

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

5

Level

Zod

Good male Warforged Fighter (Weaponmaster)

26	7'6"	500 lbs	Medium	Avandra
Age	Height	Weight	Size	Deity

5500

7500

## Defenses



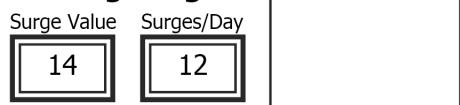
**Conditional Bonuses**  
+2 Saving Throws against ongoing damage, +2  
Saving Throws against ongoing damage

## **Hit Points**



### Current Hit Points

# Healing Surges



## Current Conditions:

## Combat Statistics and Senses



## Conditional Modifiers:



#### Special Senses: Normal

## Action Points

Action Points	Milestones	Action Points
	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.



### **Abilities**

STR	Strength	19	6
CON	Constitution	17	5
DEX	Dexterity	10	2
INT	Intelligence	10	2
WIS	Wisdom	11	2
CHA	Charisma	8	1

## Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	2
Athletics	Strength	✓ 9
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	2
Endurance	Constitution	✓ 10
Heal	Wisdom	2
History	Intelligence	2
Insight	Wisdom	2
Intimidate	Charisma	3
Nature	Wisdom	2
Perception	Wisdom	✓ 7
Religion	Intelligence	2
Stealth	Dexterity	0
Streetwise	Charisma	1
Thievery	Dexterity	0

Player Name

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## Character Details

### Background

Last of the Breed

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

### Other Notes

## Equipment

### Head

Command Circlet

### Neck

Collar of Recovery +1

### Arms

Bloodthirst Bracers (heroic tier)

### Hands

### Rings

### Rings

### Main Hand

Vicious Battleaxe +2

### Waist

Ironskin Belt (heroic tier)

### Armor

Rimefire Plate Armor of...

### Feet

Fleetrunner Boots (heroic tier)

### Tattoo

Ki Focus

## Other Equipment

Gauntlets of Destruction  
Flaming Greatsword +1

Total Weight (lbs.)

66

Carrying Capacity (lbs.)

Treasure

100 gp

Normal

190

Heavy

380

Max

950

Player Name

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## Racial Features

### Living Construct

No need to eat, drink, breathe, or sleep

### Unsleeping Watcher

4 hours of inactivity counts as an extended rest

### Warforged Mind

+1 to Will defense

### Warforged Resilience

+2 racial bonus to saving throws against ongoing damage

### Warforged Resolve

Use warforged resolve as an encounter power

## Class/Other Features

### Combat Challenge

Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.

### Combat Superiority

Add + [Wis mod] to opportunity attack rolls. Hit ends foe's movement (if any) this action.

### Fighter Talents

You gain a fighter talent

### Two-handed Weapon Talent

+1 on weapon attacks with two-handed weapons.

## Feats

### Armor Proficiency: Plate

Training with plate armor

### Warborn Fury Style

Augment at-will exploits

### Undeniable Crusader

**Zod**  
Level 5 Warforged Fighter (Weaponmaster)

<b>HP</b>	56	SCORE	ABILITY	MOD	<b>AC</b>
		19	STR	4	22
<b>Spd</b>	5	17	CON	3	<b>Fort</b>
		10	DEX	0	19
<b>Init</b>	+2	10	INT	0	<b>Ref</b>
		11	WIS	0	13
		8	CHA	-1	<b>Will</b>
					14

**12** Passive Insight  
**17** Passive Perception

Player Name:

**Combat Challenge**  
At-Will ♦ Immediate Interrupt

**Melee**

**Keywords:** Martial, Weapon

**Effect:** Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy.

Additional Effects

Fighter Attack

**Cleave**  
At-Will ♦ Standard Action

**Vicious Battleaxe +2:** +10 vs. AC, 1d10+6 damage

**Melee** weapon      **Targets:** One creature

You hit one enemy, then cleave into another.

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and an enemy adjacent to you other than the target takes damage equal to your Str modifier (+4).

Additional Effects

Skills		
Acrobatics	Dexterity	0
Arcana	Intelligence	2
Athletics	Strength	• 9
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	2
Endurance	Constitution	• 10
Heal	Wisdom	2
History	Intelligence	2
Insight	Wisdom	2
Intimidate	Charisma	3
Nature	Wisdom	2
Perception	Wisdom	• 7
Religion	Intelligence	2
Stealth	Dexterity	0
Streetwise	Charisma	1
Thievery	Dexterity	0

• 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

**Ranged Basic Attack**  
At-Will ♦ Standard Action

**Unarmed:** +2 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

**Spinning Sweep**  
Encounter ♦ Standard Action

**Vicious Battleaxe +2:** +10 vs. AC, 1d10+6 damage

**Melee** weapon      **Target:** One creature

You spin beneath your enemy's guard with a slashing strike, and then sweep your leg through your foe an instant later, knocking it to the ground.

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and you knock the target prone.

Additional Effects

<h3>Sweeping Blow</h3> <p>Encounter ◆ Standard Action</p> <p><b>Vicious Battleaxe +2:</b> +12 vs. AC, 1d10+6 damage</p> <p><b>Close burst 1</b>      <b>Target:</b> Each enemy you can see in the burst</p> <p><i>Seeing your enemies press in, you swing your weapon in a wide arc, striking many of your foes at once.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Attack:</b> Strength vs. AC</p> <p><b>Weapon:</b> If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Str modifier (+4).</p> <p><b>Hit:</b> 1[W] + Str modifier (+4) damage.</p> <p>Additional Effects</p>	<h3>Brute Strike</h3> <p>Daily ◆ Standard Action</p> <p><b>Vicious Battleaxe +2:</b> +10 vs. AC, 3d10+6 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>You deliver a powerful blow that rends flesh and shatters bone.</i></p> <p><b>Keywords:</b> Martial, Reliable, Weapon</p> <p><b>Attack:</b> Strength vs. AC</p> <p><b>Hit:</b> 3[W] + Str modifier (+4) damage.</p> <p>Additional Effects</p>	<h3>Pinning Smash</h3> <p>Daily ◆ Standard Action</p> <p><b>Vicious Battleaxe +2:</b> +10 vs. AC, 1d10+9 damage</p> <p><b>Melee 1</b>      <b>Target:</b> One creature</p> <p><i>You pummel your opponent, knocking him to his knees. You then hold him down.</i></p> <p><b>Keywords:</b> Invigorating, Martial, Weapon</p> <p><b>Attack:</b> Strength vs. AC</p> <p><b>Hit:</b> 1[W] + Str modifier (+4) damage, and the target is immobilized until you are not adjacent to it.</p> <p><b>Weapon:</b> If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Con modifier (+3).</p> <p><b>Miss:</b> Half damage, and the target is immobilized until the end of your next turn.</p> <p>Additional Effects</p>
<p>Fighter Attack 3      Used <input type="checkbox"/></p> <h3>Warforged Resolve</h3> <p>Encounter ◆ Minor Action</p> <p><b>Unarmed:</b></p> <p><b>Personal</b></p> <p><i>It's difficult to take you down, even when you're faltering.</i></p> <p><b>Keyword:</b> Healing</p> <p><b>Effect:</b> You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.</p> <p>Additional Effects</p>	<p>Fighter Attack 1      Used <input type="checkbox"/></p> <h3>Boundless Endurance</h3> <p>Daily ◆ Minor Action</p> <p><b>Unarmed:</b></p> <p><b>Personal</b></p> <p><i>You shake off the worst of your wounds.</i></p> <p><b>Keywords:</b> Healing, Martial, Stance</p> <p><b>Effect:</b> You assume the boundless endurance stance. Until the stance ends, you have regeneration while you are bloodied. The regeneration equals 2 + your Con modifier (+3).</p> <p>Additional Effects</p>	<p>Fighter Attack 5      Used <input type="checkbox"/></p> <h3>Collar of Recovery +1</h3> <p>Neck Slot Item ◆ Level 4</p> <p><b>Enhancement:</b> +1 Fortitude, Reflex, and Will</p> <p><b>Properties</b></p> <p>Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.</p>
<p>Warforged Racial Power      Used <input type="checkbox"/></p>	<p>Fighter Utility 2      Used <input type="checkbox"/></p>	
<h3>Gauntlets of Destruction</h3> <p>Hands Slot Item ◆ Level 18</p> <p><b>Properties</b></p> <p>When rolling damage on melee attacks, reroll all 1s until they come up as something other than a 1.</p>	<h3>Bloodthirst Bracers (heroic...)</h3> <p>Arms Slot Item ◆ Level 4</p> <p><b>Power ◆ Daily (Free Action)</b></p> <p>Use this power when you hit an enemy with a melee attack. In addition to the normal damage from that attack, the target takes ongoing damage equal to 2 + your Charisma modifier (save ends).</p>	<h3>Rimefire Plate Armor of...</h3> <p>Armor ◆ Level 8</p> <p><b>Armor Bonus:</b> 8</p> <p><b>Check:</b> -2</p> <p><b>Speed:</b> -1</p> <p><b>Special:</b> Resist 1 all</p> <p><b>Enhancement:</b> +2 AC</p> <p><b>Properties</b></p> <p>Add a +2 item bonus to your saving throws against ongoing damage.</p>

**Ironskin Belt (heroic tier)**

Waist Slot Item ◆ Level 5

**Power ◆ Daily (Minor Action)**

You gain resist 5 to weapon damage until the end of your next turn.

**Flaming Greatsword +1**

Weapon ◆ Level 5

**Damage:** 1d10**Proficiency Bonus:** 3**Enhancement:** +1 attack rolls and damage rolls**Critical:** +1d6 fire damage per plus**Power (Fire) ◆ (Free Action)**

All untyped damage dealt by this weapon changes to fire damage. Another free action returns the damage to normal.

**Power (Fire) ◆ Daily (Free Action)***Trigger:* You hit with the weapon.*Effect:* The attack deals 1d6 extra fire damage, and the target takes ongoing 5 fire damage (save ends).**Fleetrunner Boots (heroic...)**

Feet Slot Item ◆ Level 5

**Properties**

Running gives you only a -2 penalty to attack rolls.

**Vicious Battleaxe +2**

Weapon ◆ Level 7

**Damage:** 1d10**Proficiency Bonus:** 2**Properties:** Versatile**Enhancement:** +2 attack rolls and damage rolls**Critical:** +1d12 damage per plus**Command Circlet**

Head Slot Item ◆ Level 5

**Properties**

You gain telepathy 20. You can communicate with any other creature that has a language and is within line of sight.

**Power ◆ Daily (Immediate Reaction Action)***Trigger:* A living construct ally is hit by a fear effect that a save can end.*Effect:* The ally can make a saving throw against the triggering effect.