

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number Sietse

Grom - Copy

Good male Mul Fighter

25 Age Height Weight Medium Size Deity

0

Total XP Next Level at:

Defenses



Conditional Bonuses:

Hit Points

Max HP (Bloodied 16)	33	Temp HP
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Current Hit Points

Healing Surges	Surges Left
Surge Value 8	Surges/day 11

Current Conditions:

Combat Statistics and Senses

Initiative	0
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Conditional Modifiers:

Speed	6
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Special Movement:

Passive Insight	13
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Passive Perception	13
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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.

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

Current Conditions and Effects

Basic Attacks

Melee

Talid

6	1d6+4
Strength vs. AC	Damage

Ranged

Chatkcha

2	1d6
Dexterity vs. AC	Damage

Languages

Common, Dwarven

Portrait



Abilities

Ability	Score
STR Strength	18
CON Constitution	13
DEX Dexterity	10
INT Intelligence	8
WIS Wisdom	16
CHA Charisma	10

Skills

Skill	Assoc. Ability	Trained
Acrobatics	Dexterity	
Arcana	Intelligence	
Athletics	Strength	✓
Bluff	Charisma	
Diplomacy	Charisma	
Dungeoneering	Wisdom	
Endurance	Constitution	✓
Heal	Wisdom	✓
History	Intelligence	
Insight	Wisdom	
Intimidate	Charisma	
Nature	Wisdom	
Perception	Wisdom	
Religion	Intelligence	
Stealth	Dexterity	
Streetwise	Charisma	
Thievery	Dexterity	

Sietse

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Racial Features

Born of Two Races

Select feats that have human or dwarf as prerequisites

Born of Two Races (Human)

Can choose feats as if Human

Mul Vitality

Increase number of healing surges by one

Tireless

You require 6 hours of sleep every 72 hours (instead of 24)

Incredible Toughness

Gain incredible toughness power

Endurance Bonus

Streetwise Bonus

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 Agility

Fighter Talents

You gain a fighter talent including **Arena Training**. Grants proficiency with up to 2 additional weapons. Increases AC bonus, improvised weapon bonus and damage.

Arena Training (Talid)

Talid becomes an arena weapon

Arena Training (Tortoise Blade)

Tortoise Blade becomes an arena wea

Feats

Toughness

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

Sietse

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Character Details

Mannerisms and Appearance

Personality Traits

Theme

Gladiator (Theme)

Background

Broken, Beaten, Scarred

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Main Hand

Off Hand

Feet

Waist

Armor

Tattoo

Ki Focus

Other Equipment

1 Adventurer's Kit

1 Scale Armor

1 Talid

1 Trikal

1 Chatkcha

Total Weight (lbs.)

92

Carry Capacity

Normal

Heavy

Max

Coins and Other Wealth

Grom - Copy Level 1 Mul Fighter	Skills	Action Point Base action points: 1																																																																														
<table border="1"> <tr> <td>HP 33</td><td>SCORE ABILITY MOD</td><td>AC 11</td></tr> <tr> <td>Spd 6</td><td>18 STR 4</td><td>Fort 16</td></tr> <tr> <td>Init +0</td><td>13 CON 1</td><td>Ref 10</td></tr> <tr> <td></td><td>10 DEX 0</td><td>Will 13</td></tr> <tr> <td></td><td>8 INT -1</td><td></td></tr> <tr> <td></td><td>16 WIS 3</td><td></td></tr> <tr> <td></td><td>10 CHA 0</td><td></td></tr> <tr> <td>13 Passive Insight</td><td></td><td></td></tr> <tr> <td>13 Passive Perception</td><td></td><td></td></tr> </table>	HP 33	SCORE ABILITY MOD	AC 11	Spd 6	18 STR 4	Fort 16	Init +0	13 CON 1	Ref 10		10 DEX 0	Will 13		8 INT -1			16 WIS 3			10 CHA 0		13 Passive Insight			13 Passive Perception			<table border="1"> <tr><td>Acrobatics</td><td>Dexterity</td><td>0</td></tr> <tr><td>Arcana</td><td>Intelligence</td><td>-1</td></tr> <tr><td>Athletics</td><td>Strength</td><td>• 9</td></tr> <tr><td>Bluff</td><td>Charisma</td><td>0</td></tr> <tr><td>Diplomacy</td><td>Charisma</td><td>0</td></tr> <tr><td>Dungeoneering</td><td>Wisdom</td><td>3</td></tr> <tr><td>Endurance</td><td>Constitution</td><td>• 10</td></tr> <tr><td>Heal</td><td>Wisdom</td><td>• 8</td></tr> <tr><td>History</td><td>Intelligence</td><td>-1</td></tr> <tr><td>Insight</td><td>Wisdom</td><td>3</td></tr> <tr><td>Intimidate</td><td>Charisma</td><td>0</td></tr> <tr><td>Nature</td><td>Wisdom</td><td>3</td></tr> <tr><td>Perception</td><td>Wisdom</td><td>3</td></tr> <tr><td>Religion</td><td>Intelligence</td><td>-1</td></tr> <tr><td>Stealth</td><td>Dexterity</td><td>0</td></tr> <tr><td>Streetwise</td><td>Charisma</td><td>2</td></tr> <tr><td>Thievery</td><td>Dexterity</td><td>0</td></tr> </table>	Acrobatics	Dexterity	0	Arcana	Intelligence	-1	Athletics	Strength	• 9	Bluff	Charisma	0	Diplomacy	Charisma	0	Dungeoneering	Wisdom	3	Endurance	Constitution	• 10	Heal	Wisdom	• 8	History	Intelligence	-1	Insight	Wisdom	3	Intimidate	Charisma	0	Nature	Wisdom	3	Perception	Wisdom	3	Religion	Intelligence	-1	Stealth	Dexterity	0	Streetwise	Charisma	2	Thievery	Dexterity	0	 <p>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.</p>
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Player Name: Sietse

Melee Basic Attack At-Will ♦ Standard Action	Ranged Basic Attack At-Will ♦ Standard Action	Knockdown Assault At-Will ♦ Standard Action
<p>Talid: +6 vs. AC, 1d6+4 damage</p> <p>Melee weapon Target: One creature</p> <p>You resort to the simple attack you learned when you first picked up a melee weapon.</p> <p>Keyword: Weapon Attack: Strength vs. AC Hit: 1[W] + Str modifier (+4) damage. Level 21: 2[W] + Str modifier (+4) damage.</p> <p>Additional Effects</p>	<p>Chatkcha: +2 vs. AC, 1d6 damage</p> <p>Ranged weapon Target: One creature</p> <p>You resort to the simple attack you learned when you first picked up a ranged weapon.</p> <p>Keyword: Weapon Attack: Dexterity vs. AC Hit: 1[W] + Dex modifier (+0) damage. Level 21: 2[W] + Dex modifier (+0) damage.</p> <p>Additional Effects</p>	<p>Talid: +6 vs. Fortitude, 4 damage</p> <p>Melee weapon Target: One creature</p> <p>You smash your weapon into your foe so hard that the enemy loses its footing.</p> <p>Keywords: Martial, Weapon Attack: Strength vs. Fortitude Hit: Str modifier (+4) damage, and you knock the target prone.</p> <p>Special: When charging, you can use this power in place of a melee basic attack.</p> <p>Additional Effects</p>
Basic Attack	Basic Attack	Fighter Attack 1
Vicious Offensive At-Will ♦ Standard Action	Goading Maneuver Encounter ♦ Standard Action	Comeback Strike Daily ♦ Standard Action
<p>Talid: +6 vs. AC, 1d6+4 damage</p> <p>Melee weapon Target: One creature</p> <p>You smash into your opponent with such force that a nearby enemy can't help but take notice.</p> <p>Keywords: Martial, Weapon Attack: Strength vs. AC Hit: 1[W] + Str modifier (+4) damage, and you mark an enemy adjacent to you until the end of your next turn.</p> <p>Additional Effects</p>	<p>Talid: +6 vs. AC, 2d6+4 damage</p> <p>Melee weapon Target: One creature</p> <p>After a swift strike, you step to the side and draw another one or two foes into your trap.</p> <p>Keywords: Martial, Weapon Attack: Strength vs. AC Hit: 2[W] + Str modifier (+4) damage, and you shift 2 squares. In addition, you mark one or two enemies adjacent to you until the end of your next turn.</p> <p>Additional Effects</p>	<p>Talid: +6 vs. AC, 2d6+4 damage</p> <p>Melee weapon Target: One creature</p> <p>A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on.</p> <p>Keywords: Healing, Martial, Reliable, Weapon Attack: Strength vs. AC Hit: 2[W] + Str modifier (+4) damage, and you can spend a healing surge.</p> <p>Additional Effects</p>
Fighter Attack 1	Fighter Attack 1	Fighter Attack 1
	Used <input type="checkbox"/>	Used <input type="checkbox"/>

<h3>Combat Agility</h3> <p>At-Will ♦ Opportunity Action</p> <p>Talid: +6 vs. AC, 1d6+4 damage</p> <p>Melee weapon</p> <p><i>Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.</i></p> <p>Keywords: Martial, Weapon</p> <p>Trigger: An enemy adjacent to you takes an action that provokes an opportunity attack</p> <p>Effect: After the triggering enemy completes the action, you shift a number of squares equal to your Dex modifier (+0). You must end the shift closer to the target than you were when you began the shift. Then make the following attack.</p> <p>Target: The triggering enemy</p> <p>Attack: Strength vs. AC</p> <p>Hit: 1[W] + Str modifier (+4) damage, and you knock the target prone.</p> <p>Additional Effects</p>	<h3>Combat Challenge</h3> <p>At-Will ♦ Immediate Interrupt</p> <p>Melee</p> <p>Keywords: Martial, Weapon</p> <p>Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy.</p> <p>Additional Effects</p>	<h3>Telekinetic Grasp</h3> <p>At-Will ♦ Minor Action</p> <p>Ranged 5</p> <p>Target: One object that weighs 20 pounds or less and isn't carried by another creature</p> <p><i>With your mental strength, you can manipulate nearby objects.</i></p> <p>Keyword: Psionic</p> <p>Effect: You manipulate the target or move it 5 squares to a square within range.</p> <p>Additional Effects</p>	
<p>Combat Agility Power</p> <p>Disrupting Advance</p> <p>Encounter ♦ Standard Action</p> <p>Talid: +6 vs. AC, 2d6+4 damage</p> <p>Melee weapon Target: One creature</p> <p><i>With an attack followed by a violent shove, your enemy flies backward. As it flails for balance, it loses its footing and stumbles into the creatures around it.</i></p> <p>Keywords: Martial, Weapon</p> <p>Attack: Primary ability vs. AC</p> <p>Hit: 2[W] + ability modifier damage, and you push the target 2 squares. The target and each enemy adjacent to the target at the end of the push are slowed until the end of your next turn.</p> <p>Additional Effects</p>	<p>Combat Challenge Power</p> <p>Incredible Toughness</p> <p>Encounter ♦ No Action</p> <p>Personal</p> <p><i>Through dogged determination and sheer physical hardness, you shrug off an effect that would daunt a lesser person.</i></p> <p>Trigger: You start your turn</p> <p>Effect: You end any ongoing damage or any dazed, slowed, stunned, or weakened condition currently affecting you.</p> <p>Additional Effects</p>	<p>Wild Talent Cantrip</p>	
<p>Gladiator Feature</p>	<p>Used <input type="checkbox"/></p>	<p>Mul Racial Power</p>	<p>Used <input type="checkbox"/></p>