

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

1918

2250

Total XP

Defenses

18	19	12	12
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
	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

Supremely Vicious Greataxe +1

9	1d12+8
----------	---------------

Strength vs. AC

Damage

Ranged

Unarmed

1	1d4
----------	------------

Dexterity vs. AC

Damage

Languages

Common, Draconic



Abilities

STR Strength	20	Check 6
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

Other Notes

Equipment

Head

Neck

Amulet of Protection +1

Arms

Bracers of Mighty Striking...

Hands

Rings

Rings

Main Hand

Supremely Vicious Greataxe +1

Off Hand

Waist

Armor

Scale Armor

Tattoo

Feet

Ki Focus

Other Equipment

Adventurer's Kit
Greataxe

Total Weight (lbs.)

104

Carrying Capacity (lbs.)

Treasure

110 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 20 STR +5 14 CON +2 10 DEX +0 10 INT +0 11 WIS +0 10 CHA +0
Spd 5	AC 18 Fort 19 Ref 12 Will 12
Init +1	
11 Passive Insight	
11 Passive Perception	

Player Name:

Combat Agility	
At-Will ♦ Opportunity Action	
Supremely Vicious Greataxe +1: +9 vs. AC, 1d12+6 damage	
Greataxe : +8 vs. AC, 1d12+5 damage	
Melee weapon	
<i>Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.</i>	
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
<i>You resort to the simple attack you learned when you first picked up a ranged weapon.</i>	
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.	

Combat Challenge	
At-Will ♦ Immediate Interrupt	
Melee	
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 as a target, you can make a melee basic attack against that enemy.	
Additional Effects	
Fighter Attack	

Reaping Strike	
At-Will ♦ Standard Action	
Supremely Vicious Greataxe +1: +9 vs. AC, 1d12+6 damage	
Greataxe : +8 vs. AC, 1d12+5 damage	
Melee weapon	Target: One creature
<i>You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.</i>	
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).	
Additional Effects	
+1 Racial bonus to attack rolls while you	

<h3>Spinning Sweep</h3> <p>Encounter ♦ Standard Action</p> <p>Supremely Vicious Greataxe +1: +9 vs. AC, 1d12+6 damage Greataxe: +8 vs. AC, 1d12+5 damage</p> <p>Melee weapon Target: One creature</p> <p>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.</p> <p>Keywords: Martial, Weapon Attack: Strength vs. AC Hit: 1[W] + Str modifier (+5) damage, and you knock the target prone.</p> <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>Supremely Vicious Greataxe +1: +9 vs. AC, 2d12+8 damage Greataxe: +8 vs. AC, 2d12+7 damage</p> <p>Melee weapon Target: One creature</p> <p>By smashing into your opponent's legs, you make even the thought of moving painful for him.</p> <p>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.</p> <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 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.</p> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>
<p>Fighter Attack 1 Used <input checked="" type="checkbox"/></p> <h3>Unstoppable</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>You let your adrenaline surge carry you through the battle.</p> <p>Keyword: Martial Effect: You gain temporary hit points equal to 2d6 + your Con modifier (+2).</p> <p>Additional Effects</p>	<p>Fighter Attack 1 Used <input checked="" type="checkbox"/></p> <h3>Supremely Vicious Greataxe...</h3> <p>Weapon ♦ Level 2</p> <p>Damage: 1d12 Proficiency Bonus: 2 Properties: High Crit Enhancement: +1 attack rolls and damage rolls Critical: +1d8 damage per plus, and you can choose to reroll any or all of your critical damage dice, but you must take the second result of each die.</p>	<p>Dragonborn Racial Power Used <input checked="" type="checkbox"/></p> <h3>Bracers of Mighty Striking...</h3> <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>Fighter Utility 2 Used <input checked="" type="checkbox"/></p> <h3>Amulet of Protection +1</h3> <p>Neck Slot Item ♦ Level 1</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p>		