

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

### Lawk

Unaligned male Dragonborn Fighter (Weaponmaster)

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

783

Total XP

1000

### Defenses

<b>17</b>	<b>17</b>	<b>10</b>	<b>10</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 17 ) **34**

Temp HP

Current Hit Points

### Healing Surges

Surge Value **10**    Surges/Day **11**

Current Conditions:

### Combat Statistics and Senses

Initiative **0**

Conditional Modifiers:

Speed **5**

Passive Insight **10**

Passive Perception **10**

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

Greataxe

<b>7</b>	<b>1d12+5</b>
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Strength vs. AC

Damage

#### Ranged

Unarmed

<b>0</b>	<b>1d4</b>
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Dexterity vs. AC

Damage

### Languages

Common, Draconic



### Abilities

STR Strength	<b>20</b>	Check 5
CON Constitution	<b>14</b>	2
DEX Dexterity	<b>10</b>	0
INT Intelligence	<b>10</b>	0
WIS Wisdom	<b>11</b>	0
CHA Charisma	<b>10</b>	0

### Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	0
Athletics	Strength	✓ 10
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	0
Endurance	Constitution	✓ 7
Heal	Wisdom	0
History	Intelligence	2
Insight	Wisdom	0
Intimidate	Charisma	✓ 7
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	0
Stealth	Dexterity	0
Streetwise	Charisma	0
Thievery	Dexterity	0

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 (On load to Jaazt)][Mandible][Table leg (rotted)][Rat tails]

#### Other Notes

### Equipment

#### Head

#### Neck

#### Arms

#### Hands

#### Rings

#### Rings

#### Main Hand

Greataxe

#### Waist

#### Off Hand

#### Armor

Scale Armor

#### Feet

#### Tattoo

#### Ki Focus

### 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

Lawk	
Level 1 Dragonborn Fighter (Weaponmaster)	
<b>HP</b> 34	SCORE ABILITY MOD <b>20 STR 5</b> <b>AC 17</b>
<b>Spd</b> 5	<b>14 CON 2</b> <b>Fort 17</b>
<b>Init</b> +0	<b>10 DEX 0</b> <b>Ref 10</b>
	<b>10 INT 0</b> <b>Will 10</b>
	<b>11 WIS 0</b>
	<b>10 CHA 0</b>
<b>10</b> Passive Insight	
<b>10</b> Passive Perception	

Player Name:

### Combat Agility

At-Will ♦ Opportunity Action



**Greataxe:** +7 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:** +0 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	0
Arcana	Intelligence	0
Athletics	Strength	• 10
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	0
Endurance	Constitution	• 7
Heal	Wisdom	0
History	Intelligence	2
Insight	Wisdom	0
Intimidate	Charisma	• 7
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	0
Stealth	Dexterity	0
Streetwise	Charisma	0
Thievery	Dexterity	0

• 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:** +7 vs. AC, 1d12+5 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:** +7 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:** +7 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).

## Spinning Sweep

Encounter ♦ Standard Action

**Greataxe:** +7 vs. AC, 1d12+5 damage

**Melee** weapon

**Target:** One creature

*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.*

**Keywords:** Martial, Weapon

**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 1

Used

## Knee Breaker

Daily ♦ Standard Action

**Greataxe:** +7 vs. AC, 2d12+7 damage

**Melee** weapon

**Target:** One creature

*By smashing into your opponent's legs, you make even the thought of moving painful for him.*

**Keywords:** Invigorating, Martial, Weapon

**Attack:** Strength vs. AC

**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).

**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Con modifier (+2).

**Miss:** Half damage, and the target is not slowed or immobilized.

Additional Effects

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

Fighter Attack 1

Used

## Dragon Breath

Encounter ♦ Minor Action

**Unarmed:** +7 vs. Reflex, 1d6+2 damage

**Close** blast 3

**Target:** Each creature in the blast

*As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.*

**Keyword:** Varies

**Attack:** Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.

**Hit:** 1d6 + Con modifier (+2) damage.

**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.

Additional Effects

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

Dragonborn Racial Power

Used