

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

4

Level

Gregg
Human Fighter (Weaponmaster)

3750

Total XP 5500

Age _____ Height _____ Weight _____ Size Medium Deity _____

Defenses

20

AC

19

FORT

15

REF

14

WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 24) 49

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day	
12	12	

Current Conditions:

Combat Statistics and Senses

Initiative 3

Conditional Modifiers:

Speed 5

Passive Insight 13

Passive Perception 13

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
	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 Battleaxe +1

10	1d10+7
Strength vs. AC	Damage

Ranged

Magic Handaxe +1

10	1d6+6
Dexterity vs. AC	Damage

Languages

Common, Draconic

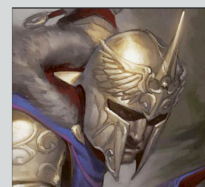


Abilities

			Check
STR Strength	19		6
CON Constitution	16		5
DEX Dexterity	13		3
INT Intelligence	10		2
WIS Wisdom	12		3
CHA Charisma	8		1

Skills

Acrobatics	Dexterity		2	
Arcana	Intelligence		2	
Athletics	Strength	✓	10	
Bluff	Charisma		1	
Diplomacy	Charisma		1	
Dungeoneering	Wisdom		3	
Endurance	Constitution		4	
Heal	Wisdom	✓	8	
History	Intelligence		2	
Insight	Wisdom		3	
Intimidate	Charisma	✓	6	
Nature	Wisdom		3	
Perception	Wisdom		3	
Religion	Intelligence		2	
Stealth	Dexterity		2	
Streetwise	Charisma	✓	6	
Thievery	Dexterity		2	



Player Name _____ Gregg _____
 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.)

82

Carrying Capacity (lbs.)

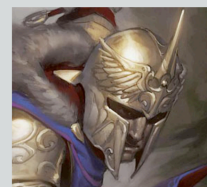
Normal

Heavy

Max

Treasure

1 pp; 5 gp
0 gp banked



Gregg

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 Challenge

Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.

Combat Superiority

Add + [Wis mod] to opportunity attack rolls. Hit ends foe's movement (if any) this action.

Fighter Talents

You gain a fighter talent

Tempest Technique

When wielding two weapons, +1 attack with offhand weapons; gain Two-Weapon Defense; in light armor or chainmail, +1 damage with melee or close weapons, +2 with offhand weapons

Feats

Axe Expertise

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

Deadly Draw

Combat advantage against enemy you pull or slide adjacent

Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand

Savage Axe

Constitution modifier extra damage with opportunity attacks

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

Gregg
Level 4 Human Fighter (Weaponmaster)

	SCORE	ABILITY	MOD	
HP	49	STR	4	AC
		CON	3	Fort
Spd	5	DEX	1	19
		INT	0	Ref
Init	+3	WIS	1	15
		CHA	-1	Will
				14

13 Passive Insight

13 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	2
Athletics	Strength	• 10
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	3
Endurance	Constitution	4
Heal	Wisdom	• 8
History	Intelligence	2
Insight	Wisdom	3
Intimidate	Charisma	• 6
Nature	Wisdom	3
Perception	Wisdom	3
Religion	Intelligence	2
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

Combat Challenge

At-Will ♦ Immediate Interrupt

Melee

Keywords: Martial, Weapon

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy.

Additional Effects

Fighter Attack

Melee Basic Attack

At-Will ♦ Standard Action

Magic Battleaxe +1: +10 vs. AC, 1d10+7 damage

Magic Handaxe +1: +11 vs. AC, 1d6+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 (+4) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Magic Handaxe +1: +10 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 (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Dual Strike

At-Will ♦ Standard Action

Magic Battleaxe +1: +10 vs. AC, 1d10+3 damage

Magic Handaxe +1: +11 vs. AC, 1d6+4 damage

Melee weapon

You lash out quickly and follow up faster, delivering two small wounds.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Primary Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] damage.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] damage.

Additional Effects

Footwork Lure

At-Will ♦ Standard Action

Magic Battleaxe +1: +10 vs. AC, 1d10+7 damage

Magic Handaxe +1: +11 vs. AC, 1d6+8 damage

Melee weapon **Target:** One creature

You press the attack, engaging your enemy before falling back and drawing him after you.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage. You can shift 1 square and slide the target 1 square into the space you left.

Additional Effects

Surprising Stab

Encounter ♦ Standard Action

Magic Battleaxe +1: +10 vs. Reflex, 4 damage

Magic Handaxe +1: +11 vs. Reflex, 4 damage

Melee weapon **Target:** One creature

You slash at your enemy's head and bring in your off-hand weapon with a fast, deadly strike.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Primary Attack: Strength vs. Reflex (main weapon)

Hit: Str modifier (+4) damage, and the target grants combat advantage to you until the end of your next turn. Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Str modifier (+4) damage.

Additional Effects

Reaver's Hook
Encounter ♦ Standard Action

Magic Battleaxe +1: +10 vs. AC, 2d10+7 damage
Magic Handaxe +1: +11 vs. AC, 2d6+8 damage
Melee weapon **Target:** One creature

Your mighty swing embeds your weapon in your foe.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+4) damage. If the target moves before the end of your next turn, it takes extra damage equal to your Con modifier (+3).

Weapon: If you're wielding an axe or a pick, you can shift 1 square after the attack. You pull the target to the square you vacated.

Additional Effects

Fighter Attack 3 Used

Ruinous Assault
Daily ♦ Standard Action

Magic Battleaxe +1: +10 vs. AC, 1d10+7 damage
Magic Handaxe +1: +11 vs. AC, 1d6+8 damage
Melee weapon

Your weapons move with incredible speed and open deep gashes in your opponent.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Primary Target: One creature

Primary Attack: Strength vs. AC (main weapon)
Hit: 1[W] + Str modifier (+4), and ongoing 5 damage (save ends).
Miss: Half damage.

Effect: You make a secondary attack.

Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 1[W] + Str modifier (+4), and ongoing 5 damage (save ends).
Miss: Half damage.

Additional Effects

Fighter Attack 1 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

Single Out
Encounter ♦ Minor Action

Ranged 5 **Target:** One enemy

Your fury in battle causes a nearby foe to quake with fear.

Keywords: Fear, Martial

Prerequisite: You must have training in Intimidate.

Effect: The target grants combat advantage to you until the end of your next turn.

Additional Effects

Fighter Utility 2 Used

Magic 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: +1d6 damage per plus

Magic Chainmail +1
Armor ♦ Level 1

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

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