

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

2

Level

Lawk

Unaligned male Dragonborn Fighter (Weaponmaster)

22 Age 6' 11" Height 340 lbs. Weight Medium Size Dol Dorn Deity

1123

2250

Total XP

Defenses

18	18	11	11
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 20) **40**

Temp HP

Current Hit Points

Healing Surges

Surge Value **12** Surges/Day **11**



Current Conditions:

Combat Statistics and Senses

Initiative **1**

Conditional Modifiers:

Speed **5**

Passive Insight **11**

Passive Perception **11**

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	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

Greataxe

8 Strength vs. AC **1d12+7** Damage

Unarmed

1 Dexterity vs. AC **1d4** Damage

Languages

Common, Draconic

Abilities

STR	Strength	20	Check
CON	Constitution	14	3
DEX	Dexterity	10	1
INT	Intelligence	10	1
WIS	Wisdom	11	1
CHA	Charisma	10	1

Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	1
Athletics	Strength	✓ 11
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	1
Endurance	Constitution	✓ 8
Heal	Wisdom	1
History	Intelligence	3
Insight	Wisdom	1
Intimidate	Charisma	✓ 8
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	1
Stealth	Dexterity	1
Streetwise	Charisma	1
Thievery	Dexterity	1

Player Name

Lawk
Character Name



Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Carrying:[Wolf meat and crappy hide][Filthy Kolbold sized rags][50 Shades of Black][Mandible][Table leg (rotted)][Rat tails][Neatsfoot oil]

Other Notes

Equipment

Head

Neck

Arms

 Bracers of Mighty Striking...

Hands

Rings

Rings

Main Hand

 Greataxe

Off Hand

Feet

Tattoo

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

90

Carrying Capacity (lbs.)

Treasure

35 gp
0 gp banked

Normal

200

Heavy

400

Max

1000

Player Name

Lawk

Character Name



Racial Features

Draconic Heritage

Add + [Con mod] to healing surge value

Dragon Breath

Use dragon breath as an encounter power.

Dragon Breath Lightning

Dragon Breath deals lightning damage

Dragon Breath Strength

Use STR for Dragon Breath

Dragonborn Fury

+1 to attacks while bloodied.

Dragonborn Racial Power

Gain a dragonborn racial power.

Class/Other Features

Battlerager Vigor

Temp hp when you hit with melee or close; double with invigorating, temp HP if miss with invigorating, +2 damage in light armor with some weapons

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

Feats

Toughness

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

Bolstering Breath

Dragon breath targets only enemies in the area; allies in area gain +1 to attack rolls

Lawk	
Level 2 Dragonborn Fighter (Weaponmaster)	
HP 40	Score Ability Mod
Spd 5	20 STR 5 AC 18
Init +1	14 CON 2 Fort 18
	10 DEX 0 Ref 11
	10 INT 0 Will 11
	11 WIS 0
	10 CHA 0
11 Passive Insight	
11 Passive Perception	

Player Name:

Combat Agility

At-Will ♦ Opportunity Action



Greataxe: +8 vs. AC, 1d12+5 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 (+0). 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.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Fighter Attack

Ranged Basic Attack

At-Will ♦ Standard Action



Unarmed: +1 vs. AC, 1d4 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 (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

+1 Racial bonus to attack rolls while you

Skills		
Acrobatics	Dexterity	1
Arcana	Intelligence	1
Athletics	Strength	• 11
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	1
Endurance	Constitution	• 8
Heal	Wisdom	1
History	Intelligence	3
Insight	Wisdom	1
Intimidate	Charisma	• 8
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	1
Stealth	Dexterity	1
Streetwise	Charisma	1
Thievery	Dexterity	1

• indicates a trained skill.

Action Point

Base action points: 1



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



Greataxe: +8 vs. AC, 1d12+7 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 (+5) damage.

Level 21: 2[W] + Str modifier (+5) damage.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Basic Attack

Cleave

At-Will ♦ Standard Action



Greataxe: +8 vs. AC, 1d12+5 damage

Melee weapon **Targets:** One creature

You hit one enemy, then cleave into another.

Keywords: Martial, Weapon

Attack: Strength vs. AC

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

an enemy adjacent to you other than the target takes damage equal to your Str modifier (+5).

Additional Effects

+1 Racial bonus to attack rolls while you

Reaping Strike

At-Will ♦ Standard Action



Greataxe: +8 vs. AC, 1d12+5 damage

Melee weapon **Target:** One creature

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

Keywords: Martial, Weapon

Attack: Strength vs. AC

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

Miss: Half Str modifier (+5) damage. If you're wielding a two-handed weapon, you deal damage equal to your Str modifier (+5).

<h3>Spinning Sweep</h3> <p>Encounter ♦ Standard Action</p> <p>Greataxe: +8 vs. AC, 1d12+5 damage</p> <p>Melee weapon Target: One creature</p> <p><i>You spin beneath your enemy's guard with a slashing strike, and then sweep your leg through your foe an instant later, knocking it to the ground.</i></p> <p>Keywords: Martial, Weapon</p> <p>Attack: Strength vs. AC</p> <p>Hit: 1[W] + Str modifier (+5) damage, and you knock the target prone.</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<h3>Knee Breaker</h3> <p>Daily ♦ Standard Action</p> <p>Greataxe: +8 vs. AC, 2d12+7 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 (+5) 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> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<h3>Dragon Breath</h3> <p>Encounter ♦ Minor Action</p> <p>Unarmed: +8 vs. Reflex, 1d6+2 damage</p> <p>Close blast 3 Target: Each creature in the blast</p> <p><i>As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.</i></p> <p>Keyword: Varies</p> <p>Attack: Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.</p> <p>Hit: 1d6 + Con modifier (+2) damage.</p> <p>Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>
<p>Fighter Attack 1 Used <input type="checkbox"/></p> <p>Unstoppable</p> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p><i>You let your adrenaline surge carry you through the battle.</i></p> <p>Keyword: Martial</p> <p>Effect: You gain temporary hit points equal to 2d6 + your Con modifier (+2).</p> <hr/> <p>Additional Effects</p> <p>Fighter Utility 2 Used <input type="checkbox"/></p>	<p>Fighter Attack 1 Used <input type="checkbox"/></p> <p>Bracers of Mighty Striking...</p> <p>Arms Slot Item ♦ Level 2</p> <p>Properties</p> <p>When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.</p>	<p>Dragonborn Racial Power Used <input type="checkbox"/></p>