

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

9

Level

Black Rushon

Unaligned Minotaur Fighter (Slayer)

Medium

Age Height Weight Size Deity

16500

Total XP

20500

Defenses

24	26	21	16
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 40) **81**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
20	11

Current Conditions:

Combat Statistics and Senses

Initiative

7

Conditional Modifiers:

Speed

6

Special Movement:

Passive Insight

14

Passive Perception

16

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

☐ ☐ ☐**Saving Throw Mods** 1

Resistances/Vulnerabilities

Resist 3 Ongoing, Resist 5 Fire, Resist 5 Necrotic

Current Conditions and Effects

Basic Attacks

Melee

Defensive Greataxe +2

16

Strength vs. AC

1d12+13

Damage

Ranged

Dagger

11

Dexterity vs. AC

1d4+8

Damage

Languages

Common, Deep Speech



Abilities

		Check
STR	Strength	22 10
CON	Constitution	13 5
DEX	Dexterity	16 7
INT	Intelligence	10 4
WIS	Wisdom	10 4
CHA	Charisma	8 3

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	4
Athletics	Strength	✓ 15
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	4
Endurance	Constitution	✓ 10
Heal	Wisdom	4
History	Intelligence	4
Insight	Wisdom	4
Intimidate	Charisma	✓ 8
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	4
Stealth	Dexterity	7
Streetwise	Charisma	3
Thievery	Dexterity	7



Black Rushon

Player Name

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Safewing Amulet +2

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Defensive Greataxe +2

Waist

Armor

Black Iron Scale Armor +2

Tattoo

Feet

Ki Focus

Other Equipment

Scale Armor
Adventurer's Kit
Greataxe
Dagger

Total Weight (lbs.)

216

Carrying Capacity
(lbs.)

Treasure

3400 Gold

Normal

220

Heavy

440

Max

1100

Black Rushon

Player Name

Character Name



Racial Features

Ferocity

Make melee basic attack when dropped to 0 hp

Goring Charge

Use goring charge as an encounter power

Heedless Charge

+2 AC against opportunity attacks while charging.

Vitality

Gain one healing surge

Class/Other Features

Quick Swap

1/turn, you can draw or stow a weapon as a free action, and then draw another weapon

Brutal Axe

When you use power strike with a two-handed axe, you can knock the target prone.

Feats

Superior Fortitude

Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Axe Expertise

When using an axe: +1/2/3 (by tier) to attack rolls, may reroll one damage that results in a 1.

Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

Heavy Armor Agility

You ignore the speed penalty for wearing heavy armor.

Black Rushon

Level 9 Minotaur Fighter (Slayer)

HP	SCORE	ABILITY	MOD	AC
81	22	STR	6	24
Spd	13	CON	1	Fort
6	16	DEX	3	26
Init	10	INT	0	Ref
+7	10	WIS	0	21
	8	CHA	-1	Will
				16

14

Passive Insight

16

Passive Perception

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Defensive Greataxe +2: +16 vs. AC, 1d12+13 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) damage.

Level 21: 2[W] + Str modifier (+6) damage.

Additional Effects

Basic Attack

Battle Wrath

At-Will ♦ Minor Action

Personal

You channel your anger into each strike, dealing devastating damage to your foes.

Keywords: Martial, Stance

Effect: You assume the battle wrath stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon.

Additional Effects

Fighter Utility

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	4
Athletics	Strength	• 15
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	4
Endurance	Constitution	• 10
Heal	Wisdom	4
History	Intelligence	4
Insight	Wisdom	4
Intimidate	Charisma	• 8
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	4
Stealth	Dexterity	7
Streetwise	Charisma	3
Thievery	Dexterity	7

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger: +11 vs. AC, 1d4+8 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+3) damage.

Level 21: 2[W] + Dex modifier (+3) damage.

Additional Effects

Berserker's Charge

At-Will ♦ Minor Action

Personal

You channel your combat fury to run down your foes.

Keywords: Martial, Stance

Effect: You assume the berserker's charge stance. Until the stance ends, you gain a +2 power bonus to your speed when charging and a +2 power bonus to the attack rolls of your charge attacks.

Additional Effects

Fighter Utility

Action Point

Base action points: 1



Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Power Strike

Encounter ♦ No Action

Special **Target:** The enemy you hit

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Keywords: Martial, Weapon

Trigger: You hit an enemy with a melee basic attack using a weapon.

Effect: The target takes 1[W] extra damage from the triggering attack.

Brutal Axe: When you use power strike with a two-handed axe, you can knock the target prone.

Additional Effects

Unfettered Fury

At-Will ♦ Minor Action

Personal

You embrace your inner fury, hitting fast and hard to mow through your foes.

Keywords: Martial, Stance

Effect: You assume the unfettered fury stance. Until the stance ends, you take a -2 penalty to attack rolls with weapon powers and gain a +4 power bonus to the damage rolls of basic attacks using a weapon.

Additional Effects

Fighter Utility

<div><div><div>Goring Charge</div><div>Encounter ♦ Standard Action</div></div><div><div>Unarmed: +14 vs. AC, 1d6+6 damage</div><div>Melee 1</div><div>You charge the enemy and gore it with your horns.</div><div>Effect: You charge and make the following attack in place of a melee basic attack.</div><div>Target: One creature</div><div>Attack: Strength, Constitution, or Dexterity + 4 (6 at 11th level and 8 at 21st level) vs. AC</div><div>Hit: 1d6 + Str modifier (+6), Con modifier (+1), or Dex modifier (+3) damage, and you knock the target prone.</div><div>Level 11: 2d6 + Str modifier (+6), Con modifier (+1), or Dex modifier (+3) damage.</div><div>Level 21: 3d6 + Str modifier (+6), Con modifier (+1), or Dex modifier (+3) damage.</div><div>Additional Effects</div></div><div>Minotaur Racial PowerUsed <input type="checkbox"/></div></div>	<div><div><div>Single Out</div><div>Encounter ♦ Minor Action</div></div><div><div>Ranged 5Target: One enemy</div><div>Your fury in battle causes a nearby foe to quake with fear.</div><div>Keywords: Fear, Martial</div><div>Prerequisite: You must have training in Intimidate.</div><div>Effect: The target grants combat advantage to you until the end of your next turn.</div><div>Additional Effects</div></div><div>Fighter Utility 2Used <input type="checkbox"/></div></div>	<div><div><div>Line Breaker</div><div>Encounter ♦ Move Action</div></div><div><div>Personal</div><div>You turn aside your enemies' attacks as you advance across the battlefield.</div><div>Keyword: Martial</div><div>Prerequisite: You must have training in Athletics.</div><div>Effect: You move up to your speed. During this movement, you gain a +5 power bonus to all defenses against opportunity attacks.</div><div>Additional Effects</div></div><div>Fighter Utility 6Used <input type="checkbox"/></div></div>
<div><div><div>Defensive Greataxe +2</div><div>Weapon ♦ Level 7</div></div><div><div>Damage: 1d12</div><div>Proficiency Bonus: 2</div><div>Properties: High Crit</div><div>Enhancement: +2 attack rolls and damage rolls</div><div>Critical: +2d6 damage</div><div>Property: When you take the total defense or second wind action, you add the enhancement bonus of this weapon as an item bonus to all your defenses until the start of your next turn.</div></div></div>	<div><div><div>Safewing Amulet +2</div><div>Neck Slot Item ♦ Level 8</div></div><div><div>Enhancement: +2 Fortitude, Reflex, and Will</div><div>Property: When falling, you reduce the distance fallen (for the purpose of calculating damage) by a number of feet equal to 10 × the amulet's enhancement bonus. You always land on your feet after a fall.</div></div></div>	<div><div><div>Black Iron Scale Armor +2</div><div>Armor ♦ Level 9</div></div><div><div>Armor Bonus: 8</div><div>Speed: -1</div><div>Enhancement: +2 AC</div><div>Property: You gain resist 5 fire and resist 5 necrotic.</div></div></div>

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

9

Level

Daik-Uri

Unaligned Eladrin Wizard (Mage)

Medium

16500

Total XP

20500

Defenses

22	18	24	20
AC	FORT	REF	WILL

Conditional Bonuses

+5 Saving Throws against charm effects, +2

Saving Throws against ongoing damage

Hit Points

Max HP
(Bloodied 28) 56

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
14	8

Current Conditions:

Combat Statistics and Senses

Initiative 5

Conditional Modifiers:

Speed 6

Special Movement:

Passive Insight 13

Passive Perception 13

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Saving Throw Mods 0

+5 Saving Throws against charm effects, +2 Saving Throws against ongoing damage

Resistances/Vulnerabilities

Resist 4 Poison

Current Conditions and Effects

Basic Attacks

Melee

Quarterstaff

6

Strength vs. AC

1d8

Damage

Ranged

Unarmed

5

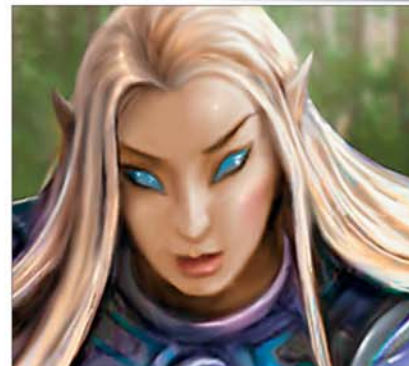
Dexterity vs. AC

1d4+1

Damage

Languages

Common, Elven

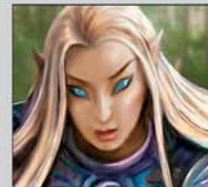


Abilities

		Check
STR	Strength	10 4
CON	Constitution	14 6
DEX	Dexterity	12 5
INT	Intelligence	22 10
WIS	Wisdom	8 3
CHA	Charisma	13 5

Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	✓ 18
Athletics	Strength	4
Bluff	Charisma	9
Diplomacy	Charisma	7
Dungeoneering	Wisdom	3
Endurance	Constitution	✓ 12
Heal	Wisdom	3
History	Intelligence	✓ 18
Insight	Wisdom	3
Intimidate	Charisma	5
Nature	Wisdom	✓ 9
Perception	Wisdom	3
Religion	Intelligence	✓ 16
Stealth	Dexterity	7
Streetwise	Charisma	5
Thievery	Dexterity	5



Daik-Uri
Character Name

Player Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Health +2

Arms

Hands

Rings

Rings

Off Hand

Quarterstaff

Main Hand

Orb of Sanguinary...

Waist

Armor

Cloth Armor (Basic Clothing) of...

Tattoo

Ki Focus

Feet

Other Equipment

Cloth Armor (Basic Clothing)
Adventurer's Kit

Total Weight (lbs.)

113

Carrying Capacity
(lbs.)

Treasure

3400 Gold

Normal

100

Heavy

200

Max

500

Daik-Uri

Player Name

Character Name



Racial Features

Eladrin Education

Training in any one additional skill.

Eladrin Weapon Proficiency

Proficient with longsword.

Eladrin Will

+1 Will; +5 to saving throws against charm.

Fey Origin

Your origin is fey, not natural

Fey Step

Use fey step as an encounter power.

Trance

Meditate aware 4 hours instead of sleep.

Class/Other Features

Enchantment Apprentice

+2 to allowed maximum distance of forced movement from arcane enchantment powers' pulls, pushes, or slides

Illusion Apprentice

Target hit w/ arcane illusion power takes a -2 penalty to next attack roll it makes vs. you before your next turn's end

Mage's Spellbook

Gain mage's spellbook

Enchantment Expert

+2 bonus to Bluff checks and Diplomacy checks.

Illusion Expert

You gain a +2 bonus to Bluff checks and Stealth checks.

Feats

Orb Expertise

When using an orb implement: +1/2/3 (by tier) to attacks. +1 to push, pull, or slide effects you cause

Beguiling Enchantment

Enemy -2 to attacks after you hit it with charm power

Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

Disciple of Lore

Gain a +1 bonus to skills in which you have training.

Distant Advantage

Gain combat advantage with ranged and area attacks against flanked enemies

Daik-Uri

Level 9 Eladrin Wizard (Mage)

HP

56

Spd

6

Init

+5

SCORE

10

STR

0

14

CON

2

12

DEX

1

22

INT

6

8

WIS

-1

13

CHA

1

AC

22

Fort

18

Ref

24

Will

20

13

Passive Insight

13

Passive Perception

Player Name:

Skills		
Acrobatics	Dexterity	5
Arcana	Intelligence	• 18
Athletics	Strength	4
Bluff	Charisma	9
Diplomacy	Charisma	7
Dungeoneering	Wisdom	3
Endurance	Constitution	• 12
Heal	Wisdom	3
History	Intelligence	• 18
Insight	Wisdom	3
Intimidate	Charisma	5
Nature	Wisdom	• 9
Perception	Wisdom	3
Religion	Intelligence	• 16
Stealth	Dexterity	7
Streetwise	Charisma	5
Thievery	Dexterity	5

• indicates a trained skill.

Action Point

Effect:

Gain a standard action this turn.

Special:

You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Quarterstaff:

+6 vs. AC, 1d8 damage

Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword:

Weapon

Attack:

Strength vs. AC

Hit:

1[W] + Str modifier (+0) damage.

Level 21:

2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed:

+5 vs. AC, 1d4+1 damage

Ranged weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword:

Weapon

Attack:

Dexterity vs. AC

Hit:

1[W] + Dex modifier (+1) damage.

Level 21:

2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Hypnotism

At-Will ♦ Standard Action

Orb of Sanguinary Repercussions +2:

+13 vs. Will

Quarterstaff:

+10 vs. Will

Ranged 10

Target: One enemy

Your piercing gaze and whispered word let you seize momentary control of your enemy's mind.

Keywords:

Arcane, Charm, Enchantment, Implement

Attack:

Intelligence vs. Will

Hit:

Choose one of the following effects:
* The target uses a free action to make a melee basic attack against a creature of your choice, with a +4 power bonus to the attack roll.
* You slide the target up to 3 squares.

Additional Effects

Wizard Attack 1

Magic Missile

At-Will ♦ Standard Action

Orb of Sanguinary Repercussions +2:

10 damage

Quarterstaff:

8 damage

Ranged 20

Target: One creature

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

Keywords:

Arcane, Evocation, Force, Implement

Effect:

2 + Int modifier (+6) force damage.

Special:

If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

Additional Effects

Wizard Attack 1

Phantom Cage

At-Will ♦ Standard Action

Orb of Sanguinary Repercussions +2:

+13 vs. Will, 1d8+8 damage

Quarterstaff:

+10 vs. Will, 1d8+6 damage

Ranged 10

Target: One creature

Your enemy shrieks in terror, desperately trying to avoid the cage of razor-sharp blades that it sees closing in around it.

Keywords:

Arcane, Illusion, Implement, Psychic

Attack:

Intelligence vs. Will

Hit:

1d8 + Int modifier (+6) psychic damage. If the target moves before the end of your next turn, it takes 5 psychic damage.

Additional Effects

Wizard Attack 1

Charm of Misplaced Wrath

Encounter ♦ Standard Action

Orb of Sanguinary Repercussions +2:

+13 vs. Will

Quarterstaff:

+10 vs. Will

Ranged 10

Target: One enemy

You bend your foe's mind, filling it with wrath even as you twist its senses.

Keywords:

Arcane, Charm, Enchantment, Implement

Attack:

Intelligence vs. Will

Hit:

You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

Effect:

The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

Additional Effects

Wizard Attack 1

Used ☐

Phantasmal Killer

Daily ♦ Minor Action

Ranged 10

Target: One creature

Your enemy wails as its greatest fears manifest within its mind.

Keywords: Arcane, Fear, Illusion

Effect: The target becomes haunted by an illusion of its deepest fears (save ends). Until the illusion ends, the target can't make opportunity attacks and you can use the secondary power against it. Whenever the target is either hit by or takes damage from any effect other than the secondary power, it can make another saving throw to end the illusion.

Additional Effects

Wizard Attack 9Used ☐

Symphony of the Dark...

Daily ♦ Standard Action

Orb of Sanguinary Repercussions +2: +13 vs. Will

Quarterstaff: +10 vs. Will

Area burst 2 within 20 squares

Target: Each enemy in the burst

Your magic unleashes an echoing song of the Feywild, corrupting your enemies in body and mind even as it grants your allies a burst of battle frenzy.

Keywords: Arcane, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: The target is dazed and immobilized (save ends both).

Miss: The target is dazed until the end of its next turn.

Effect: Each ally in the burst can shift up to 4 squares as a free action and gains a +4 power bonus to damage rolls until the end of your next turn.

Additional Effects

Wizard Attack 9Used ☐

Ghost Sound

At-Will ♦ Standard Action

Ranged 10

Target: One object or unoccupied square

With a wink, you create an illusory sound that emanates from a distant location.

Keywords: Arcane, Illusion

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Additional Effects

Wizard UtilityUsed ☐

Mage Hand

At-Will ♦ Minor Action

Ranged 5

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

Keywords: Arcane, Conjuraton

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. While the hand persists, you can take the following actions.

Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.

Free Action: The hand drops the object it is holding.

Sustain Minor: The hand persists until the end of your next turn.

Additional Effects

Wizard UtilityUsed ☐

Fey Step

Encounter ♦ Move Action

Personal

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Keyword: Teleportation

Effect: Teleport up to 5 squares.

Additional Effects

Eladrin Racial PowerUsed ☐

Suggestion

Encounter ♦ Free Action

Personal

You weave arcane power through your words, infusing each phrase with persuasive magic.

Keyword: Arcane

Trigger: You make a Diplomacy check.

Effect: You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

Additional Effects

Wizard UtilityUsed ☐

Shield

Encounter ♦ Immediate Interrupt

Personal

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Keyword: Arcane

Trigger: You are hit by an attack

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

Additional Effects

Wizard Utility 2Used ☐

Spectral Image

Encounter ♦ Minor Action

Ranged 10

You make a complex illusion of a creature or an object to fool your enemies.

Keywords: Arcane, Illusion

Effect: The illusion of a creature or an object up to Medium size appears in an unoccupied square within range. It can make sounds and can move within its square, but it cannot leave it. Each of its defenses is 10. The illusion lasts until the end of the encounter, until an attack hits it, or until a creature touches it or moves through it.

An Insight check (DC 15 + one-half your level + your Int modifier (+6)) allows a creature to determine that the image is an illusion.

Additional Effects

Wizard Utility 2Used ☐

Dispel Magic

Encounter ♦ Standard Action

Orb of Sanguinary Repercussions +2: +13 vs. the

Quarterstaff: +10 vs. the

Ranged 10

Target: One conjuration or zone

You unleash a ray of crackling arcane energy that destroys a magical effect created by an opponent.

Keywords: Arcane, Implement

Attack: Intelligence vs. the Will defense of the creator of the conjuration or the zone

Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.

Additional Effects

Wizard Utility 6Used ☐

Phantasmal Killer...

Daily ♦ Standard Action

Orb of Sanguinary Repercussions +2: +13 vs. Will, 3d10+8 damage

Quarterstaff: +10 vs. Will, 3d10+6 damage

Ranged 20

Keywords: Arcane, Illusion, Implement, Psychic

Attack: Intelligence vs. Will. The attack roll takes no penalty from concealment, if any.

Hit: 3d10 + Int modifier (+6) psychic damage.

Miss: Half damage.

Additional Effects

Used ☐

Dimension Door

Daily ♦ Move Action

Personal

You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby.

Keywords: Arcane, Teleportation

Effect: You teleport up to 10 squares.

Additional Effects

Wizard Utility 6

Used ☐

Amulet of Health +2

Neck Slot Item ♦ Level 8

Enhancement: +2 Fortitude, Reflex, and Will

Property: You gain poison resistance equal to twice the amulet's enhancement bonus.

Cloth Armor (Basic Clothing)...

Armor ♦ Level 8

Enhancement: +2 AC

Property: Add a +2 item bonus to your saving throws against ongoing damage.

Orb of Sanguinary...

Orb ♦ Level 10

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage or +2d10 damage against bloodied creatures

Power (Daily): Free Action. Trigger: You hit an enemy with an attack made with this orb. Effect: Each bloodied creature within 5 squares of you takes 1d8 damage.

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

9

Level

Pina Collider

Unaligned Halfling Ranger (Scout)

16500

Total XP

20500

Defenses

25	18	25	22
AC	FORT	REF	WILL

Conditional Bonuses

+5 Saving Throws against fear, +2 Saving Throws against ongoing damage

Hit Points

Max HP
(Bloodied 31) 63

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
15	7

Current Conditions:

Combat Statistics and Senses

Initiative

9

Conditional Modifiers:

Speed

6

Special Movement:

Passive Insight

18

Passive Perception

23

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Saving Throw Mods

0

+5 Saving Throws against fear, +2 Saving Throws against ongoing damage

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Luckblade Short sword +2

16

Strength vs. AC

1d6+8

Damage

Ranged

Shortbow

11

Dexterity vs. AC

1d8+5

Damage

Languages

Common, Goblin



Abilities

		Check
STR	Strength	12 5
CON	Constitution	11 4
DEX	Dexterity	20 9
INT	Intelligence	8 3
WIS	Wisdom	18 8
CHA	Charisma	13 5

Skills

Acrobatics	Dexterity	✓	15
Arcana	Intelligence		3
Athletics	Strength	✓	9
Bluff	Charisma		5
Diplomacy	Charisma		5
Dungeoneering	Wisdom	✓	13
Endurance	Constitution		3
Heal	Wisdom		8
History	Intelligence		3
Insight	Wisdom		8
Intimidate	Charisma		5
Nature	Wisdom		8
Perception	Wisdom	✓	13
Religion	Intelligence		3
Stealth	Dexterity	✓	13
Streetwise	Charisma		5
Thievery	Dexterity		10

Player Name

Pina Collider
Character Name



Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Safewing Amulet +2

Arms

Hands

Rings

Rings

Off Hand

Short sword

Main Hand

Luckblade Short sword +2

Waist

Armor

Hide Armor of Cleansing +2

Feet

Tattoo

Ki Focus

Other Equipment

Hide Armor
Adventurer's Kit
Shortbow
Arrow (30)

Total Weight (lbs.)

160

Carrying Capacity
(lbs.)

Treasure

3400 Gold

Normal

120

Heavy

240

Max

600

Pina Collider

Player Name

Character Name



Racial Features

Bold

+5 to saving throws against fear.

Nimble Reaction

+2 AC against opportunity attacks.

Second Chance

Use second chance as an encounter power.

Class/Other Features

Ambush Expertise (Ranger)

When you make a stealth check, allies within 10 sq. gain a +2 to Stealth checks until your next turn's end.

Attack Finesse

May use Dex mod instead of Str mod for the attack and damage rolls of your melee basic attack

Flashing Blade Mastery

You gain a +1 bonus to weapon attack rolls while you wield a light blade in your off hand.

Mountain Guide (Ranger)

Your successful Athletics checks to climb reduce the DC of that climb by 2 for your allies who see you do it

Beast Empathy (Ranger)

+2 to Bluff, Diplomacy, and Intimidate checks against beasts. Successful Insight check allows you to understand basic messages from beasts.

Wilderness Tracker (Ranger)

While resting, make a successful Perception check to determine information about creatures that have passed through a 10sq. x 10sq. area.

Feats

Light Blade Expertise

When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you

Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand

HP

63

Spd

6

Init

+9

SCORE

12

STR

1

11

CON

0

20

DEX

5

8

INT

-1

18

WIS

4

13

CHA

1

AC

25

Fort

18

Ref

25

Will

22

18

Passive Insight

23

Passive Perception

Player Name:

Skills		
Acrobatics	Dexterity	• 15
Arcana	Intelligence	3
Athletics	Strength	• 9
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	• 13
Endurance	Constitution	3
Heal	Wisdom	8
History	Intelligence	3
Insight	Wisdom	8
Intimidate	Charisma	5
Nature	Wisdom	8
Perception	Wisdom	• 13
Religion	Intelligence	3
Stealth	Dexterity	• 13
Streetwise	Charisma	5
Thievery	Dexterity	10

• indicates a trained skill.

Action Point

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Dual Weapon Attack

At-Will ♦ Free Action

Luckblade Short sword +2: +14 vs. AC, 1d6+8 damage

Short sword: +16 vs. AC, 1d6+10 damage

Melee weapon **Target:** One creature

You follow your successful swing with a quick strike from your off hand.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Trigger: You hit with a melee basic attack on your turn.

Attack: Dexterity vs. AC (off-hand weapon)

Hit: 1[W] + Dex modifier (+5) damage.

Special: You can use this power only once per round.

Additional Effects

+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Ranger Attack

Melee Basic Attack

At-Will ♦ Standard Action

Luckblade Short sword +2: +16 vs. AC, 1d6+8 damage

Short sword: +14 vs. AC, 1d6+6 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Shortbow: +11 vs. AC, 1d8+5 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

Basic Attack

Power Strike

Encounter ♦ No Action

Special **Target:** The enemy you hit

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Keywords: Martial, Weapon

Trigger: You hit an enemy with a melee basic attack using a weapon.

Effect: The target takes 1[W] extra damage from the triggering attack.

Additional Effects

Multiple Class Attack ☐ Used ☐

Aspect of the Dancing...

At-Will ♦ Minor Action

Personal

You move like a snake, darting here and there, never remaining within reach of your foe.

Keywords: Primal, Stance

Effect: You assume a stance, the aspect of the dancing serpent. Until the stance ends, you gain the following benefits.

- * You can take a free action at the end of each of your turns to shift 1 square.
- * When you make a basic attack against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to the attack roll and damage roll.

Additional Effects

Ranger Utility

Aspect of the Lurking...

At-Will ♦ Minor Action

Personal

Like a spider, you lie in ambush and wait until your foe comes near before launching your attack.

Keywords: Primal, Stance

Effect: You assume a stance, the aspect of the lurking spider. Until the stance ends, you gain the following benefits.

- * You gain a +2 power bonus to Stealth checks.
- * You gain a +5 power bonus to Athletics checks made to climb.
- * While you have combat advantage against an enemy, you gain a +2 power bonus to damage rolls against it.

Additional Effects

Ranger Utility

Aspect of the Soaring...

At-Will ♦ Minor Action

Personal

You move through the battle like a hawk, carefully waiting for the best moment to strike, rising above all barriers that might restrict you.

Keywords: Primal, Stance

Effect: You assume a stance, the aspect of the soaring hawk. Until the stance ends, you gain the following benefits.

- * You gain a +2 power bonus to speed.
- * You ignore the penalty to attack rolls imposed by partial cover and partial concealment, and you take no worse than a -2 penalty to attack rolls against targets that have superior cover or total concealment.
- * You gain a +2 power bonus to Perception checks.

Additional Effects

Ranger Utility

Second Chance

Encounter ♦ Immediate Interrupt

Personal

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Trigger: You are hit by an attack.

Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

Additional Effects

Halfling Racial Power

Reactive Shift

Encounter ♦ Immediate Reaction

Personal

You keep one eye on the fight around you at all times, so that you can slip away from an enemy that moves too close.

Keyword: Martial

Trigger: An enemy you can see ends its turn adjacent to you.

Effect: You shift a number of squares up to your Wis modifier (+4).

Additional Effects

Ranger Utility 5

Oak Skin

Daily ♦ Minor Action

Personal

Your skin takes on the texture of tough bark, protecting you from the worst of your enemies' attacks.

Keyword: Primal

Effect: You gain resistance to all damage until the end of the encounter. The resistance equals your Wis modifier (+4).

Additional Effects

Ranger Utility 2

Step of Morning Mist

Daily ♦ Move Action

Personal

A magical mist wraps around you, letting you cross the battlefield in the blink of an eye, then clinging to you as a protective shroud.

Keywords: Primal, Teleportation

Effect: You teleport up to 5 squares, then gain a +5 power bonus to all defenses until the end of your next turn.

Additional Effects

Ranger Utility 6

Hide Armor of Cleansing +2

Armor ♦ Level 8

Armor Bonus: 3

Check: -1

Enhancement: +2 AC

Property: Add a +2 item bonus to your saving throws against ongoing damage.

Safewing Amulet +2

Neck Slot Item ♦ Level 8

Enhancement: +2 Fortitude, Reflex, and Will

Property: When falling, you reduce the distance fallen (for the purpose of calculating damage) by a number of feet equal to 10 × the amulet's enhancement bonus. You always land on your feet after a fall.

Luckblade Short sword +2

Weapon ♦ Level 8

Damage: 1d6

Proficiency Bonus: 3

Properties: Off-Hand

Enhancement: +2 attack rolls and damage rolls

Critical: +2d8 damage

Power (Daily): Free Action. Trigger: You make an attack roll with this weapon and don't like the result. Effect: Reroll the triggering attack roll and use the second result, even if it's lower.

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

9

Level

Ruman Coke

Lawful Good Human Paladin (Cavalier)

Old

Medium

Bahamut

Age

Height

Weight

Size

Deity

0

Total XP

20500

Defenses

27
AC

22
FORT

20
REF

24
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 38) **77**

Temp HP

Current Hit Points

Healing Surges

Surge Value

21

Surges/Day

14

Current Conditions:

Combat Statistics and Senses

Initiative **8**

Conditional Modifiers:

Speed **5**

Special Movement:

Passive Insight **19****Passive Perception** **14**

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<div></div>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

☐ ☐ ☐**Saving Throw Mods** **2**

Resistances/Vulnerabilities

Resist 5 Fire, Resist 5 Necrotic

Current Conditions and Effects

Basic Attacks

Melee

Luckblade Longsword +2

14

Strength vs. AC

1d8+6

Damage

Ranged

Unarmed

4

Dexterity vs. AC

1d4

Damage

Languages

Common, Draconic



Abilities

		Check
STR	Strength	18 8
CON	Constitution	14 6
DEX	Dexterity	11 4
INT	Intelligence	10 4
WIS	Wisdom	10 4
CHA	Charisma	18 8

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	4
Athletics	Strength	6
Bluff	Charisma	8
Diplomacy	Charisma	✓ 13
Dungeoneering	Wisdom	4
Endurance	Constitution	4
Heal	Wisdom	✓ 9
History	Intelligence	✓ 9
Insight	Wisdom	✓ 9
Intimidate	Charisma	8
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	✓ 9
Stealth	Dexterity	2
Streetwise	Charisma	8
Thievery	Dexterity	2



Player Name

Ruman Coke

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Safewing Amulet +2

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Luckblade Longsword +2

Waist

Armor

Black Iron Plate Armor +2

Tattoo

Feet

Ki Focus

Other Equipment

Plate Armor
Adventurer's Kit
Longsword

Total Weight (lbs.)

224

Carrying Capacity
(lbs.)

Treasure

3400 Gold

Normal

180

Heavy

360

Max

900

Ruman Coke

Player Name

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Spirit of Valor

You gain a +4 bonus to initiative checks, and your healing surge value increases by 2.

Pace of the Virtuous Charger

While riding a mount outside of combat, that creature and allied mounts in 20 sq. gain +2 bonus to speed.

Improved Righteous Shield (Valor)

When using righteous shield, gain 2 + (Cha mod) bonus to next damage roll before the end of your next turn. Level 23: bonus becomes 5 + (Cha mod)

Feats

Resilient Focus

You gain a +2 feat bonus to saving throws.

Shield Finesse

You ignore the check penalty for having a shield equipped.

Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Stoneroot's Endurance

Whenever you are subjected to a critical hit, roll a d20. On a 10 or higher, the attack is a normal hit, not a critical hit.

Durable

Increase number of healing surges by 2

Ruman Coke

Level 9 Human Paladin (Cavalier)

HP

77

Spd

5

Init

+8

SCORE

18

STR

4

14

CON

2

11

DEX

0

10

INT

0

10

WIS

0

18

CHA

4

AC

27

Fort

22

Ref

20

Will

24

19

Passive Insight

14

Passive Perception

Player Name:

Skills		
Acrobatics	Dexterity	2
Arcana	Intelligence	4
Athletics	Strength	6
Bluff	Charisma	8
Diplomacy	Charisma	• 13
Dungeoneering	Wisdom	4
Endurance	Constitution	4
Heal	Wisdom	• 9
History	Intelligence	• 9
Insight	Wisdom	• 9
Intimidate	Charisma	8
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	• 9
Stealth	Dexterity	2
Streetwise	Charisma	8
Thievery	Dexterity	2

• indicates a trained skill.

Action Point

Base action points: 1

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Luckblade Longsword +2: +14 vs. AC, 1d8+6 damage

Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +4 vs. AC, 1d4 damage

Ranged weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Righteous Radiance

At-Will ♦ Opportunity Action

Melee 1

Target: The triggering enemy

You exact divine punishment on a foe that ignores your challenge.

Keywords: Divine, Radiant

Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.

Effect: The target takes radiant damage equal to 3 + your Cha modifier (+4).

Additional Effects

Paladin Attack

Valiant Strike

At-Will ♦ Standard Action

Luckblade Longsword +2: +14 vs. AC, 1d8+6 damage

Melee weapon

Target: One creature

You attack a foe, gaining strength from your conviction as the odds against you rise.

Keywords: Divine, Weapon

Attack: Strength vs. AC. You gain a bonus to the attack roll equal to the number of enemies adjacent to you.

Hit: 1[W] + Str modifier (+4) damage.

Additional Effects

Paladin Attack 1

Vengeful Strike

At-Will ♦ Standard Action

Luckblade Longsword +2: +14 vs. AC, 1d8+6 damage

Melee weapon

Target: One creature

You let divine fury wash over you as you strike with your glowing weapon. Your enemy recoils in pain as the searing wound weakens its defenses.

Keywords: Divine, Radiant, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) radiant damage. If at least one bloodied ally is within 5 squares of you, the target takes extra radiant damage equal to your Cha modifier (+4).

Miss: You gain a +2 power bonus to your next damage roll against the target.

Additional Effects

Paladin Attack 1

Holy Smite

Encounter ♦ Free Action

Personal

Your weapon fills with divine radiant energy, which bursts forth as you strike your enemy.

Keywords: Divine, Radiant

Trigger: You target an enemy with an at-will weapon attack power.

Effect: The target takes radiant damage equal to 2 + your Cha modifier (+4). If the triggering attack hits, the target is also dazed until the end of your next turn.

Level 7: 4 + Cha modifier (+4) radiant damage.

Additional Effects

Paladin Attack

Used ☐ ☐

Chilling Smite

Daily ♦ Standard Action

Luckblade Longsword +2: +14 vs. Fortitude, 3d8+6 damage

Melee weapon

Target: One creature

You call upon divine power to smite your foe with cold fury. A sheen of black ice forms around your weapon, draining your enemy of its strength.

Keywords: Cold, Divine, Weapon

Attack: Strength vs. Fortitude

Hit: 3[W] + Str modifier (+4) cold damage, and the target takes a -5 penalty to damage rolls (save ends).

Miss: Half damage, and the target takes a -5 penalty to damage rolls until the end of its next turn.

Additional Effects

Paladin Attack 5

Used ☐

Whirling Radiance

Daily ♦ Standard Action

Luckblade Longsword +2: +14 vs. Reflex, 1d8+6 damage

Close burst 1

Target: Each enemy in the burst

Spurred on by divine fervor, you unleash a spinning attack that leaves a painful radiance lingering on your foes.

Keywords: Divine, Radiant, Weapon

Attack: Strength vs. Reflex

Hit: 1[W] + Str modifier (+4) radiant damage, and ongoing 5 radiant damage (save ends).

Miss: Half damage.

Additional Effects

Paladin Attack 9

Used ☐

Defender Aura

At-Will ♦ Minor Action

Personal

You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.

Keyword: Aura

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Additional Effects

Multiple Class Utility

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used ☐

Righteous Shield

Encounter ♦ Immediate Interrupt

Close burst 3

Target: The triggering ally in the burst

You form golden energy around an ally, absorbing an attack against your friend and transferring the damage to yourself. As the magic fades, you become charged with righteous fury that fuels your attacks.

Keyword: Divine

Trigger: An ally within 3 squares of you is damaged by an attack.

Effect: You take the damage of the triggering attack instead of the target. This damage ignores your immunities and resistances. In addition, you gain a +2 power bonus to attack rolls until the end of your next turn.

Improved Righteous Shield (Valor): When you use your righteous shield, you also gain a bonus to your next damage roll before the end of your next turn. The bonus equals 2 + your Cha modifier (+4). At 23rd level, this bonus increases to 5 + your Cha modifier (+4).

Additional Effects

Paladin Utility

Used ☐

Restore Vitality

Daily ♦ Minor Action

Melee 1

Target: One creature

You lay your hands upon an ally, invoking the power of your virtue to restore a comrade to health and remove hindering effects.

Keywords: Divine, Healing

Effect: The target regains hit points equal to your healing surge value and can make a saving throw.

Additional Effects

Paladin Utility 2

Used ☐

Wrath of the Gods

Daily ♦ Minor Action

Close burst 1

Targets: You and each ally in the burst

You extend the power of your virtue to nearby allies, enabling you and your friends to easily strike down your enemies.

Keyword: Divine

Effect: Until the end of the encounter, each target gains a power bonus to damage rolls equal to your Cha modifier (+4).

Additional Effects

Paladin Utility 6

Used ☐

Spirit of the Virtuous...

Daily ♦ Minor Action

Personal

You infuse the spirit of a divine steed into yourself, gaining some of its capabilities.

Keyword: Divine

Effect: You gain a +2 power bonus to speed. You also gain a power bonus to damage rolls with charge attacks equal to your Cha modifier (+4). These effects last until the end of the encounter.

Additional Effects

Paladin Utility 8

Used ☐

Black Iron Plate Armor +2

Armor ♦ Level 9

Armor Bonus: 9

Check: -2

Speed: -1

Enhancement: +2 AC

Property: You gain resist 5 fire and resist 5 necrotic.

Luckblade Longsword +2

Weapon ♦ Level 8

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +2d8 damage

Power (Daily): Free Action. Trigger: You make an attack roll with this weapon and don't like the result. Effect: Reroll the triggering attack roll and use the second result, even if it's lower.

Safewing Amulet +2

Neck Slot Item ♦ Level 8

Enhancement: +2 Fortitude, Reflex, and Will

Property: When falling, you reduce the distance fallen (for the purpose of calculating damage) by a number of feet equal to $10 \times$ the amulet's enhancement bonus. You always land on your feet after a fall.

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

9

Level

Slam Adams

Good Dwarf Cleric (Warpriest)

Medium

Age Height Weight Size Deity

0

Total XP

20500

Defenses

25	21	18	22
AC	FORT	REF	WILL

Conditional Bonuses

+5 Saving Throws against poison, +2 Saving Throws against ongoing damage, +2 Saving Throws against ongoing damage

Hit Points

Max HP
(Bloodied 35) **70**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
17	11

Current Conditions:

Combat Statistics and Senses

Initiative

4

Conditional Modifiers:

Speed

5

Special Movement:

Passive Insight

24

Passive Perception

19

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Saving Throw Mods

0

+5 Saving Throws against poison, +2 Saving Throws against ongoing damage, +2 Saving Throws against ongoing damage

Resistances/Vulnerabilities

Resist 4 Poison

Current Conditions and Effects

Basic Attacks

Melee

Hammer of Victory Warhammer +2

11

Strength vs. AC

1d10+6

Damage

Ranged

Crossbow

6

Dexterity vs. AC

1d8

Damage

Languages

Common, Dwarven



Abilities

		Check
STR	Strength	14 6
CON	Constitution	18 8
DEX	Dexterity	11 4
INT	Intelligence	10 4
WIS	Wisdom	20 9
CHA	Charisma	10 4

Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	3
Bluff	Charisma	4
Diplomacy	Charisma	9
Dungeoneering	Wisdom	11
Endurance	Constitution	7
Heal	Wisdom	14
History	Intelligence	4
Insight	Wisdom	14
Intimidate	Charisma	4
Nature	Wisdom	9
Perception	Wisdom	9
Religion	Intelligence	9
Stealth	Dexterity	1
Streetwise	Charisma	4
Thievery	Dexterity	1

Player Name

Slam Adams

Character Name



Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Health +2

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Hammer of Victory Warhammer...

Waist

Armor

Chainmail of Cleansing +2

Feet

Tattoo

Ki Focus

Other Equipment

Chainmail
Adventurer's Kit
Mace
Crossbow
Crossbow Bolt (20)

Total Weight (lbs.)

213

Carrying Capacity (lbs.)

Normal

140

Heavy

280

Max

700

Treasure

3400 Gold

Slam Adams

Player Name

Character Name



Racial Features

Cast-Iron Stomach

+5 bonus to saving throws against poison.

Dwarven Resilience

You have the dwarven resilience power

Dwarven Weapon Proficiency

Proficient with hammers.

Encumbered Speed

Armor or heavy load doesn't reduce your speed.
(Other effects still can.)

Stand Your Ground

Can move 1 less when forced to move.
Immediate saving throw to avoid being knocked prone.

Class/Other Features

Channel Divinity (Earth)

Gain the Stone's Resolve power.

Earth Domain Features and Powers

You and allies in 5sq. gain +2 to saves vs. ongoing damage. Healing Word causes target to take half damage from next hit before your next turn ends. Gain 4 Earth Domain powers.

Level 5 Earth Domain Feature

Use Healing Word on a target standing on the ground: slide target a number of squares equal to your Con mod

Feats

Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

Bludgeon Expertise

When using a hammer or mace: +1 feat bonus to weapon attack rolls, +1 bonus to push/slide effects from your attacks

Hammering Iron

Push target after opportunity attack when using hammer

Dodge Giants

+1 to AC and Reflex against attacks of Large or larger foes

Dwarf Battle Priest

Gain temporary hp when you use healing word

Slam Adams

Level 9 Dwarf Cleric (Warpriest)

HP

70

SCORE

14

ABILITY

STR

2

MOD

2

AC

25

Fort

21

Spd

5

11

DEX

0

Ref

18

Init

+4

20

WIS

5

Will

22

10

CON

4

10

INT

0

10

CHA

0

24

Passive Insight

19

Passive Perception

Player Name:

Skills		
Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	3
Bluff	Charisma	4
Diplomacy	Charisma	• 9
Dungeoneering	Wisdom	11
Endurance	Constitution	7
Heal	Wisdom	• 14
History	Intelligence	4
Insight	Wisdom	• 14
Intimidate	Charisma	4
Nature	Wisdom	9
Perception	Wisdom	9
Religion	Intelligence	• 9
Stealth	Dexterity	1
Streetwise	Charisma	4
Thievery	Dexterity	1

• indicates a trained skill.

Action Point

Effect:

Gain a standard action this turn.

Special:

You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Hammer of Victory Warhammer +2: +11 vs. AC, 1d10+6 damage

Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword:

Weapon

Attack:

Strength vs. AC

Hit:

1[W] + Str modifier (+2) damage.

Level 21:

2[W] + Str modifier (+2) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Crossbow: +6 vs. AC, 1d8 damage

Ranged weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword:

Weapon

Attack:

Dexterity vs. AC

Hit:

1[W] + Dex modifier (+0) damage.

Level 21:

2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Burden of Earth

At-Will ♦ Standard Action

Hammer of Victory Warhammer +2: +14 vs. AC, 1d10+9 damage

Melee weapon

Target: One creature

As your mace crashes into your foe, your enemy's back and limbs sag as if burdened with a great weight, leaving it vulnerable to your allies' attacks.

Keywords:

Divine, Weapon

Attack:

Wisdom vs. AC

Hit:

1[W] + Wis modifier (+5) damage and push the target 1 square.

Effect:

The next time you or an ally attacks the target before the end of your next turn, that character gains a +1 power bonus to the attack roll.

Additional Effects

Cleric Attack 1

Earth's Endurance

At-Will ♦ Standard Action

Hammer of Victory Warhammer +2: +14 vs. AC, 1d10+9 damage

Melee weapon

Target: One creature

You channel the resolute, overwhelming power of stone. The magic you call forth protects you and your allies, while it imbues your weapon arm with great strength.

Keywords:

Divine, Weapon

Attack:

Wisdom vs. AC

Hit:

1[W] + Wis modifier (+5) damage.

Effect:

You or one ally within 5 squares of you gains a +2 power bonus to AC until the end of your next turn.

Additional Effects

Cleric Attack 1

Smite Undead

Encounter ♦ Standard Action

Hammer of Victory Warhammer +2: +14 vs. Will, 2d10+9 damage

Melee weapon

Target: One undead creature

You scorch an undead foe with your weapon, driving it back and then binding it in place.

Keywords:

Channel Divinity, Divine, Radiant, Weapon

Attack:

Wisdom vs. Will

Hit:

2[W] + Wis modifier (+5) radiant damage, and you push the target a number of squares up to 3 + your Con modifier (+4). The target is immobilized until the end of your next turn.

Miss:

Half damage.

Special:

You can use only one channel divinity power per encounter.

Additional Effects

Cleric Attack

Used ☐

Earthen Hail

Encounter ♦ Standard Action

Hammer of Victory Warhammer +2: +14 vs. Fortitude, 1d10+9 damage

Melee weapon

Target: One creature

As your weapon slams into your enemy, shock waves of power emanate from it to bombard your foes with shards of stone. That same energy imbues you and your allies with superior endurance and durability.

Keywords:

Divine, Weapon

Attack:

Wisdom vs. Fortitude

Hit:

1[W] + Wis modifier (+5) damage, and enemies in a blast 3 that includes the target suffer damage equal to your Con modifier (+4). The target also takes this damage.

Effect:

You and each ally within 3 squares of you gain a +2 power bonus to AC and Fortitude until the end of your next turn.

Additional Effects

Cleric Attack 1

Used ☐

Granite Shield

Encounter ♦ Standard Action

Hammer of Victory Warhammer +2: +14 vs. Fortitude, 1d10++4 damage

Melee weaponTarget: One creature

You invoke the power of earth to attack your enemy and call forth a shield of granite to protect your allies from harm.

Keywords: Divine, Weapon

Attack: Wisdom vs. Fortitude

Hit: 1[W]+ Wis modifier (+5) damage and push the target 3 squares.

Effect: You gain an aura 2 that lasts until the end of your next turn. You and your allies gain resist 5 to all damage while in the aura.

Additional Effects

Cleric Attack 3Used ☐

Blessing of Dust

Encounter ♦ Standard Action

Hammer of Victory Warhammer +2: +14 vs. Fortitude, 2d10+9 damage

Melee weaponTarget: One creature

You cast dust in a circle around you. The dust swirls, distracting your enemy as your allies press the attack.

Keywords: Divine, Weapon

Attack: Wisdom vs. Fortitude

Hit: 2[W] + Wis modifier (+5) damage.

Effect: The target falls prone.

Additional Effects

Cleric Attack 7Used ☐

Lesser Aspect of Wrath

Daily ♦ Standard Action

Hammer of Victory Warhammer +2: +14 vs. Will, 1d10+9 damage

Melee weaponTarget: One creature

You glow with the wrath of your god.

Keywords: Divine, Radiant, Weapon

Attack: Wisdom vs. Will

Hit: 1[W] + Wis modifier (+5) radiant damage.

Effect: You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that ends its turn adjacent to you takes radiant damage equal to your Con modifier (+4).

Additional Effects

Cleric Attack 1Used ☐

Weapon of the Gods

Daily ♦ Minor Action

Melee touchTarget: One held weapon

The weapon you touch glows with divine radiance, enhancing its attacks.

Keyword: Divine

Effect: Until the end of the encounter, the target deals 1d6 extra radiant damage when used to make a weapon attack. In addition, whenever an enemy is hit by a weapon attack using the target, that enemy takes a -2 penalty to AC until the end of the next turn of the target's wielder.

Additional Effects

Cleric Attack 5Used ☐

Champion of the Gods

Daily ♦ Standard Action

Hammer of Victory Warhammer +2: +14 vs. AC, 2d10+9 damage

Close burst 1Target: Each enemy in the burst

Divine power flows out from your weapon to raze nearby foes, granting you strength as you take to the battlefield to champion your deity's cause.

Keywords: Divine, Weapon

Attack: Wisdom vs. AC

Hit: 2[W] + Wis modifier (+5) damage.

Effect: Until the end of the encounter, you gain a power bonus to melee damage rolls, to Strength checks, and to Athletics checks equal to your Con modifier (+4).

Additional Effects

Cleric Attack 9Used ☐

Healing Word

Encounter (Special) ♦ Minor Action

Close burst 5 (10 at 11th level, 15 at 21st level)Target: You or one ally in the burst level)

You utter a soothing word that mends wounds of the body and spirit.

Keyword: Healing

Effect: The target can spend a healing surge and regain 1d6 additional hit points. Level 6: 2d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

Cleric UtilityUsed ☐

Dwarven Resilience

Encounter ♦ Minor Action

Personal

Effect: You use your second wind.

Additional Effects

Dwarf Racial PowerUsed ☐

Stone Speak

Encounter ♦ Minor Action

Personal

You reach down to touch the stone beneath you and at your urging, it tells you the tale of this place.

Keyword: Divine

Effect: You make a Perception check with a +5 power bonus to detect secret doors, hidden objects, and hidden creatures within 10 squares.

Additional Effects

Cleric Utility 1Used ☐

Stone's Resolve

Encounter ♦ Minor Action

Close burst 2Target: You or one ally in the burst

For a brief moment, you or a nearby ally become a creature of living rock.

Keywords: Channel Divinity, Divine

Effect: The target gains resist 5 to all damage until the end of your next turn.

Special: You can use only one channel divinity power per encounter.

Additional Effects

Cleric Utility 1Used ☐

