

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

14

Level

Foobart Grog

Lawful Good male Shield Dwarf Fighter (Weaponmaster)

213 Age 4' 2" Height 145 lb. Weight Medium Size

Moradin Deity

47000

Total XP

57000

Defenses



Conditional Bonuses

Hit Points

Max HP (Bloodied)	99	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
24	7

Current Conditions:

Combat Statistics and Senses

Initiative	10
Conditional Modifiers:	
Speed	6
Passive Insight	22
Passive Perception	22

Special Senses: Low-light

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.

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

0

+5 Saving Throws against poison

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Frost Battleaxe +5

11	1d10+3
Strength vs. AC	Damage

Ranged

Unarmed

4	1d4-3
Dexterity vs. AC	Damage

Languages

Common, Dwarven

Abilities

STR Strength	4	Check
CON Constitution	6	5
DEX Dexterity	4	4
INT Intelligence	12	8
WIS Wisdom	17	10
CHA Charisma	13	8

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	8
Athletics	Strength	✓
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	12
Endurance	Constitution	✓
Heal	Wisdom	10
History	Intelligence	8
Insight	Wisdom	12
Intimidate	Charisma	✓
Nature	Wisdom	10
Perception	Wisdom	12
Religion	Intelligence	8
Stealth	Dexterity	3
Streetwise	Charisma	8
Thievery	Dexterity	3

Player Name

Foobart Grog

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

Arms

Hands

Rings

Rings

Main Hand

 Frost Battleaxe +5

Off Hand

Waist

Armor

 Mithral Braidmail Armor +3

Feet

 Battlestrider Greaves

Tattoo

Ki Focus

Other Equipment

Flaming Battleaxe +5

Total Weight (lbs.)

54

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

40

Heavy

80

Max

200

Player Name

Foobart Grog

Character Name



Racial Features

Cast-Iron Stomach

+5 bonus to saving throws against poison.

Dwarven Resilience

You have the dwarven resilience power

Encumbered Speed

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

Shield Dwarf Weapon Proficiency

Gain proficiency with handaxe and battleaxe

Stand Your Ground

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

Class/Other Features

Combat Agility

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.

Fighter Talents

You gain a fighter talent

Two-handed Weapon Talent

+1 on weapon attacks with two-handed weapons.

Defensive Action

When you spend action point to gain action, gain +2 AC and Fortitude until end of your next turn

Stalwart Defender

When adjacent to ally, you and adjacent allies gain +1 AC and are pulled, pushed, or slid 1 square less

Feats

Delzoun True Born

When using Stand Your Ground to roll a save vs. falling prone, you can roll twice and use the most beneficial result

Knock Back

On a successful save vs. being knocked prone, you may knock prone an adjacent enemy that's of size Large or smaller

Headsman's Chop

5 extra damage to prone target when using axe or heavy blade

Dodge Giants

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

Wary Fighter

+2 bonus to Insight and Perception; substitute Wisdom for Dexterity on initiative

Two-Handed Weapon Expertise

+1/2/3 (by tier) to attack rolls with two-handed melee weapons, +1/2/3 (by tier) to damage rolls of charge attacks with two-handed melee weapons

Back to the Wall

+1 to melee attack, damage, AC when adjacent to a wall

Repel Charge

Counter enemy's charge attack with your melee basic attack

Uncanny Dodge

Enemies denied bonus to attack from combat advantage

Foobart Grog

Level 14 Shield Dwarf Fighter...

HP	Score	Ability	Mod	AC
99	4	STR	-3	28
	6	CON	-2	Fort
Spd	4	DEX	-3	17
6	12	INT	1	Ref
Init	17	WIS	3	18
+10	13	CHA	1	Will
	22	Passive Insight		
	22	Passive Perception		

Player Name:

Combat Agility

At-Will ♦ Opportunity Action



Frost Battleaxe +5: +11 vs. AC, 1d10+3 damage

Melee weapon

Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.

Keywords: Martial, Weapon

Trigger: An enemy adjacent to you takes an action that provokes an opportunity attack

Effect: After the triggering enemy completes the action, you shift a number of squares equal to your Dex modifier (-3). You must end the shift closer to the target than you were when you began the shift. Then make the following attack.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (-3) damage, and you knock the target prone.

Additional Effects

+5 to damage rolls against a prone target - Headsman's Chop.
+1 to attack rolls whenever you are adjacent to a wall - Back to the Wall.
+1 to damage rolls whenever you are adjacent to a wall - Back to the Wall.

Fighter Attack

Ranged Basic Attack

At-Will ♦ Standard Action



Unarmed: +4 vs. AC, 1d4-3 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

Basic Attack

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	8
Athletics	Strength	• 8
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	12
Endurance	Constitution	• 11
Heal	Wisdom	10
History	Intelligence	8
Insight	Wisdom	12
Intimidate	Charisma	• 13
Nature	Wisdom	10
Perception	Wisdom	12
Religion	Intelligence	8
Stealth	Dexterity	3
Streetwise	Charisma	8
Thievery	Dexterity	3

• indicates a trained skill.

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

Knockdown Assault

At-Will ♦ Standard Action



Frost Battleaxe +5: +11 vs. Fortitude, -3 damage

Melee weapon **Target:** One creature

You smash your weapon into your foe so hard that the enemy loses its footing.

Keywords: Martial, Weapon

Attack: Strength vs. Fortitude

Hit: Str modifier (-3) damage, and you knock the target prone.

Special: When charging, you can use this power in place of a melee basic attack.

Additional Effects

+1 to attack rolls whenever you are adjacent to a wall - Back to the Wall.

Fighter Attack 1

Action Point

Base action points: 1

Defensive Action: Whenever you spend an action point to take an extra action, you gain a +2 bonus to your AC and Fortitude until the end of your next turn.



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



Frost Battleaxe +5: +11 vs. AC, 1d10+3 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 (-3) damage.

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

Additional Effects

+5 to damage rolls against a prone target - Headsman's Chop.
+1 to attack rolls whenever you are adjacent to a wall - Back to the Wall.
+1 to damage rolls whenever you are adjacent to a wall - Back to the Wall.

Basic Attack

Sure Strike

At-Will ♦ Standard Action



Frost Battleaxe +5: +13 vs. AC, 1d10+6 damage

Melee weapon

Target: One creature

You trade power for precision.

Keywords: Martial, Weapon

Attack: Strength + 2 vs. AC

Hit: 1[W] damage.

Additional Effects

+5 to damage rolls against a prone target - Headsman's Chop.
+1 to attack rolls whenever you are adjacent to a wall - Back to the Wall.
+1 to damage rolls whenever you are adjacent to a wall - Back to the Wall.

Fighter Attack 1

<p>Press Forward</p> <p>Encounter ♦ Standard Action</p> <p>Frost Battleaxe +5: +11 vs. AC, 1d10+3 damage</p> <p>Close burst 1 Target: Each enemy in the burst you can see</p> <p><i>Knocking your enemies back, you step into the gap.</i></p> <p>Keywords: Martial, Weapon</p> <p>Attack: Strength vs. AC</p> <p>Hit: 1[W] + Str modifier (-3) damage, and you slide the target 1 square. You can then shift 1 square into the space that the target occupied.</p> <p>Weapon: If you're wielding an axe, a hammer, or a pick, the attack deals extra damage equal to your Con modifier (-2).</p> <p>Additional Effects +5 to damage rolls against a prone target - Headsman's Chop.</p>	<p>Knee Breaker</p> <p>Daily ♦ Standard Action</p> <p>Frost Battleaxe +5: +11 vs. AC, 2d10+1 damage</p> <p>Melee weapon Target: One creature</p> <p><i>By smashing into your opponent's legs, you make even the thought of moving painful for him.</i></p> <p>Keywords: Invigorating, Martial, Weapon</p> <p>Attack: Strength vs. AC</p> <p>Hit: 2[W] + Str modifier (-3) damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).</p> <p>Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Con modifier (-2).</p> <p>Miss: Half damage, and the target is not slowed or immobilized.</p> <p>Additional Effects +5 to damage rolls against a prone target - Headsman's Chop. +1 to attack rolls whenever you are adjacent to a wall - Back to the Wall. +1 to damage rolls whenever you are adjacent to a wall - Back to the Wall.</p>	<p>Jackal Strike</p> <p>Daily ♦ Free Action</p> <p>Frost Battleaxe +5: +11 vs. AC, 3d10+3 damage</p> <p>Melee weapon Target: The triggering enemy</p> <p><i>Sensing your opponent's flagging strength, you move in for the kill.</i></p> <p>Keywords: Martial, Reliable, Weapon</p> <p>Trigger: An enemy marked by you becomes bloodied.</p> <p>Attack: Strength vs. AC</p> <p>Hit: 3[W] + Str modifier (-3) damage.</p> <p>Additional Effects +5 to damage rolls against a prone target - Headsman's Chop. +1 to attack rolls whenever you are adjacent to a wall - Back to the Wall. +1 to damage rolls whenever you are adjacent to a wall - Back to the Wall.</p>
<p>Dwarven Defender Attack 11 Used <input type="checkbox"/></p> <p>Dwarven Resilience</p> <p>Encounter ♦ Minor Action</p> <p>Personal</p> <p>Effect: You use your second wind.</p> <p>Additional Effects</p>	<p>Fighter Attack 1 Used <input type="checkbox"/></p> <p>Strong Focus</p> <p>Encounter ♦ Minor Action</p> <p>Personal</p> <p><i>Concentration improves your ability to accomplish feats of strength.</i></p> <p>Keyword: Martial</p> <p>Effect: Until the end of your next turn, you gain a power bonus to Athletics checks and Strength ability checks equal to your Wis modifier (+3).</p> <p>Additional Effects</p>	<p>Fighter Attack 9 Used <input type="checkbox"/></p> <p>Stone Stubborn</p> <p>Encounter ♦ Immediate Interrupt</p> <p>Personal</p> <p><i>You steel your mind to the onslaught, determined to go about your business.</i></p> <p>Trigger: An effect would dominate or stun you.</p> <p>Effect: You are dazed for the effect's duration instead of being dominated or stunned.</p> <p>Additional Effects</p>
<p>Dwarf Racial Power Used <input type="checkbox"/></p> <p>Forge Fire Heart</p> <p>Encounter ♦ Minor Action</p> <p>Personal</p> <p><i>By looking to your own defense, you instill adjacent allies with courage.</i></p> <p>Keyword: Martial</p> <p>Effect: Until the end of your next turn, you gain a +4 power bonus to all defenses, and any ally adjacent to you gains a +2 power bonus to Will.</p> <p>Additional Effects</p>	<p>Fighter Utility 6 Used <input type="checkbox"/></p> <p>Mithral Braidmail Armor +3</p> <p>Armor ♦ Level 14</p> <p>Armor Bonus: 8</p> <p>Check: -1</p> <p>Speed: -1</p> <p>Enhancement: +3 AC</p> <p>Power ♦ Daily (Immediate Reaction Action)</p> <p>Use this power when a melee or ranged attack hits you. Take half damage.</p>	<p>Dwarf Utility 10 Used <input type="checkbox"/></p> <p>Battlestrider Greaves</p> <p>Feet Slot Item ♦ Level 12</p> <p>Properties</p> <p>You gain a +1 item bonus to speed while wearing heavy armor.</p>

Flaming Battleaxe +5

Weapon ♦ Level 25

Damage: 1d10

Proficiency Bonus: 2

Properties: Versatile

Enhancement: +5 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 3d6 extra fire damage, and the target takes ongoing 15 fire damage (save ends).

Frost Battleaxe +5

Weapon ♦ Level 23

Damage: 1d10

Proficiency Bonus: 2

Properties: Versatile

Enhancement: +5 Attack rolls and damage rolls

Critical: +1d6 cold damage per plus

Power (Cold) ♦ (Free Action)

All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Cold) ♦ Daily (Free Action)

Use this power when you hit with the weapon. The target takes 3d8 cold damage and is slowed until the end of your next turn.