

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Matt Gatenby

8

Level

Tradden Aversward

Lawful Good male Human Fighter (Weaponmaster)

19

6'4

188 lbs

Medium

Deity

13000

Total XP

16500

Defenses

23
AC23
FORT22
REF19
WILL

Conditional Bonuses

Hit Points

Max HP

(Bloodied 35)

70

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

20

10

Current Conditions:

Combat Statistics and Senses

Initiative

7

Conditional Modifiers:

Speed

6

Passive Insight

16

Passive Perception

16

Special Senses: Normal

Action Points

Action Points

Milestones

Action Points

0
1
21
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

1

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Frost Longsword +1

13

Strength vs. AC

1d8+7

Damage

Ranged

Hand crossbow

9

Dexterity vs. AC

1d6+3

Damage

Languages

Common, Dwarven



Abilities

		Check
STR	Strength	18 8
CON	Constitution	13 5
DEX	Dexterity	16 7
INT	Intelligence	10 4
WIS	Wisdom	14 6
CHA	Charisma	9 3

Skills

Acrobatics	Dexterity	✓	12
Arcana	Intelligence		4
Athletics	Strength	✓	13
Bluff	Charisma		3
Diplomacy	Charisma		3
Dungeoneering	Wisdom		6
Endurance	Constitution	✓	10
Heal	Wisdom	✓	11
History	Intelligence		6
Insight	Wisdom		6
Intimidate	Charisma		3
Nature	Wisdom		6
Perception	Wisdom		6
Religion	Intelligence		4
Stealth	Dexterity		9
Streetwise	Charisma	✓	8
Thievery	Dexterity		7

Matt Gatenby

Player Name

Tradden Aversward

Character Name



Character Details

Background

Geography - Urban

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Blackengorge

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Elven Cloak +2

Arms

Bracers of Escape (heroic tier)

Hands

Rings

Rings

Off Hand

Rhythm Blade Short sword +2

Main Hand

Frost Longsword +1

Waist

Armor

Eladrin Chainmail +1

Feet

Tattoo

Ki Focus

Other Equipment

Short sword
Adventurer's Kit
Hand crossbow
Crossbow Bolts (20)

Total Weight (lbs.)

85

Carrying Capacity
(lbs.)

Treasure

0 gp
0 gp banked

Normal

180

Heavy

360

Max

900

Matt Gatenby

Player Name

Tradden Aversward

Character Name



Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

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.

Class/Other Features

Combat Challenge

Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.

Combat Superiority

Add + [Wis mod] to opportunity attack rolls. Hit ends foe's movement (if any) this action.

Fighter Talents

You gain a fighter talent

Tempest Technique

When wielding two weapons, +1 attack with offhand weapons; gain Two-Weapon Defense; in light armor or chainmail, +1 damage with melee or close weapons, +2 with offhand weapons

Feats

Human Perseverance

+1 to saving throws

Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

Skill Training (Acrobatics)

Gain training in Acrobatics

Heavy Blade Expertise

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

Action Surge

+3 to attacks when you spend an action point

Swift Recovery

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

Tradden Aversward

Level 8 Human Fighter (Weaponmaster)

	SCORE	ABILITY	MOD	
HP	18	STR	4	AC
70				23
Spd	13	CON	1	Fort
6				23
Init	16	DEX	3	Ref
+7				22
	10	INT	0	Will
				19
	14	WIS	2	
	9	CHA	-1	

16 Passive Insight

16 Passive Perception

Player Name: Matt Gatenby

Skills

Acrobatics	Dexterity	• 12
Arcana	Intelligence	4
Athletics	Strength	• 13
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	6
Endurance	Constitution	• 10
Heal	Wisdom	• 11
History	Intelligence	6
Insight	Wisdom	6
Intimidate	Charisma	3
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	4
Stealth	Dexterity	9
Streetwise	Charisma	• 8
Thievery	Dexterity	7

• indicates a trained skill.

Action Point

Base action points: 1

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.



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

Combat Challenge

At-Will ♦ Immediate Interrupt

Melee

Keywords: Martial, Weapon

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy.

Additional Effects

Fighter Attack

Melee Basic Attack

At-Will ♦ Standard Action

Frost Longsword +1: +13 vs. AC, 1d8+7 damage

Rhythm Blade Short sword +2: +14 vs. AC, 1d6+9 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

Hand crossbow: +9 vs. AC, 1d6+3 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 (+3) damage.

Level 21: 2[W] + Dex modifier (+3) damage.

Additional Effects

Basic Attack

Cleave

At-Will ♦ Standard Action

Frost Longsword +1: +13 vs. AC, 1d8+7 damage

Rhythm Blade Short sword +2: +14 vs. AC, 1d6+9 damage

Melee weapon **Targets:** One creature

You hit one enemy, then cleave into another.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage, and an enemy adjacent to you other than the target takes damage equal to your Str modifier (+4).

Additional Effects

Fighter Attack 1

Dual Strike

At-Will ♦ Standard Action

Frost Longsword +1: +13 vs. AC, 1d8+3 damage

Rhythm Blade Short sword +2: +14 vs. AC, 1d6+5 damage

Melee weapon

You lash out quickly and follow up faster, delivering two small wounds.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Primary Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] damage.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] damage.

Additional Effects

Fighter Attack 1

Footwork Lure

At-Will ♦ Standard Action

Frost Longsword +1: +13 vs. AC, 1d8+7 damage

Rhythm Blade Short sword +2: +14 vs. AC, 1d6+9 damage

Melee weapon **Target:** One creature

You press the attack, engaging your enemy before falling back and drawing him after you.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage. You can shift 1 square and slide the target 1 square into the space you left.

Additional Effects

Fighter Attack 1

Surprising Stab

Encounter ♦ Standard Action

Frost Longsword +1: +13 vs. Reflex, 4 damage
Rhythm Blade Short sword +2: +14 vs. Reflex, 4 damage

Melee weapon

Target: One creature

You slash at your enemy's head and bring in your off-hand weapon with a fast, deadly strike.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Primary Attack: Strength vs. Reflex (main weapon)

Hit: Str modifier (+4) damage, and the target grants combat advantage to you until the end of your next turn. Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Str modifier (+4) damage.

Additional Effects

Fighter Attack 1

Used ☐

Sweeping Slash

Encounter ♦ Standard Action

Frost Longsword +1: +13 vs. Reflex
Rhythm Blade Short sword +2: +14 vs. Reflex
Close burst 1

You whirl your main weapon in an overhead cut that forces your foes to step back. You then follow up with your other weapon.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Primary Target: Each enemy in the burst you can see

Primary Attack: Strength vs. Reflex (main weapon)

Hit: You push the primary target 1 square.

Effect: You shift 1 square and make a melee secondary attack.

Secondary Target: One creature targeted by the primary attack

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Str modifier (+4) damage.

Additional Effects

Fighter Attack 3

Used ☐

Come and Get It

Encounter ♦ Standard Action

Frost Longsword +1: +13 vs. Will
Rhythm Blade Short sword +2: +14 vs. Will
Hand crossbow: +10 vs. Will

Close burst 3

Target: Each enemy you can see in the burst

You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.

Keywords: Martial, Weapon

Attack: Strength vs. Will

Hit: You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage.

Additional Effects

Fighter Attack 7

Used ☐

Villain's Menace

Daily ♦ Standard Action

Frost Longsword +1: +13 vs. AC, 2d8+7 damage
Rhythm Blade Short sword +2: +14 vs. AC, 2d6+9 damage

Melee weapon

Target: One creature

Choosing a worthy foe, you wound it with a strong initial attack, and then continue to harry it for the rest of the battle.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+4) damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: You gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Additional Effects

Fighter Attack 1

Used ☐

Rain of Steel

Daily ♦ Minor Action

Personal

You constantly swing your weapon about, slashing and cutting into nearby enemies.

Keywords: Martial, Stance, Weapon

Effect: You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

Additional Effects

Fighter Attack 5

Used ☐

Pass Forward

At-Will ♦ Move Action

Personal

With perfect timing, you slip by your foe without dropping your guard.

Keyword: Martial

Effect: You pick an adjacent enemy and move up to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks from that enemy.

Additional Effects

Fighter Utility 2

Ignore Weakness

Encounter ♦ No Action

Personal

A surge of inner strength helps you shrug off the lingering effects of your enemy's attacks.

Keyword: Martial

Prerequisite: You must have training in Endurance.

Trigger: You start your turn immobilized, slowed, or weakened by an effect that a save can end.

Effect: You make a saving throw with a +5 power bonus against the effect.

Additional Effects

Fighter Utility 6

Used ☐

Frost Longsword +1

Weapon ♦ Level 3

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 cold damage per plus

Power (Cold) ♦ (Free Action)

All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Cold) ♦ Daily (Free Action)

Use this power when you hit with the weapon. The target takes 1d8 cold damage and is slowed until the end of your next turn.

Bracers of Escape (heroic tier)

Arms Slot Item ♦ Level 7

Power ♦ Daily (Immediate Interrupt)

You can use this power when you are the target of a melee attack. You teleport 2 squares.

Eladrin Chainmail +1

Armor ♦ Level 3

Armor Bonus: 6

Check: -1

Speed: -1

Enhancement: +1 AC

Property

- ♦ Add 1 square to the maximum distance of any teleport you make.
- ♦ This armor has no speed or skill check penalties.

Rhythm Blade Short sword +2

Weapon ♦ Level 8

Damage: 1d6

Proficiency Bonus: 3

Properties: Off-Hand

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

While you wield this weapon in your off hand, your shield bonus to AC and Reflex increases by 1.

Elven Cloak +2

Neck Slot Item ♦ Level 7

Enhancement: +2 Fortitude, Reflex, and Will

Properties

You gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.