

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

15

Level

Camulos

Good male Goliath Fighter (Knight)

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

57000

Total XP 69000

Defenses



Conditional Bonuses

Hit Points

Max HP (Bloodied 59)	119	Temp HP
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Current Hit Points



Healing Surges

Surge Value	Surges/Day
29	14

Current Conditions:

Combat Statistics and Senses

Initiative	12
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Conditional Modifiers:

Speed	6
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+5 Speed during your first turn in an encounter

Passive Insight	19
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Passive Perception	19
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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

21	1d10+13
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Strength vs. AC

Damage

Ranged

Unarmed

9	1d4+3
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Dexterity vs. AC

Damage

Languages

Common, Giant

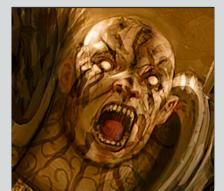


Abilities

STR Strength	24	Check
CON Constitution	20	12
DEX Dexterity	12	8
INT Intelligence	11	7
WIS Wisdom	11	7
CHA Charisma	9	6

Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	7
Athletics	Strength	✓ 21
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	7
Endurance	Constitution	✓ 17
Heal	Wisdom	✓ 12
History	Intelligence	7
Insight	Wisdom	9
Intimidate	Charisma	6
Nature	Wisdom	9
Perception	Wisdom	9
Religion	Intelligence	7
Stealth	Dexterity	8
Streetwise	Charisma	6
Thievery	Dexterity	8



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

240

Heavy

480

Max

1200

Camulos

Player Name

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

Ubiquitous Shield

Enemies gain no attack bonus for combat advantage when you are using a shield

Hindering Shield

Slow enemies that you pull, push, or slide when using shield

Camulos

Level 15 Goliath Fighter (Knight)

HP	Score	Ability Mod	AC
119	24	STR 7	30
Spd	CON	5	Fort
6	12	DEX 1	28
Init	INT	0	Ref
+12	11	WIS 0	22
	CHA	-1	Will
	9		20
19 Passive Insight			
19 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 (+7).

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	8
Arcana	Intelligence	7
Athletics	Strength	• 21
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	7
Endurance	Constitution	• 17
Heal	Wisdom	• 12
History	Intelligence	7
Insight	Wisdom	9
Intimidate	Charisma	6
Nature	Wisdom	9
Perception	Wisdom	9
Religion	Intelligence	7
Stealth	Dexterity	8
Streetwise	Charisma	6
Thievery	Dexterity	8

• indicates a trained skill.

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

Melee Basic Attack

At-Will ♦ Standard Action



Defensive Warhammer +2: +21 vs. AC, 1d10+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 (+7) damage.

Level 21: 2[W] + Str modifier (+7) damage.

Additional Effects

+5 to damage rolls during your first turn in an encounter - Stalwart Assault.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action



Unarmed: +9 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 (+1) damage.

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

Additional Effects

+5 to damage rolls during your first turn in an encounter - Stalwart Assault.

Basic Attack

Come and Get It

Encounter ♦ Standard Action



Defensive Warhammer +2: +21 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>Personal</p> <p>You channel your anger into each strike, dealing devastating damage to your foes.</p> <p>Keywords: Martial, Stance</p> <p>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. Level 11: +3 power bonus.</p> <hr/> <p>Additional Effects</p>	<h3>Defend the Line</h3> <p>At-Will ♦ Minor Action</p> <p>Personal</p> <p>Your attack staggers a foe, hindering its attempts to flee from you.</p> <p>Keywords: Martial, Stance</p> <p>Effect: 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>Personal</p> <p>You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.</p> <p>Keyword: Aura</p> <p>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 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>Personal</p> <p>You throw your weight into each attack, striking with such force that you drive your enemy before you.</p> <p>Keywords: Martial, Stance</p> <p>Effect: 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>Bludgeoning Counterstrike</h3> <p>Encounter ♦ Immediate Reaction</p> <p>Personal</p> <p>An enemy's missed attack throws it off balance, and it pays the price when you strike back.</p> <p>Keyword: Martial</p> <p>Trigger: An enemy misses you with a melee attack while you are wielding a hammer or a mace.</p> <p>Effect: You gain a +2 power bonus to attack rolls you make using a hammer or a mace against the triggering enemy. The bonus lasts until the end of your next turn.</p> <hr/> <p>Additional Effects</p>	<p>Fighter Utility</p> <h3>Stone's Endurance</h3> <p>Encounter ♦ Minor Action</p> <p>Personal</p> <p>Your foes' attacks bounce off your stony hide.</p> <p>Effect: 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>Personal</p> <p>Through careful timing and balanced footwork, you avoid your enemies' attacks as you advance.</p> <p>Keyword: Martial</p> <p>Prerequisite: You must have training in Athletics.</p> <p>Effect: 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>Melee 1 Target: One ally</p> <p>Your stalwart presence helps fortify an ally you reach out to.</p> <p>Keyword: Martial</p> <p>Prerequisite: You must have training in Heal.</p> <p>Effect: The target makes a saving throw.</p> <hr/> <p>Additional Effects</p>	<p>Fighter Utility</p> <h3>Shield Block</h3> <p>Encounter ♦ Immediate Interrupt</p> <p>Melee 1 Target: 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>Keyword: Martial</p> <p>Requirement: You must use this power with a shield.</p> <p>Trigger: An attack hits or misses you or an ally adjacent to you and deals damage</p> <p>Effect: The damage dealt to the target is reduced by $1d10 +$ your Con modifier (+5). Level 11: $2d10 +$ Con modifier (+5).</p> <hr/> <p>Additional Effects</p>

<p>Clearheaded Encounter ♦ No Action</p> <p>Personal</p> <p><i>Your mental resilience and training let you shake off an effect that hinders you.</i></p> <p>Keyword: Martial</p> <p>Prerequisite: You must have training in Endurance.</p> <p>Trigger: You start your turn dazed, dominated, or stunned by an effect that a save can end.</p> <p>Effect: You make a saving throw with a +5 power bonus against the triggering effect.</p> <p>Additional Effects</p>	<p>Cloak of Distortion +2 Neck Slot Item ♦ Level 9</p> <p>Enhancement: +2 Fortitude, Reflex, and Will</p> <p>Properties</p> <p>You gain an item bonus to all defenses against ranged attacks from more than 5 squares away equal to this item's enhancement bonus.</p>	<p>Magic Plate Armor +2 Armor ♦ Level 6</p> <p>Armor Bonus: 9 Check: -2 Speed: -1 Enhancement: +2 AC</p>
<p>Fighter Utility 10 Used <input type="checkbox"/></p> <p>Cape of the Mountebank +1 Neck Slot Item ♦ Level 5</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p> <p>Power (Teleportation) ♦ Daily (Immediate Reaction Action)</p> <p>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.</p>	<p>Defensive Warhammer +2 Weapon ♦ Level 7</p> <p>Damage: 1d10 Proficiency Bonus: 2 Properties: Versatile Enhancement: +2 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Properties</p> <p>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.</p>	<p>Hammer Shield Heavy Shield Arms Slot Item ♦ Level 8</p> <p>Armor Bonus: 2 Check: -2</p> <p>Properties</p> <p>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.</p>