

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Level

Krill

Unaligned male Human Warlord (Marshal)

55

Age

Height

Weight

Medium

Size

Deity

Total XP

20500

Defenses

24
AC

24
FORT

18
REF

21
WILL

Conditional Bonuses

Hit Points

Max HP **68**
(Bloodied 34)

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

17

7

Current Conditions:

Combat Statistics and Senses

Initiative

4

Conditional Modifiers:

Speed

5

Passive Insight

15

Passive Perception

15

Special Senses: Normal

Action Points

Action Points

Milestones

0
1
2

Action Points

1
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

1

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Longsword of Evil Undone +2

16

Strength vs. AC

1d8+9

Damage

Ranged

Unarmed

4

Dexterity vs. AC

1d4

Damage

Languages

Common, Giant

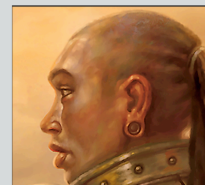


Abilities

Ability	Score	Check
STR Strength	22	10
CON Constitution	11	4
DEX Dexterity	10	4
INT Intelligence	10	4
WIS Wisdom	8	3
CHA Charisma	16	7

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	4
Athletics	Strength	14
Bluff	Charisma	7
Diplomacy	Charisma	12
Dungeoneering	Wisdom	3
Endurance	Constitution	8
Heal	Wisdom	3
History	Intelligence	9
Insight	Wisdom	5
Intimidate	Charisma	12
Nature	Wisdom	3
Perception	Wisdom	5
Religion	Intelligence	4
Stealth	Dexterity	3
Streetwise	Charisma	7
Thievery	Dexterity	3



Player Name _____ Krill _____
 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
 Evil Eye Fetish +2

Arms

Hands

Rings

Rings

Off Hand
 Light Shield

Main Hand
 Longsword of Evil Undone +2

Waist

Armor
 Rebuking Finemail +2

Tattoo

Ki Focus

Other Equipment

Chainmail
 Adventurer's Kit
 Longsword

Total Weight (lbs.) **195** Carrying Capacity (lbs.)

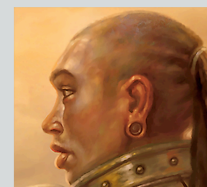
Treasure
 3,400 gp
 0 gp banked

Normal **220**
 Heavy **440**
 Max **1100**

Krill

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

Canny Leader

Commanding Presence

Choose a Presence benefit; provides bonuses with certain powers.

Inspiring Presence

An ally that can see you and spends an action point (extra action) regains lost hit points: 1/2 your level + [Cha mod]

Inspiring Word

Use inspiring word as an encounter (special) power, minor action.

Feats

Human Perseverance

+1 to saving throws

Weapon Expertise (Heavy Blade)

Gain bonus to attack rolls with heavy blades.

Improved Inspiring Word

Add Cha modifier to inspiring word hp restored

Toughness

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

Saving Inspiration

Ally gains saving throw with inspiring word

Weapon Focus (Heavy Blade)

Gain +1 damage per tier with Heavy Blades.

Krill

Level 9 Human Warlord (Marshal)

	SCORE	ABILITY	MOD	
HP	22	STR	6	AC
68				24
	11	CON	0	Fort
				24
Spd	10	DEX	0	Ref
5				18
	10	INT	0	Will
				21
Init	8	WIS	-1	
+4	16	CHA	3	

15 Passive Insight

15 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	4
Athletics	Strength	• 14
Bluff	Charisma	7
Diplomacy	Charisma	• 12
Dungeoneering	Wisdom	3
Endurance	Constitution	• 8
Heal	Wisdom	3
History	Intelligence	• 9
Insight	Wisdom	5
Intimidate	Charisma	• 12
Nature	Wisdom	3
Perception	Wisdom	5
Religion	Intelligence	4
Stealth	Dexterity	3
Streetwise	Charisma	7
Thievery	Dexterity	3

• 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

Longsword of Evil Undone +2: +16 vs. AC, 1d8+9 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 (+6) damage.

Level 21: 2[W] + Str modifier (+6) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +4 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

Commander's Strike

At-Will ♦ Standard Action

Melee weapon **Target:** One creature

With a shout, you command an ally to attack.

Keywords: Martial, Weapon

Effect: One of your allies can take a free action to make a melee basic attack against the target. The ally gains a bonus to the damage roll equal to your Int modifier (+0).

Additional Effects

Warlord Attack 1

Furious Smash

At-Will ♦ Standard Action

Longsword of Evil Undone +2: +16 vs. Fortitude, 6 damage

Melee weapon **Target:** One creature

You deliver a smashing blow to a foe that gets its attention more than harms it, encouraging an ally to hit the enemy where it hurts.

Keywords: Martial, Weapon

Attack: Strength vs. Fortitude

Hit: Str modifier (+6) damage. Choose an ally adjacent to you or to the target. The ally gains a power bonus to the next attack roll and damage roll that he or she makes against the target before the end of his or her next turn. The power bonus equals your Cha modifier (+3).

Additional Effects

Basic Attack

Guarding Attack

Encounter ♦ Standard Action

Longsword of Evil Undone +2: +16 vs. AC, 2d8+9 damage

Melee weapon **Target:** One creature

With a calculated strike, you knock your enemy off balance, granting a comrade some protection against the villain's attacks.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage. One ally adjacent to you or to the target gains a +2 power bonus to AC against the target's attacks. The bonus lasts until the end of your next turn.

Inspiring Presence: The bonus equals 1 + your Cha modifier (+3).

Additional Effects

Basic Attack

Warlord's Strike

Encounter ♦ Standard Action

Longsword of Evil Undone +2: +16 vs. AC, 2d8+9 damage

Melee weapon **Target:** One creature

One convincing strike is all you need to expose the enemy's weakness and spur your allies into finishing it off.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage. Until the end of your next turn, each of your allies gains a +2 bonus to damage rolls against the target.

Inspiring Presence: The bonus equals 1 + your Cha modifier (+3).

Additional Effects

Warlord Attack 1

Sunder Armor
Encounter ♦ Standard Action

Longsword of Evil Undone +2: +16 vs. AC, 2d8+9 damage

Melee weapon **Target:** One creature

You probe the defenses of your foe until you can land a blow that momentarily leaves it susceptible to other attacks.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage. Until the end of your next turn, you and your allies can score a critical hit against the target on a roll of 18–20.

Additional Effects

Warlord Attack 7 Used

Bastion of Defense
Daily ♦ Standard Action

Longsword of Evil Undone +2: +16 vs. AC, 3d8+9 damage

Melee weapon **Target:** One creature

You strike your foe a mighty blow, rallying your friends as they witness the path to glory.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage. Each ally within 5 squares of you gains a +1 power bonus to all defenses until the end of the encounter.

Effect: Each ally within 5 squares of you gains temporary hit points equal to 5 + your Cha modifier (+3).

Additional Effects

Warlord Attack 1 Used

Stand the Fallen
Daily ♦ Standard Action

Longsword of Evil Undone +2: +16 vs. AC, 3d8+9 damage

Melee weapon **Target:** One creature

You make a powerful strike against your enemy and call to your comrades, lifting their spirits and restoring their battle lust.

Keywords: Healing, Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage.

Effect: Each ally within 10 squares of you can spend a healing surge and regains additional hit points equal to your Cha modifier (+3).

Additional Effects

Warlord Attack 5 Used

White Raven Strike
Daily ♦ Standard Action

Longsword of Evil Undone +2: +16 vs. AC, 3d8+9 damage

Melee weapon **Target:** One creature

You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage.

Effect: Up to two allies within 10 squares of you gain 15 temporary hit points apiece. If you reduce the target to 0 hit points with this attack, the allies gain additional temporary hit points equal to your Cha modifier (+3).

Additional Effects

Warlord Attack 9 Used

Inspiring Word
Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.

Keywords: Healing, Martial

Effect: The target can spend a healing surge and regain 1d6 additional hit points.
Level 6: 2d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

Warlord Feature Used

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

Human Racial Power Used

Shake It Off
Encounter ♦ Minor Action

Ranged 10 **Target:** You or one ally

You offer strong words of encouragement to offset a debilitating effect.

Keyword: Martial

Effect: The target makes a saving throw with a power bonus equal to your Cha modifier (+3).

Additional Effects

Stand Tough
Daily ♦ Minor Action

Unarmed:

Close burst 5 **Targets:** You and each ally in the burst

You fortify your allies with a few words of encouragement.

Keywords: Healing, Martial

Effect: Each target regains hit points equal to 10 + your Cha modifier (+3).

Additional Effects

Evil Eye Fetish +2
Neck Slot Item ♦ Level 8

Enhancement: +2 Fortitude, Reflex, and Will

Properties

An enemy with combat advantage against you that hits you takes necrotic damage equal to this item's enhancement bonus.

Longsword of Evil Undone +2

Weapon ♦ Level 10

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 damage per plus against rakshasas

Property

- ♦ Divine characters can use this weapon as a holy symbol implement for divine powers.
- ♦ When you use your memory of a thousand lifetimes racial power, you gain an item bonus to your next attack roll before the end of your next turn equal to the result of the 1d6 roll.

Power ♦ Daily (Free Action)

Trigger: You hit an enemy with this weapon.

Effect: Until the end of your next turn, that enemy takes 2d10 damage whenever it attacks (3d10 damage if the enemy is a rakshasa).

Rebuking Finemail +2

Armor ♦ Level 9

Armor Bonus: 7

Check: -1

Speed: -1

Enhancement: +2 AC

Properties

When you hit an enemy with any divine attack power, you gain a +1 bonus to all defenses against that enemy's attacks until the end of your next turn.