

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

5
Level

Ignatius, Paine
Unaligned Human Fighter (Knight)

Age Height Weight Size Deity
Medium

5500
Total XP 7500

Defenses

12
AC

20
FORT

13
REF

13
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 27)
54

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
13	11

Current Conditions:

Combat Statistics and Senses

Initiative

4

Conditional Modifiers:

Speed

6

Passive Insight

12

Passive Perception

12

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input style="width: 50px; height: 20px;" 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

Unarmed

8	1d4+6
Strength vs. AC	Damage

Ranged

Unarmed

3	1d4+1
Dexterity vs. AC	Damage

Languages

Common, Draconic

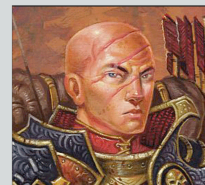


Abilities

Ability	Score	Check
STR Strength	21	7
CON Constitution	15	4
DEX Dexterity	11	2
INT Intelligence	10	2
WIS Wisdom	10	2
CHA Charisma	8	1

Skills

Skill	Ability	Score
Acrobatics	Dexterity	2
Arcana	Intelligence	2
Athletics	Strength	12
Bluff	Charisma	1
Diplomacy	Charisma	6
Dungeoneering	Wisdom	2
Endurance	Constitution	9
Heal	Wisdom	7
History	Intelligence	2
Insight	Wisdom	2
Intimidate	Charisma	1
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	2
Stealth	Dexterity	2
Streetwise	Charisma	1
Thievery	Dexterity	2



Ignatius, Paine

Player Name

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

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Feet

Tattoo

Ki Focus

Other Equipment

Total Weight (lbs.)

16

Carrying Capacity (lbs.)

Treasure

840 gp
0 gp banked

Normal

210

Heavy

420

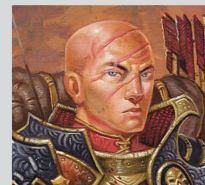
Max

1050

Ignatius, Paine

Player Name

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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

Feats

Disciple of Strength

After second wind, your first melee weapon attack before your next turn ends gains +5 to damage roll

Light Blade Expertise

When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you

Shield Finesse

You ignore the check penalty for having a shield equipped.

Cunning Stalker

You gain combat advantage against enemies that have no creatures adjacent to them other than you

Holy Symbol Expertise

+1/2/3 (by tier) to implement attack rolls. When attacking w/ holy symbol, cannot grant combat advantage to enemies until your next turn starts, unless you use a power/ability which states you must

Ignatius, Paine

Level 5 Human Fighter (Knight)

	SCORE	ABILITY	MOD	
HP	21	STR	5	AC
54				12
Spd	15	CON	2	Fort
6				20
Init	11	DEX	0	Ref
+4				13
	10	INT	0	Will
				13
	10	WIS	0	
	8	CHA	-1	

12 Passive Insight

12 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	2
Athletics	Strength	• 12
Bluff	Charisma	1
Diplomacy	Charisma	• 6
Dungeoneering	Wisdom	2
Endurance	Constitution	• 9
Heal	Wisdom	• 7
History	Intelligence	2
Insight	Wisdom	2
Intimidate	Charisma	1
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	2
Stealth	Dexterity	2
Streetwise	Charisma	1
Thievery	Dexterity	2

• 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

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

Melee Basic Attack

At-Will ♦ Standard Action

Unarmed: +8 vs. AC, 1d4+6 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: +3 vs. AC, 1d4+1 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

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

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

Measured Cut

At-Will ♦ Minor Action

Personal

Each carefully timed strike lets you slip through your foes without fear of reprisal.

Keywords: Martial, Stance

Effect: You assume the measured cut stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can shift 1 square as a free action.

Additional Effects

Poised Assault

At-Will ♦ Minor Action

Personal

You settle into an offensive stance, your poise and focus making every strike count.

Keywords: Martial, Stance

Effect: You assume the poised assault stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon.

Additional Effects

Fighter Utility

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

Battle Leader

Encounter ♦ Move Action

Close burst 2

Target: Each ally in the burst

Your leadership experience lets you enable nearby allies to move safely through combat.

Keyword: Martial

Prerequisite: You must have training in Diplomacy.

Effect: Each target can shift 1 square as a free action.

Additional Effects

Fighter Utility 2

Used