

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

9
Level

Jaris
Good male Human Warden

Age Height Weight Size Deity

Medium

16500
Total XP 20500

Defenses

25
AC

23
FORT

19
REF

19
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 45) **91**

Temp HP

Current Hit Points

Healing Surges

Surge Value
22

Surges/Day
13

Current Conditions:

Combat Statistics and Senses

Initiative 4

Conditional Modifiers:

Speed 6

Passive Insight 15

Passive Perception 20

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input style="width: 40px; 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

Resist 5 Necrotic

Current Conditions and Effects

Basic Attacks

Melee

Disrupting Craghammer +2

14
Strength vs. AC

1d10+8
Damage

Ranged

Throwing hammer

12
Dexterity vs. AC

1d6+6
Damage

Languages

Common, Quori

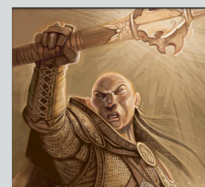


Abilities

Ability	Score	Check
STR Strength	20	9
CON Constitution	18	8
DEX Dexterity	11	4
INT Intelligence	11	4
WIS Wisdom	12	5
CHA Charisma	8	3

Skills

Skill	Ability	Score
Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	11
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	5
Endurance	Constitution	10
Heal	Wisdom	10
History	Intelligence	4
Insight	Wisdom	5
Intimidate	Charisma	3
Nature	Wisdom	10
Perception	Wisdom	10
Religion	Intelligence	4
Stealth	Dexterity	1
Streetwise	Charisma	3
Thievery	Dexterity	1



Player Name _____ **Jaris** _____
 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

Lucky Charm +2

Arms

Counterstrike Guards (heroic tier)

Hands

Gauntlets of Blood (heroic tier)

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Disrupting Craghammer +2

Waist

Armor

Hide Armor of Resistance +2

Feet

Tattoo

Ki Focus

Other Equipment

Throwing hammer (2)
 Adventurer's Kit
 Sunrod (6)
 Everburning Torch
 Shield of the Guardian Heavy Shield (heroic tier)

Total Weight (lbs.)

105

Carrying Capacity (lbs.)

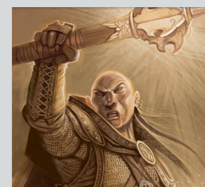
Normal 200

Heavy 400

Max 1000

Treasure

4 pp
 0 gp banked



Jaris

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

Earthstrength

Add Con mod to AC instead of Dex or Int. When you use second wind, add your Con mod to AC.

Font of Life

At the start of your turn, roll a saving throw

Guardian Might

Choose a Guardian Might option

Nature's Wrath

On your turn, you can mark each adjacent enemy as a free action until the end of your next turn

Necrotic

Gain resist Necrotic 5.

Feats

Crippling Crush

Deal extra damage to targets you slow or immobilize with hammer or mace attacks

Weapon Proficiency (Craghammer)

Gain proficiency with the Craghammer.

Crushing Earthstrength

Add Constitution modifier to damage after second wind

Weapon Focus (Hammer)

Gain +1 damage per tier with Hammers.

Weapon Expertise (Hammer)

Gain bonus to attack rolls with hammers.

Vicious Advantage

Gain combat advantage against slowed or immobilized targets

Jaris

Level 9 Human Warden

	SCORE	ABILITY	MOD	
HP	20	STR	5	AC
91				25
	18	CON	4	Fort
				23
Spd	11	DEX	0	Ref
6				19
	11	INT	0	Will
				19
Init	12	WIS	1	
+4				
	8	CHA	-1	

15 Passive Insight

20 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	• 11
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	5
Endurance	Constitution	• 10
Heal	Wisdom	• 10
History	Intelligence	4
Insight	Wisdom	5
Intimidate	Charisma	3
Nature	Wisdom	• 10
Perception	Wisdom	• 10
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

Disrupting Craghammer +2: +14 vs. AC, 1d10+8 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

+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Throwing hammer: +12 vs. AC, 1d6+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 (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Strength of Stone

At-Will ♦ Standard Action

Disrupting Craghammer +2: +14 vs. AC, 1d10+8 damage

Melee weapon **Target:** One creature

Drawing power from the earth, you smash your weapon into your foe and bolster yourself against attack.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage, and you gain temporary hit points equal to your Con modifier (+4).

Additional Effects

+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Warden Attack 1

Weight of Earth

At-Will ♦ Standard Action

Disrupting Craghammer +2: +14 vs. AC, 1d10+8 damage

Melee weapon **Target:** One creature

Your attack sends the primal energy of earth flowing into your enemy, slowing its movement.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage, and the target is slowed until the end of your next turn.

Additional Effects

+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.

Basic Attack

Roots of Stone

Encounter ♦ Standard Action

Disrupting Craghammer +2: +14 vs. AC, 1d10+8 damage

Close burst 1

The burst of primal energy you unleash ripples through the ground around you and limits your foes' movement.

Keywords: Primal, Weapon, Zone

Effect: The burst creates a zone of rippling earth that lasts until the end of your next turn. Make the following attack.

Target: Each enemy in the burst

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage. The target is knocked prone when it leaves the zone.

Earthstrength: The target also takes damage equal to your Con modifier (+4) when it leaves the zone.

Additional Effects

+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.

Basic Attack

Rough Strike

Encounter ♦ Standard Action

Disrupting Craghammer +2: +14 vs. AC, 2d10+12 damage

Melee weapon **Target:** One creature

Your attack hinders your foe's movement as much as the roughest terrain.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage, and the target is slowed until the end of your next turn.


Earthstrength: The attack deals extra damage equal to your Con modifier (+4).

Additional Effects

+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.

Warden Attack 1

Mountain Hammer

Encounter ♦ Standard Action 

Disrupting Craghammer +2: +14 vs. Fortitude, 2d10+8 damage

Melee weapon **Target:** One creature

You strike with the strength of a mountain: brutal and unforgettable.

Keywords: Primal, Weapon

Attack: Strength vs. Fortitude


Hit: 2[W] + Str modifier (+5) damage, and the target takes a -2 penalty to melee attack rolls until the end of your next turn.

Earthstrength: The penalty to melee attack rolls equals 1 + your Con modifier (+4).

Additional Effects
+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Warden Attack 7 Used

Form of Mountain's...

Daily ♦ Minor Action 

Personal

You transform to take on a protective shell of rock and earth, shielding you and allowing you to call thunder and lightning to strike your foes.

Keywords: Lightning, Polymorph, Primal, Thunder


Effect: You assume the guardian form of mountain's thunder until the end of the encounter. While you are in this form, you gain resist 3 to all damage and a +1 bonus to AC. Once per round when you hit an enemy with a melee attack, each enemy marked by you takes thunder damage equal to your Str modifier (+5).

Once during this encounter, you can use the Form of Mountain's Thunder Attack power while you are in this form.

Additional Effects

Warden Attack 1 Used

Wellspring Strike

Daily ♦ Standard Action 

Disrupting Craghammer +2: +14 vs. AC, 1d10+8 damage

Close burst 2 **Target:** Each enemy in the burst

Your attack saps life from your enemies and unlocks a wellspring of healing energy, which revitalizes you and those who fight at your side.

Keywords: Healing, Primal, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage, and ongoing 5 damage (save ends).


Miss: Half damage.

Effect: Until the end of the encounter, you gain regeneration 5 while bloodied. At the start of each of your turns, you can forgo regaining the 5 hit points to allow a bloodied ally adjacent to you to regain them instead.

Additional Effects
+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Warden Attack 5 Used

Form of the Stone...

Daily ♦ Minor Action 

Unarmed:

Personal

Your body becomes a fusion of flesh and rough stone, invigorated by your connection to the earth.

Keywords: Healing, Polymorph, Primal


Effect: You regain hit points as if you had spent a healing surge. You also assume the guardian form of the stone sentinel until the end of the encounter. While you are in this form, you gain regeneration equal to your Con modifier (+4).

Special: Once during this encounter, you can use the Form of the Stone Sentinel Attack power while you are in this form.

Additional Effects

Warden Attack 9 Used

Warden's Fury

At-Will ♦ Immediate Interrupt 

Disrupting Craghammer +2: +14 vs. Fortitude, 1d10+8 damage

Melee weapon **Target:** The triggering enemy

You lash out with nature's wrath at a foe that has attacked your ally and diminish its defenses.

Keywords: Primal, Weapon

Trigger: An enemy marked by you makes an attack that does not include you as a target


Attack: Strength vs. Fortitude

Hit: 1[W] + Str modifier (+5) damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Additional Effects
+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Warden Feature

Warden's Grasp

At-Will ♦ Immediate Reaction 

Close burst 5 **Target:** The triggering enemy in the burst

Spectral vines clutch at a foe that has attacked your ally, impeding your enemy's movement.

Keyword: Primal


Trigger: An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target

Effect: You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.

Additional Effects

Warden Feature

Form of Mountain's Thunder

Encounter ♦ Standard Action 

Disrupting Craghammer +2: +14 vs. Reflex, 1d10+8 damage

Close burst 1 **Target:** Each enemy you can see in the burst

Keywords: Lightning, Polymorph, Primal, Thunder, Weapon

Attack: Strength vs. Reflex

Hit: 1[W] + Str modifier (+5) thunder damage, and you knock the target prone.


Miss: Half damage.

Effect: Each enemy marked by you takes lightning damage equal to your Str modifier (+5).

Requirement: The Form of Mountain's Thunder power must be active in order to use this power.

Additional Effects
+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.

Form of the Stone Sentinel

Encounter ♦ Standard Action 

Disrupting Craghammer +2: +14 vs. AC, 2d10+8 damage

Melee weapon **Target:** One creature

Your body becomes a fusion of flesh and rough stone, invigorated by your connection to the earth.

Keywords: Healing, Polymorph, Primal, Weapon

Requirement: The Form of the Stone Sentinel power must be active to use this power.

Attack: Strength vs. AC


Hit: 2[W] + Str modifier (+5) damage.

Miss: Half damage.

Effect: You can spend a healing surge.

Additional Effects
+4 to damage rolls when you immobilize or slow an enemy - Crippling Crush.

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

Warding Touch
Encounter ♦ Minor Action 

Melee 1 **Target:** One ally


You increase your vulnerability in combat to shore up an ally's defense.

Keyword: Primal

Effect: Until the end of your next turn, you take a penalty to AC equal to your Con modifier (+4), and the target gains a power bonus to AC equal to your Con modifier (+4). If the target has any creatures marked, those marks end, and if the target marks a creature, this effect ends.

Additional Effects

Warden Utility 2 Used

Returning the Gift
Daily ♦ Immediate Interrupt 

Personal

You draw on your strength to return the aid given to you by an ally.


Keyword: Primal

Trigger: An ally targets you with a power that does not include that ally as a target

Effect: The ally also becomes a target of the power.


Additional Effects

Warden Utility 6 Used

Counterstrike Guards...
Arms Slot Item ♦ Level 4 

Power ♦ Daily (Immediate Reaction Action)

Use this power when a melee attack misses you. You make a melee basic attack against the attacker.

Disrupting Craghammer +2
Weapon ♦ Level 8 


Damage: 1d10
Proficiency Bonus: 2
Properties: Versatile, Brutal
Enhancement: +2 attack rolls and damage rolls
Critical: +1d6 radiant damage per plus

Property

♦ This weapon can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls, and attacks can be augmented by this weapon's power when it is used as an implement. You do not gain your weapon proficiency to an attack roll when using a disrupting weapon as an implement.
♦ Critical deals +2d10 radiant damage against undead

Power (Radiant) ♦ **Daily** (Free Action)


Use this power when you hit an undead creature with this weapon. Deal +2d10 radiant damage.

Shield of the Guardian...
Arms Slot Item ♦ Level 2 

Armor Bonus: 2
Check: -2


Power ♦ Daily (Minor Action)

One ally adjacent to you gains a +1 power bonus to AC until the end of the encounter.

Gauntlets of Blood (heroic...)
Hands Slot Item ♦ Level 4 

Properties


You gain a +2 bonus to damage rolls against bloodied targets.

Hide Armor of Resistance +2
Armor ♦ Level 7 

Armor Bonus: 3
Check: -1
Enhancement: +2 AC

Properties

Resist 5 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.

Lucky Charm +2
Neck Slot Item ♦ Level 9 

Enhancement: +2 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.