

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

11

Level

### Camulos

Good male Goliath Fighter (Knight)

Age	7' 5"	330 lb.	Medium	Kord
	Height	Weight	Size	Deity

26000

32000

Total XP

### Defenses

<b>28</b>	<b>25</b>	<b>20</b>	<b>18</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP** (Bloodied 47) **94**

Temp HP

Current Hit Points

### Healing Surges

Surge Value **23** Surges/Day **13**

Current Conditions:

### Combat Statistics and Senses

Initiative **10**

Conditional Modifiers:

Speed **6**

+4 Speed during your first turn in an encounter

Passive Insight **17**

Passive Perception **17**

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

0

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Defensive Warhammer +2

**18**

**1d10+11**

Strength vs. AC

Damage

#### Ranged

Unarmed

**7**

**1d4+2**

Dexterity vs. AC

Damage

### Languages

Common, Giant



### Abilities

STR Strength	<b>23</b>	Check 11
CON Constitution	<b>19</b>	9
DEX Dexterity	<b>12</b>	6
INT Intelligence	<b>11</b>	5
WIS Wisdom	<b>11</b>	5
CHA Charisma	<b>9</b>	4

### Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	5
Athletics	Strength	✓ 18
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	5
Endurance	Constitution	✓ 14
Heal	Wisdom	✓ 10
History	Intelligence	5
Insight	Wisdom	7
Intimidate	Charisma	4
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	5
Stealth	Dexterity	6
Streetwise	Charisma	4
Thievery	Dexterity	6

Player Name

**Camulos**  
Character Name



## Character Details

### Background

Berserker - Follower of Kord

### Theme

Guardian

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Cloak of Distortion +2

Arms

Hands

Rings

Rings

Main Hand

Defensive Warhammer +2

Off Hand

Hammer Shield Heavy Shield

Waist

Armor

Magic Plate Armor +2

Feet

Tattoo

Ki Focus

### Other Equipment

Cape of the Mountebank +1  
Plate Armor  
Adventurer's Kit  
Warhammer  
Heavy Shield

Total Weight (lbs.)

175

Carrying Capacity (lbs.)

Treasure

100 gp  
0 gp banked

Normal

230

Heavy

460

Max

1150

Player Name

# Camulos

Character Name



## Racial Features

### Mountain's Tenacity

+1 racial bonus to Will

### Powerful Athlete

Roll twice and use either result when making Athletics check to jump or climb

### Stone's Endurance

Have the stone's endurance power

## Class/Other Features

### Guardian Starting Feature

Gain the Guardian's Counter power

### Guardian Level 5 Feature

Gain +2 power bonus to Insight and Perception checks

### Staggering Hammer

Adjacent target of your power strike w/ hammer becomes immobilized, grants combat advantage to you

### Guardian Level 10 Feature

+1 to hit enemies attacking your bonded charge; sense when bonded charge is in danger within 1 mile

### Level 11 Improved Power Strike

+1 use of power strike per encounter (1/turn)

### Stalwart Action

When action point is spent to take an extra action: gain resist 10 to all damage until the end of your next turn.

### Stalwart Assault

+Bonus equal to your Constitution modifier to speed, melee weapon damage rolls during 1st turn of encounter

## Feats

### Shield Finesse

You ignore the check penalty for having a shield equipped.

### Stone's Wrath

When damaged after stone's endurance, deal 1d6 extra damage

### Weapon Focus (Hammer)

Gain +1 damage per tier with 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

### Armor Finesse

You ignore the check penalty for wearing armor.

### Heavy Armor Agility

You ignore the speed penalty for wearing heavy armor.

### Martial Cross-Training

You may exchange one use of Power Strike to gain an encounter attack power from your class, of your lvl or lower

### Hammer Rhythm

Damage with hammer or mace on a miss

## Camulos

Level 11 Goliath Fighter (Knight)

HP	94	Score	Ability Mod	AC
23	STR 6	28		
19	CON 4	25	Fort	
12	DEX 1	20	Ref	
11	INT 0	18	Will	
11	WIS 0			
9	CHA -1			

17 Passive Insight

17 Passive Perception

Player Name:

### Battle Guardian

At-Will ♦ Opportunity Action

#### Personal

*Ignoring you in battle leaves a foe open to a devastating assault.*

**Keyword:** Martial

**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:** You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes damage equal to your Str modifier (+6).

Additional Effects

#### Fighter Attack

### Guardian's Counter

Encounter ♦ Immediate Interrupt

**Close** burst 2

*Seeing a friend in danger, you step up to take the attack meant for your ally—and then you strike back.*

**Keyword:** Martial

**Trigger:** An ally within 2 squares of you is hit by an attack and you are not included in the attack.

**Effect:** You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

Additional Effects

## Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	5
Athletics	Strength	• 18
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	5
Endurance	Constitution	• 14
Heal	Wisdom	• 10
History	Intelligence	5
Insight	Wisdom	7
Intimidate	Charisma	4
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	5
Stealth	Dexterity	6
Streetwise	Charisma	4
Thievery	Dexterity	6

• indicates a trained skill.

### Melee Basic Attack

At-Will ♦ Standard Action

**Defensive Warhammer +2:** +18 vs. AC, 1d10+11 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

+4 to damage rolls during your first turn in an encounter - Stalwart Assault.

#### 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.

**Staggering Hammer:** When you use power strike with a hammer and the target is adjacent to you, the target is also immobilized until the end of your next turn or until you are no longer adjacent to it. You also gain combat advantage against the target until the end of your next turn.

Additional Effects

## Action Point

Base action points: 1

**Stalwart Action:** When you spend an action point to take an extra action, you gain resist 10 to all damage 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

### Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +7 vs. AC, 1d4+2 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

+4 to damage rolls during your first turn in an encounter - Stalwart Assault.

#### Basic Attack

### Come and Get It

Encounter ♦ Standard Action

**Defensive Warhammer +2:** +18 vs. Will

**Close** burst 3      **Target:** Each enemy you can see in the burst

*You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. Will

**Hit:** You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage.

Additional Effects

<h3>Battle Wrath</h3> <p>At-Will ◆ Minor Action</p> <p><b>Personal</b></p> <p>You channel your anger into each strike, dealing devastating damage to your foes.</p> <p><b>Keywords:</b> Martial, Stance</p> <p><b>Effect:</b> 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. Level 11: +3 power bonus.</p> <hr/> <p>Additional Effects</p>	<h3>Defend the Line</h3> <p>At-Will ◆ Minor Action</p> <p><b>Personal</b></p> <p>Your attack staggers a foe, hindering its attempts to flee from you.</p> <p><b>Keywords:</b> Martial, Stance</p> <p><b>Effect:</b> You assume the defend the line stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, that enemy is slowed until the end of your next turn.</p> <hr/> <p>Additional Effects</p>	<h3>Defender Aura</h3> <p>At-Will ◆ Minor Action</p> <p><b>Personal</b></p> <p>You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.</p> <p><b>Keyword:</b> Aura</p> <p><b>Effect:</b> 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.</p> <hr/> <p>Additional Effects</p>
<p>Fighter Utility</p> <h3>Hammer Hands</h3> <p>At-Will ◆ Minor Action</p> <p><b>Personal</b></p> <p>You throw your weight into each attack, striking with such force that you drive your enemy before you.</p> <p><b>Keywords:</b> Martial, Stance</p> <p><b>Effect:</b> You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.</p> <hr/> <p>Additional Effects</p>	<p>Fighter Utility</p> <h3>Stone's Endurance</h3> <p>Encounter ◆ Minor Action</p> <p><b>Personal</b></p> <p>Your foes' attacks bounce off your stony hide.</p> <p><b>Effect:</b> You gain resist 5 to all damage until the end of your next turn. Level 11: Resist 10 to all damage.</p> <hr/> <p>Additional Effects</p>	<p>Fighter Utility</p> <h3>Push Forward</h3> <p>Encounter ◆ Move Action</p> <p><b>Personal</b></p> <p>Through careful timing and balanced footwork, you avoid your enemies' attacks as you advance.</p> <p><b>Keyword:</b> Martial</p> <p><b>Prerequisite:</b> You must have training in Athletics.</p> <p><b>Effect:</b> You shift up to 3 squares to a square adjacent to an enemy.</p> <hr/> <p>Additional Effects</p>
<p>Fighter Utility</p> <h3>Helping Hands</h3> <p>Encounter ◆ Minor Action</p> <p><b>Melee 1</b>      <b>Target:</b> One ally</p> <p>Your stalwart presence helps fortify an ally you reach out to.</p> <p><b>Keyword:</b> Martial</p> <p><b>Prerequisite:</b> You must have training in Heal.</p> <p><b>Effect:</b> The target makes a saving throw.</p> <hr/> <p>Additional Effects</p>	<p>Goliath Racial Power      <input checked="" type="checkbox"/> Used</p> <h3>Shield Block</h3> <p>Encounter ◆ Immediate Interrupt</p> <p><b>Melee 1</b>      <b>Target:</b> The character hit or missed by the triggering attack</p> <p>You lunge with your shield to protect an ally from an attack.</p> <p><b>Keyword:</b> Martial</p> <p><b>Requirement:</b> You must use this power with a shield.</p> <p><b>Trigger:</b> An attack hits or misses you or an ally adjacent to you and deals damage</p> <p><b>Effect:</b> The damage dealt to the target is reduced by <math>1d10 + \text{your Con modifier} (+4)</math>. Level 11: <math>2d10 + \text{Con modifier} (+4)</math>.</p> <hr/> <p>Additional Effects</p>	<p>Fighter Utility 2      <input checked="" type="checkbox"/></p> <h3>Clearheaded</h3> <p>Encounter ◆ No Action</p> <p><b>Personal</b></p> <p>Your mental resilience and training let you shake off an effect that hinders you.</p> <p><b>Keyword:</b> Martial</p> <p><b>Prerequisite:</b> You must have training in Endurance.</p> <p><b>Trigger:</b> You start your turn dazed, dominated, or stunned by an effect that a save can end.</p> <p><b>Effect:</b> You make a saving throw with a +5 power bonus against the triggering effect.</p> <hr/> <p>Additional Effects</p>

### Hammer Shield Heavy Shield

Arms Slot Item ♦ Level 8

**Armor Bonus:** 2

**Check:** -2

#### Properties

When you hit an enemy with an attack power using a hammer while wielding this shield, you gain a +1 bonus to all defenses until the start of your next turn.

### Defensive Warhammer +2

Weapon ♦ Level 7

**Damage:** 1d10

**Proficiency Bonus:** 2

**Properties:** Versatile

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

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.

### Magic Plate Armor +2

Armor ♦ Level 6

**Armor Bonus:** 9

**Check:** -2

**Speed:** -1

**Enhancement:** +2 AC

### Cape of the Mountebank +1

Neck Slot Item ♦ Level 5

**Enhancement:** +1 Fortitude, Reflex, and Will

#### Power (Teleportation) ♦ Daily (Immediate Reaction Action)

Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

### Cloak of Distortion +2

Neck Slot Item ♦ Level 9

**Enhancement:** +2 Fortitude, Reflex, and Will

#### Properties

You gain an item bonus to all defenses against ranged attacks from more than 5 squares away equal to this item's enhancement bonus.