

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Bregen Riversteward
Good male Human Sentinel

Age Height Weight **Medium** Size Deity

0

Total XP 1000

Defenses

16 AC	15 FORT	12 REF	15 WILL
-----------------	-------------------	------------------	-------------------

Conditional Bonuses

Hit Points

Max HP (Bloodied 15) 31	Temp HP
---	---------

Current Hit Points

Healing Surges

Surge Value	Surges/Day
7	9

Current Conditions:

Combat Statistics and Senses

Initiative	0
-------------------	----------

Conditional Modifiers:

Speed	6
--------------	----------

Special Movement:

Passive Insight	19
------------------------	-----------

Passive Perception	14
---------------------------	-----------

Special Senses: Normal

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	0
--------------------------	----------

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Scimitar

4	1d8
----------	------------

Strength vs. AC Damage

Ranged

Sling

3	1d6
----------	------------

Dexterity vs. AC Damage

Languages

Common



Abilities

Ability	Score	Check
STR Strength	11	0
CON Constitution	14	2
DEX Dexterity	10	0
INT Intelligence	10	0
WIS Wisdom	18	4
CHA Charisma	8	-1

Skills

Skill	Modifier	Score
Acrobatics	Dexterity	-1
Arcana	Intelligence	0
Athletics	Strength	-1
Bluff	Charisma	-1
Diplomacy	Charisma	4 ✓
Dungeoneering	Wisdom	4
Endurance	Constitution	1
Heal	Wisdom	6
History	Intelligence	5 ✓
Insight	Wisdom	9 ✓
Intimidate	Charisma	-1
Nature	Wisdom	9 ✓
Perception	Wisdom	4
Religion	Intelligence	0
Stealth	Dexterity	-1
Streetwise	Charisma	-1
Thievery	Dexterity	-1



Bregen Riversteward

Player Name

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

Tattoo

Ki Focus

Feet

Other Equipment

Total Weight (lbs.)

73

Carrying Capacity (lbs.)

Treasure

38 Gold

Normal

110

Heavy

220

Max

550

Bregen Riversteward

Player Name

Character Name



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

Druid of Spring

Gain an animal companion, proficiency with the scimitar. +1 to attack with scimitars, spears, daggers, sickles. +2 to Heal checks

Druid of Spring: Wolf

You gain a wolf animal companion.

Wilderness Tracker (Druid)

While resting, make a successful Perception check to determine information about creatures that have passed through a 10sq. x 10sq. area.

Watchful Rest (Druid)

During an extended rest, you and any resting allies do not take the -5 penalty to Perception checks for sleeping.

Primal Guardian (Sentinel)

While not wearing heavy armor, use Con mod in place of Dex or Int mod to determine AC

Feats

Toughness

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

Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

Bregen Riversteward

Level 1 Human Sentinel

HP	SCORE	ABILITY	MOD	AC
31	11	STR	0	16
Spd	14	CON	2	Fort
6	10	DEX	0	15
Init	10	INT	0	Ref
+0	18	WIS	4	12
	8	CHA	-1	Will
				15

19 Passive Insight

14 Passive Perception

Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	0
Athletics	Strength	-1
Bluff	Charisma	-1
Diplomacy	Charisma	• 4
Dungeoneering	Wisdom	4
Endurance	Constitution	1
Heal	Wisdom	6
History	Intelligence	• 5
Insight	Wisdom	• 9
Intimidate	Charisma	-1
Nature	Wisdom	• 9
Perception	Wisdom	4
Religion	Intelligence	0
Stealth	Dexterity	-1
Streetwise	Charisma	-1
Thievery	Dexterity	-1

• 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

Scimitar: +4 vs. AC, 1d8 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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Ranged Basic Attack

At-Will ♦ Standard Action

Sling: +3 vs. AC, 1d6 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

Reap the Harvest

At-Will ♦ Standard Action

Scimitar: +8 vs. AC, 1d8+4 damage

Melee weapon **Target:** One creature

Your primal power courses through a foe, wracking it with pain the next time it avoids an attack.

Keywords: Primal, Weapon

Attack: Wisdom vs. AC

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

Effect: The next time an ally misses the target with an attack before the end of your next turn, the target takes damage equal to your Con modifier (+2).

Additional Effects

Basic Attack

Basic Attack

Druid Attack 1

Combined Attack

Encounter ♦ Standard Action

Scimitar: +8 vs. AC, 1d8+4 damage

Melee weapon **Target:** One creature

Your animal companion waits for the signal of your own attack, then pushes in with a devastating follow-up that your foe never sees coming.

Keywords: Primal, Weapon

Attack: Wisdom vs. AC

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

Effect: Your animal companion can take a free action to move up to its speed and then use its animal attack.

Additional Effects

Heat Metal

Daily ♦ Minor Action

Melee 1 **Target:** One axe, flail, heavy blade, light blade, pick, or spear

Fire erupts from the weapon you touch, creating a brand of fire to scorch your enemies.

Keywords: Fire, Primal

Effect: Once per round when a weapon attack hits with the target, the target of the attack also takes 5 fire damage. This benefit lasts until the end of the encounter.

Additional Effects

Healing Word

Encounter (Special) ♦ Minor Action

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst level)

You utter a soothing word that mends wounds of the body and spirit.

Keyword: Healing

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

Druid Attack

Used

Druid Attack 1

Used

Cleric Utility

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

WOLF ANIMAL COMPANION
 Medium natural beast

HP your bloodied value **Initiative** equal to yours
AC 15, **Fortitude** 13, **Reflex** 13, **Will** 13 Perception equal to yours + 2 (add your level to each defense)
Speed 8 low-light vision

Traits

⊗ **Faithful Pack Hound Aura 1**

Enemies grant combat advantage while in the aura.

Standard Actions

⌚ **Animal Attack ♦ At-Will**

Attack: Melee 1 (one creature); your level + 5 vs. AC
Hit: 1d8 + your Wisdom modifier + your Constitution modifier damage.
 Level 13: 1d8 + 2 + your Wisdom modifier + your Constitution modifier damage.
 Level 23: 2d8 + 4 + your Wisdom modifier + your Constitution modifier damage.

Str: 14 **Dex:** 20 **Wis:** 14
Con: 17 **Int:** 2 **Cha:** 6