

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

3

Level

Quinn

Good Human Knight

Medium

0

Age Height Weight Size Deity

Total XP Next Level at: 3750

Defenses

21	19	17	14
AC	FORT	REF	WILL

Conditional Bonuses:

Hit Points

Max HP
 (Bloodied 23) **46**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

11	11
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Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

3

Conditional Modifiers:

Speed

5

Special Movement:

Passive Insight

11

Passive Perception

11

Special Senses: Normal

Action Points

Action Points Milestones Action Points

<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	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 2

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Longsword

10

Strength vs. AC

1d8+4

Damage

Ranged

Unarmed

4

Dexterity vs. AC

1d4+2

Damage

Language(s) known

Common, Dwarven

Portrait



Abilities

Ability	Score	Check
STR Strength	18	5
CON Constitution	14	3
DEX Dexterity	14	3
INT Intelligence	9	0
WIS Wisdom	10	1
CHA Charisma	12	2

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		1
Arcana	Intelligence		0
Athletics	Strength	✓	8
Bluff	Charisma		2
Diplomacy	Charisma	✓	7
Dungeoneering	Wisdom		1
Endurance	Constitution	✓	6
Heal	Wisdom		1
History	Intelligence		0
Insight	Wisdom		1
Intimidate	Charisma	✓	7
Nature	Wisdom		1
Perception	Wisdom		1
Religion	Intelligence		0
Stealth	Dexterity		1
Streetwise	Charisma		2
Thievery	Dexterity		1

Quinn

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Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Heroic Effort

Gain the Heroic Effort power

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.

Feats

Toughness

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

Shield Finesse

You ignore the check penalty for wearing a shield.

Heavy Blade Expertise

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

Improved Defenses

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



Quinn

Player Name

Character Name

Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Waist Slot

Armor

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

112

Carrying Capacity (lbs.)

Coins and Other Wealth

520 Gold

Normal 180

Heavy 360

Max 900

Melee Basic Attack

At-Will ♦ Standard Action

Longsword: +10 vs. AC, 1d8+4 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: +4 vs. AC, 1d4+2 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 (+2) damage.

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

Additional Effects

Basic Attack

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

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

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

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

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.

Additional Effects

Multiple Class 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

