

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

8

Level

Dunstan Ironforge

Lawful Good Male Dwarf Knight

22 4' 8" 205 lb. Medium Moradin
Age Height Weight Size Deity

13000

Total XP Next Level at: 20500

Defenses

27 AC

24 FORT

18 REF

16 WILL

Conditional Bonuses:

Hit Points

Max HP
(Bloodied 37) **75**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

22

13

Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

6

Conditional Modifiers

Speed

5

Special Movement

Passive Insight

14

Passive Perception

14

Special Senses
Low-light

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

+5 Saving Throws against poison

Resistances

Resist 5 Fire, Resist 5 Necrotic

Current Conditions and Effects

Basic Attacks

Melee

Defensive Craghammer +2

16

Strength vs. AC

1d10+13

Damage

Ranged

Unarmed

5

Dexterity vs. AC

1d4+1

Damage

Language(s) known

Common, Dwarven

Portrait



Ability	Score	Check
STR Strength	22	10
CON Constitution	18	8
DEX Dexterity	10	4
INT Intelligence	10	4
WIS Wisdom	11	4
CHA Charisma	8	3

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		2
Arcana	Intelligence		4
Athletics	Strength	✓	13
Bluff	Charisma		3
Diplomacy	Charisma		3
Dungeoneering	Wisdom	✓	11
Endurance	Constitution	✓	13
Heal	Wisdom		4
History	Intelligence		4
Insight	Wisdom		4
Intimidate	Charisma		3
Nature	Wisdom		4
Perception	Wisdom		4
Religion	Intelligence		4
Stealth	Dexterity		2
Streetwise	Charisma		3
Thievery	Dexterity		2

Dunstan Ironforge

Player Name

Character Name



Racial Features

Dwarven Weapon Proficiency

Proficient with hammers.

Cast-Iron Stomach

+5 bonus to saving throws against poison.

Encumbered Speed

Armor or heavy load doesn't reduce your speed.
(Other effects still can.)

Dwarven Resilience

You have the dwarven resilience power

Stand Your Ground

Can move 1 less when forced to move.

Immediate saving throw to avoid being knocked prone.

Dungeoneering Bonus

Endurance Bonus

Class/Other Features

Battle Guardian

Gain the battle guardian power.

Defender Aura

Gain the defender aura power.

Knight Fighter Stances

Choose two fighter stances.

Power Strike

You gain the power strike power.

Shield Finesse

You gain the Shield Finesse feat.

Weapon Talent

You gain a +1 bonus to the attack rolls of weapon attacks.

Knight Combat Readiness

You gain a +2 bonus to initiative.

Weapon Mastery

You gain a +1 bonus to the damage rolls of weapon attacks.

Knight Weapon Specialization

Choose benefit: bladed step or staggering hammer

Staggering Hammer

Adjacent target of your power strike w/ hammer becomes immobilized, grants combat advantage to you

Shield Block

You gain the shield block power.

Feats

Shield Finesse

You ignore the check penalty for wearing a shield.

Bludgeon Expertise

When using a hammer or mace: +1 feat bonus to weapon attack rolls, +1 bonus to push/slide effects from your attacks

Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

Resilience of Stone

Use second wind as immediate interrupt when damaged

Swift Recovery

+3/4/5 (by tier) to healing surge value.

Battering Shield

Push or slide target 1 additional square when using shield

Player Name

Character Details

Adventuring Company

Theme

Background

Geography - Mountains

Personality Traits

Boisterous, loyal and driven

Companions and Allies

Mannerisms and Appearance

Built for comfort, not for speed

Session and Campaign Notes

Other Notes

Dunstan Ironforge

Character Name



Equipment

Head Slot

Neck Slot

Safewing Amulet +2

Arm Slot

Bracers of Mighty Striking...

Hand Slot

Parry Gauntlets (heroic tier)

Ring Slot

Ring Slot

Off Hand Slot

Heavy Shield

Main Hand

Defensive Craghammer +2

Waist Slot

Belt of Vigor (heroic tier)

Body Slot

Black Iron Plate Armor +2

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Adventurer's Kit
Potion of Healing (heroic tier)

Total Weight (lbs.)

104

Carrying Capacity (lbs.)

Normal 220


Heavy 440

Max 1100

Coins and Other Wealth
5 Platinum, 10 Gold

Melee Basic Attack

At-Will ♦ Standard action



Defensive Craghammer +2: +16 vs. AC, 1d10+13 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 (+6) damage.

Level 21: 2[W] + Str modifier (+6) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard action



Unarmed: +5 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

Dwarven Resilience

Encounter ♦ Minor Action



Personal

Effect: You use your second wind.


Additional Effects

Dwarf Racial Power

Used ☐

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 (+6).

Additional Effects

Fighter Attack

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

Fighter Utility

Cleaving Assault

At-Will ♦ Minor Action



Personal

Your wide, sweeping attacks carry through to let you lash out at another nearby foe.

Keywords: Martial, Stance


Effect: You assume the cleaving assault stance. Until the stance ends, whenever you hit with a melee basic attack using a weapon, one enemy adjacent to you other than the target of that attack takes damage equal to your Con modifier (+4).

Additional Effects

Fighter Utility

Hammer Hands

At-Will ♦ Minor Action



Personal

You throw your weight into each attack, striking with such force that you drive your enemy before you.

Keywords: Martial, Stance


Effect: You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.

Additional Effects

Fighter Utility

Power Strike

Encounter ♦ Free Action



Personal **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.

Staggering Hammer: When you use power strike with a hammer and the target is adjacent to you, the target is also immobilized until the end of your next turn or until you are no longer adjacent to it. You also gain combat advantage against the target until the end of your next turn.


Additional Effects

Fighter Attack

Used ☐

Minor Resurgence

Encounter ♦ Minor Action



Personal

Your ability to withstand hardship grants you a temporary boost in combat.

Keyword: Martial

Prerequisite: You must have training in Endurance.

Requirement: You must be bloodied.


Effect: You gain 5 temporary hit points.

Additional Effects

Fighter Utility 2

Used ☐

Dauntless Endurance
Encounter ♦ No Action




Personal
You easily shake off a debilitating effect that would cripple another warrior.
Keyword: Martial
Prerequisite: You must have training in Endurance.
Trigger: You make a saving throw and dislike the result.
Effect: You can reroll the saving throw but must use the second result.

Additional Effects

Fighter Utility 6

Used ☐

Defend the Line
At-Will ♦ Minor Action




Personal
Your attack staggers a foe, hindering its attempts to flee from you.
Keywords: Martial, Stance
Effect: You assume the defend the line stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, that enemy is slowed until the end of your next turn.

Additional Effects



Fighter Utility

Bracers of Mighty Striking...
Arms Slot Item ♦ Level 2



Property: When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

Shield Block
Encounter ♦ Immediate Interrupt


Melee 1 **Target:** The character hit or missed by the triggering attack
You lunge with your shield to protect an ally from an attack.
Keyword: Martial
Requirement: You must use this power with a shield.
Trigger: An attack hits or misses you or an ally adjacent to you and deals damage
Effect: The damage dealt to the target is reduced by 1d10 + your Con modifier (+4).

Additional Effects

Fighter Utility 8


Used ☐

Defensive Craghammer +2
Weapon ♦ Level 7




Damage: 1d10
Proficiency Bonus: 2
Properties: Versatile, Brutal
Enhancement: +2 attack rolls and damage rolls
Critical: +2d6 damage
Property: When you take the total defense or second wind action, you add the enhancement bonus of this weapon as an item bonus to all your defenses until the start of your next turn.

Black Iron Plate Armor +2
Armor ♦ Level 9




Armor Bonus: 9
Check: -2
Speed: -1
Enhancement: +2 AC
Property: You gain resist 5 fire and resist 5 necrotic.

Safewing Amulet +2
Neck Slot Item ♦ Level 8




Enhancement: +2 Fortitude, Reflex, and Will
Property: When falling, you reduce the distance fallen (for the purpose of calculating damage) by a number of feet equal to 10 × the amulet's enhancement bonus. You always land on your feet after a fall.

Parry Gauntlets (heroic tier)
Hands Slot Item ♦ Level 5



Property: When you take the total defense or second wind actions, gain a +2 item bonus to all defenses until the beginning of your next turn.

Potion of Healing (heroic tier)
Potion ♦ Level 5



Power (Consumable * Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

Property: You gain a +1 item bonus to your healing surge value.