

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number Sietse

1

Level

Grom

Good Male Mul Fighter

25 Age Height Weight Medium Size Deity

0

Total XP Next Level at: 2250

Defenses

17	17	12	10
AC	FORT	REF	WILL

Conditional Bonuses:

Hit Points

Max HP (Bloodied 16)	32	Temp HP
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Current Hit Points

Healing Surges	Surge Value	Surges/day	Surges Left
	8	11	

Current Conditions:

Combat Statistics and Senses	Initiative	2
Conditional Modifiers		

Speed	5
Special Movement	

Passive Insight	9
Passive Perception	9

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

7	1d6+5
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Strength vs. AC

Damage

Ranged

Unarmed

4	1d8+2
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Dexterity vs. AC

Damage

Language(s) known

Common, Dwarven

Portrait



Ability	Score	Check
STR Strength	20	5
CON Constitution	12	1
DEX Dexterity	14	2
INT Intelligence	10	0
WIS Wisdom	9	-1
CHA Charisma	10	0

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		2
Arcana	Intelligence		0
Athletics	Strength	✓	10
Bluff	Charisma		0
Diplomacy	Charisma		0
Dungeoneering	Wisdom		-1
Endurance	Constitution	✓	10
Heal	Wisdom		-1
History	Intelligence		0
Insight	Wisdom		-1
Intimidate	Charisma	✓	5
Nature	Wisdom		-1
Perception	Wisdom		-1
Religion	Intelligence		0
Stealth	Dexterity		2
Streetwise	Charisma		2
Thievery	Dexterity		2

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

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 weapon

Feats

Toughness

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

Sietse

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Character Details

Adventuring Company

Theme

Gladiator (Theme)

Background

Broken, Beaten, Scarred

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Main Hand

Talid

Off Hand Slot

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Adventurer's Kit

Other Notes

Total Weight (lbs.)

79

Carrying Capacity (lbs.)

Normal

200

Heavy

400

Max

1000

Coins and Other Wealth

100 Gold

<p>Melee Basic Attack At-Will ♦ Standard action</p> <p>Talid: +7 vs. AC, 1d6+5 damage 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 (+5) damage. Level 21: 2[W] + Str modifier (+5) damage.</p> <p>Additional Effects</p>	<p>Ranged Basic Attack At-Will ♦ Standard action</p> <p>Unarmed: +4 vs. AC, 1d8+2 damage 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 (+2) damage. Level 21: 2[W] + Dex modifier (+2) damage.</p> <p>Additional Effects</p>	<p>Disrupting Advance Encounter ♦ Standard action</p> <p>Talid: +7 vs. AC, 2d6+5 damage Melee weapon Target: One creature</p> <p>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.</p> <p>Keywords: Martial, Weapon Attack: Primary ability vs. AC 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>Basic Attack</p> <p>Incredible Toughness Encounter ♦ No Action</p> <p>Personal</p> <p>Through dogged determination and sheer physical hardness, you shrug off an effect that would daunt a lesser person.</p> <p>Trigger: You start your turn Effect: You end any ongoing damage or any dazed, slowed, stunned, or weakened condition currently affecting you.</p> <p>Additional Effects</p>	<p>Basic Attack</p> <p>Combat Challenge At-Will ♦ Immediate Interrupt</p> <p>Melee</p> <p>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, you can make a melee basic attack against that enemy.</p> <p>Additional Effects</p>	<p>Gladiator Feature <input checked="" type="checkbox"/></p> <p>Combat Agility At-Will ♦ Opportunity Action</p> <p>Talid: +7 vs. , 1d6+5 damage Melee weapon</p> <p>Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.</p> <p>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 (+2). 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 (+5) damage, and you knock the target prone.</p> <p>Additional Effects</p>
<p>Mul Racial Power <input checked="" type="checkbox"/></p> <p>Knockdown Assault At-Will ♦ Standard action</p> <p>Talid: +7 vs. Fortitude, 5 damage 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 (+5) 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>	<p>Combat Challenge Power</p> <p>Vicious Offensive At-Will ♦ Standard action</p> <p>Talid: +7 vs. AC, 1d6+5 damage 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 (+5) damage, and you mark an enemy adjacent to you until the end of your next turn.</p> <p>Additional Effects</p>	<p>Combat Agility Power</p> <p>Goading Maneuver Encounter ♦ Standard action</p> <p>Talid: +7 vs. AC, 2d6+5 damage 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 (+5) 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>

Master's Edge

Daily ♦ Standard action

Talid: +7 vs. AC, 1d6+5 damage

Melee weapon **Target:** One creature

Your extensive experience helps you pick out the flaws in your opponent's technique, letting you move to meet the enemy's attacks.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage.

Effect: Until the end of the encounter, whenever the target willingly moves to a square adjacent to one of your allies, you can use an opportunity action either to make a melee basic attack against the target or to charge the target.

Additional Effects

Fighter Attack 1 Used

Telekinetic Grasp

At-Will ♦ Minor Action

Ranged 5

Target: One object that weighs 20 pounds or less and isn't carried by another creature

With your mental strength, you can manipulate nearby objects.

Keyword: Psionic

Effect: You manipulate the target or move it 5 squares to a square within range.

Additional Effects

Wild Talent Cantrip