

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

3

Level

Viktor

Lawful Good male Human Paladin (Cavalier)

Age 6'2" Height Weight 220 lb. Size Medium Torm Deity

2250

Total XP 3750

Defenses

21
AC

19
FORT

18
REF

18
WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 22) **44**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

11

12

Current Conditions:

Action Points

Action Points	Milestones	Action Points
0	1	1
1	2	2
2	3	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

Vicious Broadsword +1

9

1d10+5

Strength vs. AC Damage

Ranged

Unarmed

0

1d4-1

Dexterity vs. AC Damage

Languages

Common, Dwarven



Abilities

Ability	Score	Check
STR Strength	18	5
CON Constitution	12	2
DEX Dexterity	8	0
INT Intelligence	12	2
WIS Wisdom	10	1
CHA Charisma	16	4

Skills

Acrobatics	Dexterity	-4
Arcana	Intelligence	2
Athletics	Strength	6
Bluff	Charisma	4
Diplomacy	Charisma	11
Dungeoneering	Wisdom	1
Endurance	Constitution	3
Heal	Wisdom	1
History	Intelligence	2
Insight	Wisdom	6
Intimidate	Charisma	9
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	2
Stealth	Dexterity	-4
Streetwise	Charisma	4
Thievery	Dexterity	-4

Combat Statistics and Senses

Initiative **0**

Conditional Modifiers:

Speed **5**

Passive Insight **16**

Passive Perception **11**

Special Senses: Normal



Player Name _____ **Viktor** _____
 Character Name

Character Details

Background

Neverwinter Noble

Theme

Neverwinter Noble

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

The kidnappings represent a clear and present threat to Neverwinter, and defending the city is your priority. You might also be able to ingratiate yourself with potent allies.

Other Notes

Equipment

Head

Neck

Amulet of Protection +1

Arms

Flame Bracers (heroic tier)

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Vicious Broadsword +1

Waist

Armor

Plate Armor

Tattoo

Ki Focus

Feet

Other Equipment

Riding Horse
 Adventurer's Kit
 Climber's Kit
 Gravespawn Potion
 Potion of Cure Light Wounds

Total Weight (lbs.) **116**

Carrying Capacity (lbs.)

Treasure
 88 gp
 0 gp banked

Normal **180**

Heavy **360**

Max **900**

Viktor



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

Neverwinter Noble Starting Feature

Gain the take heart, friend! power

Spirit of Sacrifice

+1 healing surge. May use second wind (minor action) to heal ally in 5sq.; ally regains hp equal to their surge value, you gain no benefit.

Feats

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Viktor

Level 3 Human Paladin (Cavalier)

	SCORE	ABILITY	MOD	
HP	18	STR	4	AC
44				21
	12	CON	1	Fort
				19
Spd	8	DEX	-1	Ref
5				18
	12	INT	1	Will
				18
Init	10	WIS	0	
+0				
	16	CHA	3	
	16 Passive Insight			
	11 Passive Perception			

Skills

Acrobatics	Dexterity	-4
Arcana	Intelligence	2
Athletics	Strength	• 6
Bluff	Charisma	4
Diplomacy	Charisma	• 11
Dungeoneering	Wisdom	1
Endurance	Constitution	• 3
Heal	Wisdom	1
History	Intelligence	2
Insight	Wisdom	• 6
Intimidate	Charisma	• 9
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	2
Stealth	Dexterity	-4
Streetwise	Charisma	4
Thievery	Dexterity	-4

• 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

Vicious Broadsword +1: +9 vs. AC, 1d10+5 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

Unarmed: +0 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 (-1) damage.

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

Additional Effects

Basic Attack

Righteous Radiance

At-Will ♦ Opportunity Action

Melee 1 **Target:** The triggering enemy

You exact divine punishment on a foe that ignores your challenge.

Keywords: Divine, Radiant

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: The target takes radiant damage equal to 3 + your Cha modifier (+3).

Additional Effects

Paladin Attack

Strike of Hope

At-Will ♦ Standard Action

Vicious Broadsword +1: +9 vs. AC, 1d10+5 damage

Melee weapon **Target:** One creature

Your weapon flashes with divine light that sears your enemy and lifts your allies' hearts with renewed vigor and purpose.

Keywords: Divine, Radiant, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) radiant damage. One ally within 5 squares of you gains temporary hit points equal to your Cha modifier (+3). If the ally is bloodied, the temporary hit points increase by 5.

Additional Effects

Paladin Attack 1

Valiant Strike

At-Will ♦ Standard Action

Vicious Broadsword +1: +9 vs. AC, 1d10+5 damage

Melee weapon **Target:** One creature

You attack a foe, gaining strength from your conviction as the odds against you rise.

Keywords: Divine, Weapon

Attack: Strength vs. AC. You gain a bonus to the attack roll equal to the number of enemies adjacent to you.

Hit: 1[W] + Str modifier (+4) damage.

Additional Effects

Paladin Attack 1

Holy Smite

Encounter ♦ Free Action

Personal

Your weapon fills with divine radiant energy, which bursts forth as you strike your enemy.

Keywords: Divine, Radiant

Trigger: You target an enemy with an at-will weapon attack power.

Effect: The target takes radiant damage equal to 2 + your Cha modifier (+3). If the triggering attack hits, the target is also dazed until the end of your next turn.

Additional Effects

Paladin Attack

Used

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

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

Righteous Shield

Encounter ♦ Immediate Interrupt

Close burst 3

Target: The triggering ally in the burst

You form golden energy around an ally, absorbing an attack against your friend and transferring the damage to yourself. As the magic fades, you become charged with righteous fury that fuels your attacks.

Keyword: Divine

Trigger: An ally within 3 squares of you is damaged by an attack.

Effect: You take the damage of the triggering attack instead of the target. This damage ignores your immunities and resistances. In addition, you gain a +2 power bonus to attack rolls until the end of your next turn.

Additional Effects

Paladin Utility

Used

Take Heart, Friend!

Encounter ♦ Minor Action

Close burst 5

Target: One ally in the burst

When all looks dark, you muster a cry of hope to carry your ally through.

Keyword: Martial

Effect: The target gains a +2 power bonus to all defenses until the start of your next turn and 5 temporary hit points.

Additional Effects

Neverwinter Noble Utility

Used

Restore Vitality

Daily ♦ Minor Action

Unarmed:

Melee 1

Target: One creature

You lay your hands upon an ally, invoking the power of your virtue to restore a comrade to health and remove hindering effects.

Keywords: Divine, Healing

Effect: The target regains hit points equal to your healing surge value and can make a saving throw.

Additional Effects

Paladin Utility 2

Used

Gravespawm Potion

Consumable ♦ Level 5

Power ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

Vicious Broadsword +1

Weapon ♦ Level 2

Damage: 1d10

Proficiency Bonus: 2

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d12 damage per plus

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.

Amulet of Protection +1

Neck Slot Item ♦ Level 1

Enhancement: +1 Fortitude, Reflex, and Will

Flame Bracers (heroic tier)

Arms Slot Item ♦ Level 3

Properties

When you score a critical hit, the target takes 1d6 extra fire damage.

Power ♦ Daily (Minor Action)

The next time you hit with an attack, the target takes 1d6 extra fire damage.