (50 ft.) ls (2)	edium I		0.5 10 2	Raa Col Thr Hol Hea	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2) aling Potion (x1)	1.5 1.5
Backpack Bedroll Flint an Pouch, Rations Rope, F Sunrod Waters	belt (empty) s, trail (10 days) nempen (50 ft.) ls (2)			0.5 10 2 4	Raa Col Thr Hol Hea	diant Silver Longsword +1 d iron Dagger rowing Axe ly Water (x2) aling Potion (x1)	1.5 1.5





Caine Shadowborn Character

Related Feats & Abilities



Freq	Power	Att	VS	Def	Туре	Range	Act	Target	Lvl	Keywords	Requirements	Source	Effect
At Will	Tide of Iron	Str	VS	AC			Stnd	1	1	Martial, Weapon	Shield	PHB 77	Basic attack, plus push 1 square
At Will	Cleave	Str	VS	AC				2	1	Martial, Weapon			if hit, deal Str Mod to an adjacent target
At Will	Sure Strike	Str+2	VS	AC				1	1	Martial, Weapon			
Enc.	Covering Attack	Str	VS	AC				1	1	Martial, Weapon			Hit: 2[W]+Str, and adjacent ally can shift 2 squares
Daily	Villain's Menace	Str	VS	AC					1	Martial, Weapon			Hit: 2[W] + str, gain +2 to at / +4 dmg vs. target for encounter. Miss = +1 hit, +2 dmg for encounter
Enc.	No Opening					Personal	Immed Interrupt	Self	2	Martial		PHB 78	Cancel the combat advantage of opponent
Enc.	Sweeping Blow	Str+	VS	AC	长	Burst 1	Stnd		3	Martial, Weapon		PHB 79	Add +1/2 Strmod to attack roll w/heavy blade
			VS										
			VS										
			VS										
			VS										
			VS										
			VS										
			VS										
			VS										
			VS										
			VS										
			VS										
			vs vs										
			VS										
***			VS										
			VS										
			VS										
			VS										