

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA



Level

### Gardain

Unaligned male Gold Dwarf Fighter (Knight)

Age  Height  Weight  Size  Moradin  Deity

Total XP 3750

### Defenses

<b>22</b>	<b>18</b>	<b>15</b>	<b>12</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 22 ) **44**

Temp HP

Current Hit Points

### Healing Surges

Surge Value  Surges/Day

Current Conditions:

### Combat Statistics and Senses

**Initiative**

Conditional Modifiers:

**Speed**

**Passive Insight**

**Passive Perception**

Special Senses: Low-light

### 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**

+5 Saving Throws against ongoing psychic damage

### Resistances/Vulnerabilities

Resist 6 Poison, Resist 1 All

### Current Conditions and Effects

### Basic Attacks

#### Melee

Craghammer of Defense +1

Strength vs. AC

Damage

#### Ranged

Throwing hammer

Dexterity vs. AC

Damage

### Languages

Common, Dwarven



### Abilities

Ability	Score	Check
STR Strength	<input type="text" value="19"/>	<input type="text" value="5"/>
CON Constitution	<input type="text" value="17"/>	<input type="text" value="4"/>
DEX Dexterity	<input type="text" value="8"/>	<input type="text" value="0"/>
INT Intelligence	<input type="text" value="13"/>	<input type="text" value="2"/>
WIS Wisdom	<input type="text" value="10"/>	<input type="text" value="1"/>
CHA Charisma	<input type="text" value="10"/>	<input type="text" value="1"/>

### Skills

Skill	Ability	Modifier
Acrobatics	Dexterity	-2
Arcana	Intelligence	2
Athletics	Strength	8
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	3
Endurance	Constitution	9
Heal	Wisdom	1
History	Intelligence	7
Insight	Wisdom	1
Intimidate	Charisma	1
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	2
Stealth	Dexterity	-2
Streetwise	Charisma	1
Thievery	Dexterity	-2



# Gardain

Player Name

Character Name

## Character Details

### Background

Heir of Delzoun

### Theme

Heir of Delzoun

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

A dwarf noble vanished a few days ago, just before he could meet with you and discuss your quest to find Gauntlgrym. You suspect that he, like many others, has been kidnapped.

### Other Notes

## Equipment

### Head

### Neck

Amulet of Protection +1

### Arms

Bracers of Mighty Striking...

### Hands

### Rings

### Rings

### Off Hand

Heavy Shield

### Main Hand

Craghammer of Defense +1

### Waist

### Armor

Plate Armor of Dwarven Vigor +1

### Tattoo

### Feet

### Ki Focus

## Other Equipment

Potion of Regeneration (heroic tier)  
Potion of Cure Light Wounds  
Adventurer's Kit  
Throwing hammer (5)  
Riding Horse

Total Weight (lbs.)

114

Carrying Capacity (lbs.)

### Treasure

15 gp  
0 gp banked

Normal

190

Heavy

380

Max

950

# Gardain



Player Name

Character Name

## Racial Features

### Cast-Iron Mind

Gain a +5 racial bonus to saving throws against ongoing psychic damage

### Dwarven Resilience

You have the dwarven resilience power

### Dwarven Weapon Proficiency

Proficient with hammers.

### Encumbered Speed

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

### Stand Your Ground

Can move 1 less when forced to move.

Immediate saving throw to avoid being knocked prone.

## Class/Other Features

### Heir of Delzoun Starting Feature

Gain resistance to poison equal to 5 + one-half your level

## Feats

### Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

### Shield Finesse

You ignore the check penalty for having a shield equipped.

### Durable

Increase number of healing surges by 2

# Gardain

Level 3 Gold Dwarf Fighter (Knight)

HP	SCORE	ABILITY	MOD	AC
	19	STR	4	
44	17	CON	3	Fort
	8	DEX	-1	18
Spd	13	INT	1	Ref
5	10	WIS	0	15
Init	10	CHA	0	Will
+0				12

11 Passive Insight

11 Passive Perception

## Skills

Acrobatics	Dexterity	-2
Arcana	Intelligence	2
Athletics	Strength	• 8
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	3
Endurance	Constitution	• 9
Heal	Wisdom	1
History	Intelligence	• 7
Insight	Wisdom	1
Intimidate	Charisma	1
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	2
Stealth	Dexterity	-2
Streetwise	Charisma	1
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:

## 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 (+4).

Additional Effects

Fighter Attack

## Melee Basic Attack

At-Will ♦ Standard Action

**Craghammer of Defense +1:** +9 vs. AC, 1d10+9 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

**Throwing hammer:** +8 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

## Power Strike

Encounter ♦ No Action

### Special

**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.

Additional Effects

Multiple Class Attack

Used

## 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 (+3).

Additional Effects

Fighter Utility

## 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

Multiple Class 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

### Dwarven Resilience

Encounter ♦ Minor Action

#### Personal

**Effect:** You use your second wind.

Additional Effects

Dwarf Racial Power

Used

### Scholar of Ancient Ways

Encounter ♦ Free Action

#### Personal

You gain extra insight from your study of your people's past—and sometimes, it seems, from your ancestors whispering to you directly.

**Keyword:** Martial

**Trigger:** You would make an Intelligence- or Wisdom-based ability check or skill check.

**Effect:** You make a History check in place of any other Intelligence-based check, or a Dungeoneering check in place of any other Wisdom-based check.

**Prerequisite:** Heir of Delzoun

Additional Effects

Heir of Delzoun Utility 2

Used

### Craghammer of Defense +1

Weapon ♦ Level 4

**Damage:** 1d10

**Proficiency Bonus:** 2

**Properties:** Versatile, Brutal

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

You gain resist 1 to all damage while you are holding the weapon.

**Utility Power ♦ Daily** (Immediate Interrupt)

**Trigger:** You take damage from a melee attack that hits you.

**Effect:** You take only half of the damage.

### Amulet of Protection +1

Neck Slot Item ♦ Level 1

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

### Plate Armor of Dwarven...

Armor ♦ Level 2

**Armor Bonus:** 8

**Check:** -2

**Speed:** -1

**Enhancement:** +1 AC

**Power** (Healing) ♦ **Daily** (Minor Action)

You use your second wind and regain an additional 1d6 hit points per plus.

### Potion of Regeneration...

Consumable ♦ Level 9

**Utility Power** (Healing) ♦ **Consumable** (Minor Action)

**Effect:** You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.

### Bracers of Mighty Striking...

Arms Slot Item ♦ Level 2

#### Properties

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

### Potion of Cure Light Wounds

Consumable ♦ Level 1

**Utility Power** (Healing) ♦ **Consumable** (Minor Action)

**Effect:** You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.