

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

5  
Level

### Mulebeck

Unaligned male Human Fighter (Slayer)

40 Age    Medium Size    Deity

5500  
Total XP    7500

#### Defenses

20  
AC

21  
FORT

16  
REF

14  
WILL

Conditional Bonuses

#### Hit Points

**Max HP**  
(Bloodied 25 ) **50**

Temp HP

Current Hit Points

#### Healing Surges

Surge Value	Surges/Day	
12	9	

Current Conditions:

#### Combat Statistics and Senses

**Initiative** 4

Conditional Modifiers:

**Speed** 5

**Passive Insight** 12

**Passive Perception** 12

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**
2

#### Resistances/Vulnerabilities

#### Current Conditions and Effects

#### Basic Attacks

##### Melee

Magic Greatsword +2

14	1d10+11
Strength vs. AC	Damage

##### Ranged

Dagger

9	1d4+6
Dexterity vs. AC	Damage

##### Languages

Common, Goblin

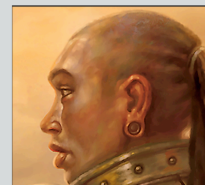


#### Abilities

				Check
<b>STR</b> Strength	21	7		7
<b>CON</b> Constitution	11	2		2
<b>DEX</b> Dexterity	15	4		4
<b>INT</b> Intelligence	10	2		2
<b>WIS</b> Wisdom	10	2		2
<b>CHA</b> Charisma	8	1		1

#### Skills

Acrobatics	Dexterity	4		
Arcana	Intelligence	2		
Athletics	Strength	12	✓	
Bluff	Charisma	1		
Diplomacy	Charisma	1		
Dungeoneering	Wisdom	2		
Endurance	Constitution	7	✓	
Heal	Wisdom	7	✓	
History	Intelligence	2		
Insight	Wisdom	2		
Intimidate	Charisma	6	✓	
Nature	Wisdom	2		
Perception	Wisdom	2		
Religion	Intelligence	2		
Stealth	Dexterity	4		
Streetwise	Charisma	1		
Thievery	Dexterity	4		



\_\_\_\_\_  
 Player Name

Mulebeck  
 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

Disk of Energy Resistance +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Magic Greatsword +2

Waist

Armor

Fortification Scale Armor +1

Feet

Tattoo

Ki Focus

#### Other Equipment

Scale Armor  
 Adventurer's Kit  
 Greatsword  
 Dagger

Total Weight (lbs.)

156

Carrying Capacity (lbs.)

Treasure

840 gp  
 0 gp banked

Normal

210

Heavy

420

Max

1050

# Mulebeck

Player Name

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Quick Swap

1/turn, you can draw or stow a weapon as a free action, and then draw another weapon

## Feats

### Defensive Mobility

+2 to AC against opportunity attacks

### Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

### Aggressive Advantage

Gain combat advantage against all enemies during your first turn in an encounter.

### Resilient Focus

You gain a +2 feat bonus to saving throws.

## Mulebeck

Level 5 Human Fighter (Slayer)

	SCORE	ABILITY	MOD	
<b>HP</b>				<b>AC</b>
<b>50</b>	<b>21</b>	<b>STR</b>	<b>5</b>	<b>20</b>
	<b>11</b>	<b>CON</b>	<b>0</b>	<b>Fort</b>
<b>Spd</b>	<b>15</b>	<b>DEX</b>	<b>2</b>	<b>21</b>
<b>5</b>	<b>10</b>	<b>INT</b>	<b>0</b>	<b>Ref</b>
<b>Init</b>	<b>10</b>	<b>WIS</b>	<b>0</b>	<b>16</b>
<b>+4</b>	<b>8</b>	<b>CHA</b>	<b>-1</b>	<b>Will</b>
				<b>14</b>

12 Passive Insight

12 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	2
Athletics	Strength	• 12
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	2
Endurance	Constitution	• 7
Heal	Wisdom	• 7
History	Intelligence	2
Insight	Wisdom	2
Intimidate	Charisma	• 6
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	2
Stealth	Dexterity	4
Streetwise	Charisma	1
Thievery	Dexterity	4

• 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

**Magic Greatsword +2:** +14 vs. AC, 1d10+11 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

**Dagger:** +9 vs. AC, 1d4+6 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 (+2) damage.

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

Additional Effects

Basic Attack

## Power Strike

Encounter ♦ No Action

**Special**      **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

Multiple Class Attack

Used

## Berserker's Charge

At-Will ♦ Minor Action

### Personal

*You channel your combat fury to run down your foes.*

**Keywords:** Martial, Stance

**Effect:** You assume the berserker's charge stance. Until the stance ends, you gain a +2 power bonus to your speed when charging and a +2 power bonus to the attack rolls of your charge attacks.

Additional Effects

## Unfettered Fury

At-Will ♦ Minor Action

### Personal

*You embrace your inner fury, hitting fast and hard to mow through your foes.*

**Keywords:** Martial, Stance

**Effect:** You assume the unfettered fury stance. Until the stance ends, you take a -2 penalty to attack rolls with weapon powers and gain a +4 power bonus to the damage rolls of basic attacks using a weapon.

Additional Effects

## Heroic Effort

Encounter ♦ No Action

### Personal

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

### Single Out

Encounter ♦ Minor Action



**Ranged** 5

**Target:** One enemy

*Your fury in battle causes a nearby foe to quake with fear.*

**Keywords:** Fear, Martial

**Prerequisite:** You must have training in Intimidate.

**Effect:** The target grants combat advantage to you until the end of your next turn.

Additional Effects

Fighter Utility 2

Used

### Disk of Energy Resistance +1

Neck Slot Item ♦ Level 4

**Enhancement:** +1 Fortitude, Reflex, and Will

**Power ♦ Daily** (Immediate Reaction Action)

**Trigger:** You are hit by a fire, force, lightning, psychic, radiant, or thunder attack.

**Effect:** You gain resist 5 against one of the attack's triggering damage types until the end of the encounter.

### Fortification Scale Armor +1

Armor ♦ Level 4

**Armor Bonus:** 7

**Speed:** -1

**Enhancement:** +1 AC

#### Properties

Whenever a critical hit is scored against you, roll 1d20. On a result of 16–20, the critical hit becomes a normal hit.

### Magic Greatsword +2

Weapon ♦ Level 6

**Damage:** 1d10

**Proficiency Bonus:** 3

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 damage per plus