

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

1

Level

Dunstan Ironforge

Lawful Good Male Dwarf Knight

20 Age 4' 8" Height 205 lb. Weight Medium Size Moradin Deity

0

Total XP Next Level at: 2250

Defenses

20 AC	17 FORT	12 REF	10 WILL
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Conditional Bonuses:

Hit Points

Max HP
(Bloodied 15) **31**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

7	12
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Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

0

Conditional Modifiers

Speed

5

Special Movement

Passive Insight

10

Passive Perception

10

Special Senses
Low-light

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

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Saving Throw Mods 0

+5 Saving Throws against poison

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Warhammer

9	1d10+5
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Strength vs. AC

Damage

Ranged

Unarmed

1	1d4
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Dexterity vs. AC

Damage

Language(s) known

Common, Dwarven

Portrait



Ability	Score	Check
STR Strength	20	5
CON Constitution	16	3
DEX Dexterity	10	0
INT Intelligence	10	0
WIS Wisdom	11	0
CHA Charisma	8	-1

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		-2
Arcana	Intelligence		0
Athletics	Strength	✓	8
Bluff	Charisma		-1
Diplomacy	Charisma		-1
Dungeoneering	Wisdom	✓	7
Endurance	Constitution	✓	8
Heal	Wisdom		0
History	Intelligence		0
Insight	Wisdom		0
Intimidate	Charisma		-1
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		0
Stealth	Dexterity		-2
Streetwise	Charisma		-1
Thievery	Dexterity		-2

Dunstan Ironforge

Player Name

Character Name



Racial Features

Dwarven Weapon Proficiency

Proficient with hammers.

Cast-Iron Stomach

+5 bonus to saving throws against poison.

Encumbered Speed

Armor or heavy load doesn't reduce your speed.
(Other effects still can.)

Dwarven Resilience

You have the dwarven resilience power

Stand Your Ground

Can move 1 less when forced to move.

Immediate saving throw to avoid being knocked prone.

Dungeoneering Bonus

Endurance Bonus

Class/Other Features

Battle Guardian

Gain the battle guardian power.

Defender Aura

Gain the defender aura power.

Knight Fighter Stances

Choose two fighter stances.

Power Strike

You gain the power strike power.

Shield Finesse

You gain the Shield Finesse feat.

Weapon Talent

You gain a +1 bonus to the attack rolls of weapon attacks.

Feats

Shield Finesse

You ignore the check penalty for wearing a shield.

Bludgeon Expertise

When using a hammer or mace: +1 feat bonus to weapon attack rolls, +1 bonus to push/slide effects from your attacks

Player Name

Character Details

Adventuring Company

Theme

Background

Geography - Mountains

Personality Traits

Boisterous, loyal and driven

Companions and Allies

Mannerisms and Appearance

Built for comfort, not for speed

Session and Campaign Notes

Other Notes

Dunstan Ironforge

Character Name



Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Heavy Shield

Main Hand

Warhammer

Waist Slot

Body Slot

Plate Armor

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

103

Carrying Capacity (lbs.)

Normal 200

Heavy 400

Max 1000

Coins and Other Wealth

10 Gold

Melee Basic Attack

At-Will ♦ Standard action

Warhammer: +9 vs. AC, 1d10+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

Basic 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

Basic Attack

Dwarven Resilience

Encounter ♦ Minor Action

Personal

Effect: You use your second wind.

Additional Effects

Dwarf Racial Power

Used ☐

Battle Guardian

At-Will ♦ Opportunity Action

Personal

Ignoring you in battle leaves a foe open to a devastating assault.

Keyword: Martial

Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.

Effect: You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes damage equal to your Str modifier (+5).

Additional Effects

Fighter Attack

Defender Aura

At-Will ♦ Minor Action

Personal

You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.

Keyword: Aura

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Additional Effects

Fighter Utility

Cleaving Assault

At-Will ♦ Minor Action

Personal

Your wide, sweeping attacks carry through to let you lash out at another nearby foe.

Keywords: Martial, Stance

Effect: You assume the cleaving assault stance. Until the stance ends, whenever you hit with a melee basic attack using a weapon, one enemy adjacent to you other than the target of that attack takes damage equal to your Con modifier (+3).

Additional Effects

Fighter Utility

Hammer Hands

At-Will ♦ Minor Action

Personal

You throw your weight into each attack, striking with such force that you drive your enemy before you.

Keywords: Martial, Stance

Effect: You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.

Additional Effects

Fighter Utility

Power Strike

Encounter ♦ Free Action

Personal **Target:** The enemy you hit

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Keywords: Martial, Weapon

Trigger: You hit an enemy with a melee basic attack using a weapon.

Effect: The target takes 1[W] extra damage from the triggering attack.

Additional Effects

Fighter Attack

Used ☐