

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

5  
Level

**Gerholt**  
Evil male Human Warlord (Marshal)

Age    Height    Weight    Size    Deity  
Medium

5500  
Total XP    7500

### Defenses

AC: 20    FORT: 19    REF: 17    WILL: 16  
Conditional Bonuses

### Hit Points

Max HP (Bloodied 21 ) **43**    Temp HP

Current Hit Points

### Healing Surges

Surge Value: 10    Surges/Day: 7

Current Conditions:

### Combat Statistics and Senses

Initiative: 4  
Conditional Modifiers:

Speed: 5

Passive Insight: 11

Passive Perception: 13  
Special Senses: Normal

### Action Points

Action Points	Milestones	Action Points
<input 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  
+5 Saving Throws against fear effects

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Challenge-Seeking Longsword +2  
11    1d8+6  
Strength vs. AC    Damage

#### Ranged

Unarmed  
2    1d4  
Dexterity vs. AC    Damage

### Languages

Common, Thri-Kreen

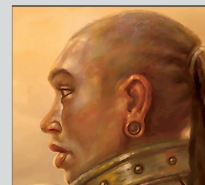


### Abilities

Ability	Score	Check
STR Strength	18	6
CON Constitution	11	2
DEX Dexterity	10	2
INT Intelligence	15	4
WIS Wisdom	8	1
CHA Charisma	13	3

### Skills

Skill	Ability	Score
Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	10
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	1
Endurance	Constitution	6
Heal	Wisdom	6
History	Intelligence	9
Insight	Wisdom	1
Intimidate	Charisma	8
Nature	Wisdom	1
Perception	Wisdom	3
Religion	Intelligence	4
Stealth	Dexterity	1
Streetwise	Charisma	3
Thievery	Dexterity	1



Gerholt  
Character Name

Player 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

Tattoo

Feet

Ki Focus

#### Other Equipment

Total Weight (lbs.)

143

Carrying Capacity (lbs.)

Treasure

840 gp  
0 gp banked

Normal

180

Heavy

360

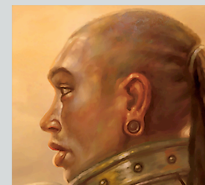
Max

900

# Gerholt

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

### Battlefront Leader

#### Commanding Presence

Choose a Presence benefit; provides bonuses with certain powers.

### Inspiring Word

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

### Skirmishing Presence

Ally can use free action to shift your Int or Wis modifier in squares before or after making action point attack

## Feats

### Hammering Iron

Push target after opportunity attack when using hammer

### Rod Expertise

When wielding a rod, gain a +1 shield bonus to AC and Reflex. +1/2/3 (by tier) to attack rolls made using a rod.

### Alertness

Cannot be surprised, +2 to Perception

### Battle Hardened

+5 to saving throws against fear, +2 to initiative checks

## Gerholt

Level 5 Human Warlord (Marshal)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>18</b>	<b>STR</b>	<b>4</b>	<b>AC</b>
<b>43</b>				<b>20</b>
<b>Spd</b>	<b>11</b>	<b>CON</b>	<b>0</b>	<b>Fort</b>
<b>5</b>				<b>19</b>
<b>Init</b>	<b>10</b>	<b>DEX</b>	<b>0</b>	<b>Ref</b>
<b>+4</b>				<b>17</b>
	<b>15</b>	<b>INT</b>	<b>2</b>	<b>Will</b>
				<b>16</b>
	<b>8</b>	<b>WIS</b>	<b>-1</b>	
	<b>13</b>	<b>CHA</b>	<b>1</b>	

11 Passive Insight

13 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	• 10
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	1
Endurance	Constitution	• 6
Heal	Wisdom	• 6
History	Intelligence	• 9
Insight	Wisdom	1
Intimidate	Charisma	• 8
Nature	Wisdom	1
Perception	Wisdom	3
Religion	Intelligence	4
Stealth	Dexterity	1
Streetwise	Charisma	3
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.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Challenge-Seeking Longsword +2:** +11 vs. AC, 1d8+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 (+4) damage.

**Level 21:** 2[W] + Str modifier (+4) damage.

Additional Effects

+1d6 damage against enemies at maximum hit points.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +2 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

## Inevitable Wave

At-Will ♦ Standard Action

**Challenge-Seeking Longsword +2:** +11 vs. AC, 1d8+6 damage

**Melee** weapon      **Target:** One creature

*You and your allies charge a foe with the relentless power of the incoming tide.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage. Until the end of your next turn, any ally who charges the target deals extra damage equal to your Int modifier (+2).

**Special:** When charging, you can use this power in place of a melee basic attack.

Additional Effects

+1d6 damage against enemies at maximum hit points.

Warlord Attack 1

## Wolf Pack Tactics

At-Will ♦ Standard Action

**Challenge-Seeking Longsword +2:** +11 vs. AC, 1d8+6 damage

**Melee** weapon      **Target:** One creature

*You attack your enemy with a well-placed blow, allowing a comrade to get into better position.*

**Keywords:** Martial, Weapon

**Special:** Before the attack, an ally adjacent to you or to the target can shift 1 square as a free action.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage.

Additional Effects

+1d6 damage against enemies at

## Nimble Footwork

Encounter ♦ Standard Action

**Challenge-Seeking Longsword +2:** +11 vs. AC, 2d8+6 damage

**Melee** weapon      **Target:** One creature

*You attack and step to one side, allowing an ally to slip closer.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+4) damage, and you can shift 1 square. After you shift, one ally within 2 squares of you can shift 1 square as a free action.

Additional Effects

+1d6 damage against enemies at

## Battering Command

Encounter ♦ Standard Action

**Challenge-Seeking Longsword +2:** +11 vs. Fortitude

**Melee** weapon      **Target:** One creature

*You slam your weapon into your foe's gut and cause the creature to double over, enabling an ally to smash it.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. Fortitude

**Hit:** You knock the target prone.

**Effect:** One ally adjacent to the target can make a melee basic attack against it as a free action.

Additional Effects

**Calculated Assault**  
Daily ♦ Standard Action

**Challenge-Seeking Longsword +2:** +11 vs. AC, 1d8+6 damage

**Melee** weapon      **Target:** One creature

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*Your attack proves your superior command of the situation.*

**Keywords:** Martial, Reliable, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and one of your allies within 5 squares of you gains a power bonus to damage rolls against the target equal to 1 + your Int modifier (+2) until the end of the encounter. You can transfer the bonus to another ally within 5 squares of you as a minor action.

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Additional Effects  
+1d6 damage against enemies at maximum hit points.

Warlord Attack 1      Used

**A Rock and a Hard Place**  
Daily ♦ Minor Action

**Personal**

*You focus to work in concert with your companion, harrying your opponent with relentless blows.*

**Keywords:** Martial, Stance, Weapon

**Effect:** Until the stance ends, whenever an enemy adjacent to you attacks an ally of yours and misses, you deal damage to the enemy equal to your Int modifier (+2) as a free action.

**Tactical Presence:** If the enemy is marked by an ally, deal 1[W] + Int modifier (+2) damage instead.

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Additional Effects

Warlord Attack 5      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 level)

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*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.

**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.

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Additional Effects

Warlord Feature      Used

**Battlefront Shift**  
Encounter ♦ No Action

**Close** burst 3      **Target:** You or one ally in the burst

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*As combat breaks out, you give a quick call, urging an ally to move or spurring yourself to take action.*

**Keyword:** Martial

**Trigger:** You roll initiative

**Effect:** The target shifts half his or her speed.

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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.

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Additional Effects

Human Racial Power      Used

**Aid the Injured**  
Encounter ♦ Standard Action

**Unarmed:**

**Melee** 1      **Target:** You or one ally

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*Your presence is both a comfort and an inspiration to an ally.*

**Keywords:** Healing, Martial

**Effect:** The target can spend a healing surge.

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Additional Effects

Warlord Utility 2      Used

**Challenge-Seeking...**  
Weapon ♦ Level 6

**Damage:** 1d8

**Proficiency Bonus:** 3

**Properties:** Versatile

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

**Critical:** None

**Properties**

You deal 1d6 extra damage when you hit enemies that are at maximum hit points with this weapon.

**Shared Suffering Chainmail...**  
Armor ♦ Level 5

**Armor Bonus:** 6

**Check:** -1

**Speed:** -1

**Enhancement:** +1 AC

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

Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage (save ends).

**Lucky Charm +1**  
Neck Slot Item ♦ Level 4

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

**Power ♦ Daily** (No Action)

**Trigger:** You miss with an attack or fail a skill check, ability check, or saving throw.

**Effect:** Roll a d6 and add the result to the attack roll, skill check, ability check, or saving throw.