

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

6

Level

Kane
Evil male Human Warlord (Marshal)

Medium

Age Height Weight Size Deity

7500

Total XP 10000

Defenses

21	20	18	16
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 23) 47	Temp HP
---	---------

Current Hit Points

Healing Surges

Surge Value	Surges/Day	
11	7	

Current Conditions:

Combat Statistics and Senses

Initiative	5
-------------------	----------

Conditional Modifiers:

Speed	5
--------------	----------

Passive Insight	12
------------------------	-----------

Passive Perception	17
---------------------------	-----------

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

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Magic Halberd +2

13	1d10+7
Strength vs. AC	Damage

Ranged

Distance Handaxe +1

12	1d6+6
Dexterity vs. AC	Damage

Languages

Common, Damaran

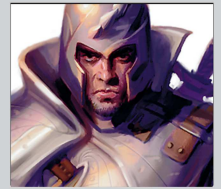


Abilities

Ability	Score	Check
STR Strength	20	8
CON Constitution	10	3
DEX Dexterity	10	3
INT Intelligence	16	6
WIS Wisdom	8	2
CHA Charisma	13	4

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	6
Athletics	Strength	12 ✓
Bluff	Charisma	4
Diplomacy	Charisma	9 ✓
Dungeoneering	Wisdom	2
Endurance	Constitution	7 ✓
Heal	Wisdom	7 ✓
History	Intelligence	6
Insight	Wisdom	2
Intimidate	Charisma	11 ✓
Nature	Wisdom	2
Perception	Wisdom	7 ✓
Religion	Intelligence	6
Stealth	Dexterity	2
Streetwise	Charisma	6
Thievery	Dexterity	2



Player Name _____ Kane _____
 Character Name

Character Details

Background

Recent Life - Mercenary Work

Theme

Mercenary

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

Magic Halberd +2

Waist

Armor

Wall Chainmail +1

Tattoo

Ki Focus

Feet

Other Equipment

Magic Battleaxe +1
 Distance Handaxe +1

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

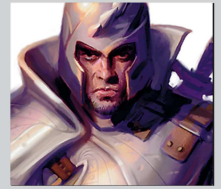
Treasure

Normal
 Heavy
 Max

Kane

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

Combat Leader

You, and allies within 10 that see and hear you, gain +2 to initiative.

Commanding Presence

Choose a Presence benefit; provides bonuses with certain powers.

Inspiring Word

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

Mercenary Starting Feature

Gain the Takedown Strike power

Resourceful Presence

Ally who sees you and spends action point to attack gets damage bonus (1/2 level + Int mod); if attack hits no targets, ally gains temp hp (1/2/ level + Cha mod)

Mercenary Level 5 Feature

Gain +2 power bonus to Intimidate and Streetwise

Feats

Hafted Defense

+1 AC and Reflex while wielding polearm or staff in two hands

Lend Strength

Ally gains +2 damage with basic attack you grant

Axe Expertise

When using an axe: +1/2/3 (by tier) to attack rolls, may reroll one damage that results in a 1.

Headsmans Chop

5 extra damage to prone target when using axe or heavy blade

Skill Training (Perception)

Gain training in Perception

Kane

Level 6 Human Warlord (Marshal)

HP 47	SCORE	ABILITY	MOD	AC 21
	20	STR	5	
Spd 5	10	CON	0	Fort 20
	10	DEX	0	
Init +5	16	INT	3	Ref 18
	8	WIS	-1	
	13	CHA	1	Will 16

- 12 Passive Insight
- 17 Passive Perception

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	6
Athletics	Strength	• 12
Bluff	Charisma	4
Diplomacy	Charisma	• 9
Dungeoneering	Wisdom	2
Endurance	Constitution	• 7
Heal	Wisdom	• 7
History	Intelligence	6
Insight	Wisdom	2
Intimidate	Charisma	• 11
Nature	Wisdom	2
Perception	Wisdom	• 7
Religion	Intelligence	6
Stealth	Dexterity	2
Streetwise	Charisma	6
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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Magic Halberd +2: +13 vs. AC, 1d10+7 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

+5 to damage rolls against a prone target
- Headsman's Chop.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Distance Handaxe +1: +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

+5 to damage rolls against a prone target
- Headsman's Chop.

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 (+3).

Additional Effects

Warlord Attack 1

Opening Shove

At-Will ♦ Standard Action

Magic Halberd +2: +13 vs. Reflex

Melee weapon **Target:** One creature

You knock your foe off-balance while shouting a quick command to an ally.

Keywords: Martial, Weapon

Attack: Strength vs. Reflex

Hit: You push the target 1 square. Then choose one ally you can see. That ally either shifts a number of squares equal to your Int modifier (+3) or makes a melee basic attack against the target.

Additional Effects

Warlord Attack 1

Takedown Strike

Encounter ♦ No Action

Melee 1 **Target:** The triggering enemy

You sweep or shoot through an enemy's legs and knock it to the ground—hard.

Keyword: Martial

Trigger: You hit an enemy adjacent to you with an attack.

Effect: The target takes extra damage from the triggering attack equal to the ability modifier used in the triggering attack, and you knock the target prone.

Additional Effects

Mercenary Attack

Used

Vengeance is Mine

Encounter ♦ Immediate Reaction

Personal

You respond to an enemy's attack with a riposte, and you call for an ally to join you against the offender.

Keyword: Martial

Trigger: An enemy hits you

Effect: You make a basic attack against the triggering enemy, and one ally within 5 squares of you can move his or her speed and make a melee basic attack against the triggering enemy as a free action.

Additional Effects

Warlord Attack 1

Used

No Gambit Is Wasted

Encounter ♦ Immediate Reaction

Magic Halberd +2: +13 vs. AC, 2d10+7 damage
Melee weapon **Target:** One creature targeted by the triggering ally's attack

Sensing that an ally is attempting a difficult deed, you distract your comrade's foe and give him or her another chance to use the attack.

Keywords: Martial, Weapon

Trigger: An ally misses every target with an encounter or a daily attack

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage. The triggering ally's attack is not expended.

Insightful Presence: The triggering ally gains a bonus to his or her next attack roll against the target before the end of your next turn equal to your Wis modifier (-1) or Cha modifier (+1).

Additional Effects
+5 to damage rolls against a prone target
- Headsman's Chop.

Warlord Attack 3 Used

Calculated Assault

Daily ♦ Standard Action

Magic Halberd +2: +13 vs. AC, 1d10+7 damage
Melee weapon **Target:** One creature

Your attack proves your superior command of the situation.

Keywords: Martial, Reliable, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) 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 (+3) until the end of the encounter. You can transfer the bonus to another ally within 5 squares of you as a minor action.

Additional Effects
+5 to damage rolls against a prone target
- Headsman's Chop.

Warlord Attack 1 Used

Stand the Fallen

Daily ♦ Standard Action

Magic Halberd +2: +13 vs. AC, 3d10+7 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 (+5) damage.

Effect: Each ally within 10 squares of you can spend a healing surge and regains additional hit points equal to your Cha modifier (+1).

Additional Effects
+5 to damage rolls against a prone target
- Headsman's Chop.

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)

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

Aid the Injured

Encounter ♦ Standard Action

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

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

Keywords: Healing, Martial

Effect: The target can spend a healing surge.

Additional Effects

Warlord Utility 2 Used

Rousing Words

Encounter ♦ Minor Action

Unarmed:
Close burst 5 **Target:** You or one ally in the burst

As your ally's spirit wanes, you manage to pick just the right words to inspire him.

Keywords: Healing, Martial

Effect: The target can spend two healing surges.

Inspiring Presence: The target regains additional hit points equal to 5 + your Cha modifier (+1).

Additional Effects

Warlord Utility 6 Used

Wall Chainmail +1

Armor ♦ Level 3

Armor Bonus: 6
Check: -1
Speed: -1
Enhancement: +1 AC

Power ♦ Daily (Immediate Reaction Action)

Trigger: An enemy hits or misses you with a bull rush or charge attack.

Effect: The triggering enemy takes 1d6 damage per plus and is knocked prone.

Magic Battleaxe +1

Weapon ♦ Level 1

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

Distance Handaxe +1

Weapon ♦ Level 1

Damage: 1d6

Proficiency Bonus: 2

Range: 5/10

Properties: Off-Hand, Heavy Thrown

Enhancement: +1 attack rolls and damage rolls

Critical: None

Properties

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

Magic Halberd +2

Weapon ♦ Level 6

Damage: 1d10

Proficiency Bonus: 2

Properties: Reach

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus