

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Zorthrax

Good male Dwarf Fighter (Slayer)

35

4' 7"

210 lb.

Medium

Moradin

Age

Height

Weight

Size

Deity

0

Total XP

1000

Defenses

| | | | |
|----|------|-----|------|
| 17 | 17 | 12 | 10 |
| AC | FORT | REF | WILL |

Conditional Bonuses

Hit Points

Max HP
(Bloodied 14) **28**

Temp HP

Current Hit Points

Healing Surges

| | |
|-------------|------------|
| Surge Value | Surges/Day |
| 7 | 10 |

Current Conditions:

Combat Statistics and Senses

| | |
|------------|---|
| Initiative | 2 |
|------------|---|

Conditional Modifiers:

| | |
|-------|---|
| Speed | 5 |
|-------|---|

| | |
|-----------------|----|
| Passive Insight | 10 |
|-----------------|----|

| | |
|--------------------|----|
| Passive Perception | 10 |
|--------------------|----|

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** 0

+5 Saving Throws against poison

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Greataxe

Strength vs. AC

Damage

Ranged

Sling

Dexterity vs. AC

Damage

Languages

Common, Dwarven

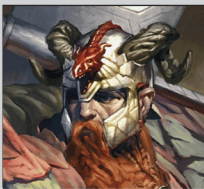


Abilities

| | | Check |
|-----|--------------|-------|
| STR | Strength | 20 5 |
| CON | Constitution | 13 1 |
| DEX | Dexterity | 14 2 |
| INT | Intelligence | 10 0 |
| WIS | Wisdom | 10 0 |
| CHA | Charisma | 8 -1 |

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | 2 |
| Arcana | Intelligence | 0 |
| Athletics | Strength | 10 ✓ |
| Bluff | Charisma | -1 |
| Diplomacy | Charisma | -1 |
| Dungeoneering | Wisdom | 2 |
| Endurance | Constitution | 8 ✓ |
| Heal | Wisdom | 5 ✓ |
| History | Intelligence | 0 |
| Insight | Wisdom | 0 |
| Intimidate | Charisma | -1 |
| Nature | Wisdom | 2 |
| Perception | Wisdom | 0 |
| Religion | Intelligence | 0 |
| Stealth | Dexterity | 2 |
| Streetwise | Charisma | -1 |
| Thievery | Dexterity | 2 |



Zorthrax

Player Name

Character Name

Character Details

Background

Inverness Survivor

Theme

Bloodsworn

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

Greataxe

Waist

Armor

Scale Armor

Tattoo

Feet

Ki Focus

Other Equipment

Adventurer's Kit
Sling
Sling Bullets (20)

Total Weight (lbs.)

95

Carrying Capacity (lbs.)

Treasure

8 gp
0 gp banked

Normal

200

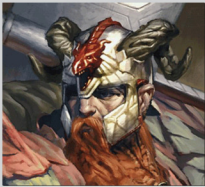
Heavy

400

Max

1000

Zorthrax



Player Name

Character Name

Racial Features

Cast-Iron Stomach

+5 bonus to saving throws against poison.

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

Bloodsworn Starting Feature

Gain the bloodied determination power

Feats

Axe Expertise

When using an axe: +1/2/3 (by tier) to attack rolls, may reroll one damage that results in a 1.

Zorthrax

Level 1 Dwarf Fighter (Slayer)

| SCORE | | ABILITY | | MOD | |
|-------|----|---------|-----|-----|------|
| HP | 28 | 20 | STR | 5 | AC |
| | | 13 | CON | 1 | Fort |
| Spd | 5 | 14 | DEX | 2 | Ref |
| | | 10 | INT | 0 | Will |
| Init | +2 | 10 | WIS | 0 | Will |
| | | 8 | CHA | -1 | Will |

10 Passive Insight

10 Passive Perception

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | 2 |
| Arcana | Intelligence | 0 |
| Athletics | Strength | • 10 |
| Bluff | Charisma | -1 |
| Diplomacy | Charisma | -1 |
| Dungeoneering | Wisdom | 2 |
| Endurance | Constitution | • 8 |
| Heal | Wisdom | • 5 |
| History | Intelligence | 0 |
| Insight | Wisdom | 0 |
| Intimidate | Charisma | -1 |
| Nature | Wisdom | 2 |
| Perception | Wisdom | 0 |
| Religion | Intelligence | 0 |
| 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

Melee Basic Attack

At-Will ♦ Standard Action

Greataxe: +9 vs. AC, 1d12+7 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 (+5) damage.

Level 21: 2[W] + Str modifier (+5) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Sling: +5 vs. AC, 1d6+4 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

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 ☐

Berserker's Charge

At-Will ♦ Minor Action

Personal

You channel your combat fury to run down your foes.

Keywords: Martial, Stance

Effect: You assume the berserker's charge stance. Until the stance ends, you gain a +2 power bonus to your speed when charging and a +2 power bonus to the attack rolls of your charge attacks.

Additional Effects

Fighter Utility

Poised Assault

At-Will ♦ Minor Action

Personal

You settle into an offensive stance, your poise and focus making every strike count.

Keywords: Martial, Stance

Effect: You assume the poised assault stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon.

Additional Effects

Fighter Utility

Bloodied Determination

Encounter ♦ Free Action

Personal

When you are in dire straits, failure is not an option. You adjust your attack at the last moment to deliver a strike.

Keyword: Martial

Trigger: You miss with an at-will attack power while you are bloodied.

Effect: You reroll the missed attack roll.

Additional Effects

Bloodsworn Utility

Used ☐

Dwarven Resilience

Encounter ♦ Minor Action

Personal

Effect: You use your second wind.

Additional Effects

Dwarf Racial Power

Used ☐