

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

7

Level

### Zorthrax

Good male Dwarf Fighter (Slayer)

35

4' 7"

210 lb.

Medium

Moradin

Age

Height

Weight

Size

Deity

10000

Total XP

13000

### Defenses

21	22	17	15
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 34 ) **69**

Temp HP

Current Hit Points

### Healing Surges

Surge Value

Surges/Day

20

10

Current Conditions:

### Combat Statistics and Senses

Initiative

5

Conditional Modifiers:

Speed

5

Passive Insight

13

Passive Perception

13

Special Senses: Low-light

### Action Points

Action Points

Milestones

0  
1  
2

Action Points

1  
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

14

Strength vs. AC

1d12+11

Damage

#### Ranged

Sling

10

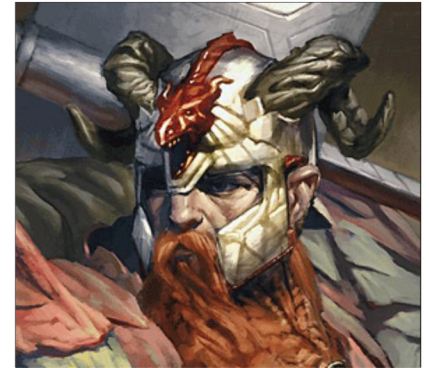
Dexterity vs. AC

1d6+8

Damage

### Languages

Common, Dwarven

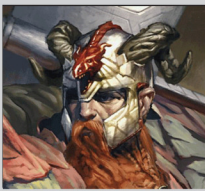


### Abilities

		Check
STR	Strength	21 8
CON	Constitution	13 4
DEX	Dexterity	15 5
INT	Intelligence	10 3
WIS	Wisdom	10 3
CHA	Charisma	8 2

### Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	3
Athletics	Strength	✓ 13
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	5
Endurance	Constitution	✓ 11
Heal	Wisdom	✓ 8
History	Intelligence	3
Insight	Wisdom	3
Intimidate	Charisma	2
Nature	Wisdom	5
Perception	Wisdom	3
Religion	Intelligence	3
Stealth	Dexterity	5
Streetwise	Charisma	2
Thievery	Dexterity	5



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

Ki Focus

Feet

Other Equipment

Adventurer's Kit  
Sling  
Sling Bullets (20)

Total Weight (lbs.)

95

Carrying Capacity (lbs.)

Treasure

8 gp  
0 gp banked

Normal

210

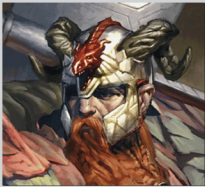
Heavy

420

Max

1050

# 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

### Quick Swap

1/turn, you can draw or stow a weapon as a free action, and then draw another weapon

### Bloodsworn Level 5 Feature

Gain +2 to attack rolls after using your second wind

### Brutal Axe

When you use power strike with a two-handed axe, you can knock the target prone.

## Feats

### Axe Expertise

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

### Improved Defenses

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

### Swift Recovery

+3/4/5 (by tier) to healing surge value.

### Toughness

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

## Zorthrax

Level 7 Dwarf Fighter (Slayer)

HP	SCORE	ABILITY	MOD	AC
69	21	STR	5	21
	13	CON	1	Fort
Spd	15	DEX	2	22
5	10	INT	0	Ref
Init	10	WIS	0	17
+5	8	CHA	-1	Will
				15

13 Passive Insight

13 Passive Perception

## Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	3
Athletics	Strength	• 13
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	5
Endurance	Constitution	• 11
Heal	Wisdom	• 8
History	Intelligence	3
Insight	Wisdom	3
Intimidate	Charisma	2
Nature	Wisdom	5
Perception	Wisdom	3
Religion	Intelligence	3
Stealth	Dexterity	5
Streetwise	Charisma	2
Thievery	Dexterity	5

• 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:** +14 vs. AC, 1d12+11 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:** +10 vs. AC, 1d6+8 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.

**Brutal Axe:** When you use power strike with a two-handed axe, you can knock the target prone.

Additional Effects

Multiple Class Attack

Used ☐ ☐

## Battle Wrath

At-Will ♦ Minor Action

**Personal**

*You channel your anger into each strike, dealing devastating damage to your foes.*

**Keywords:** Martial, Stance

**Effect:** You assume the battle wrath stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon.

Additional Effects

Fighter Utility

## 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 ☐

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 ☐

Line Breaker

Encounter ♦ Move Action

Personal

You turn aside your enemies' attacks as you advance across the battlefield.

Keyword: Martial

Prerequisite: You must have training in Athletics.

Effect: You move up to your speed. During this movement, you gain a +5 power bonus to all defenses against opportunity attacks.

Additional Effects

Fighter Utility 6 Used ☐