# **Character Sheet**

41

# Khâlin Grundokri

Good male Dwarf Marshal

4'6" 195 lbs Medium

Age Height Weight Size Clangeddin Silverbeard Deity

3750

5500

## **Defenses**



**Hit Points** 

(Bloodied 20)

**Current Hit Points** 

**Healing Surges** 

Current Conditions:

Surges/Day

Surge Value

10

Max HP



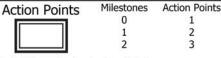




Temp HP

Conditional Bonuses +5 Saving Throws against poison

# **Action Points**



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

# **Death Saving Throw Failures**

Saving Throw Mods

+5 Saving Throws against poison

# Resistances/Vulnerabilities

## **Current Conditions and Effects**

## **Basic Attacks**

Melee

Warhammer

7

1d10+5

0

Ranged

Strength vs. AC

# Dagger

Dexterity vs. AC

1d4+1 Damage

Damage

Languages

Common, Dwarven

#### Abilities

		- 1111
STR Strength	17	Check 5
CON Constitution	14	4
DEX Dexterity	12	3
INT Intelligence	10	2
WIS Wisdom	10	2
CHA Charisma	17	5

# Skills

Acrobatics	Dexterity		3
Arcana	Intelligence		2
Athletics	Strength	<b>V</b>	10
Bluff	Charisma		5
Diplomacy	Charisma		5
Dungeoneering	Wisdom		4
Endurance	Constitution	<b>V</b>	14
Heal	Wisdom		2
History	Intelligence	<b>V</b>	7
Insight	Wisdom		2
Intimidate	Charisma	<b>√</b>	10
Nature	Wisdom		2
Perception	Wisdom		2
Religion	Intelligence		2
Stealth	Dexterity		3
Streetwise	Charisma		5
Thievery	Dexterity		3

# **Combat Statistics and Senses**

Initiative

Conditional Modifiers:

5 Speed

Special Movement:

12 Passive Insight

12 Passive Perception

Special Senses: Low-light

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# Khâlin Grundokri Character Name



Player Name

Character Details	Equipment	7
Background Occupation - Artisan Occupation - Military	Head	
Theme	Arms Flame Bracers (heroic tier) Hands	
Mannerisms and Appearance	Rings	
Personality Traits	Off Hand  Light Shield  Main Hand  Waist	M,
	Main Hand Waist  Warhammer  Armor  Dwarven Scale	Armor +1
Adventuring Company Blackengorge	Feet Ki Focus	
Companions and Allies	Other Equipment  Adventurer's Kit Dagger Tent Climber's Kit	
Session and Campaign Notes		
Other Notes		
	Total Weight (lbs.)  121  Treasure  Nor  Hea	avy 340

Mark Gill

Player Name

Khâlin Grundokri

Character Name



# **Racial Features**

**Dwarven Weapon Proficiency** 

Proficient with hammers.

#### **Cast-Iron Stomach**

+5 bonus to saving throws against poison.

#### **Encumbered Speed**

Armor or heavy load doesn't reduce your speed. prone. (Other effects still can.)

#### **Dwarven Resilience**

You have the dwarven resilience power

#### Stand Your Ground

Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

#### **Dungeoneering Bonus**



# **Endurance Bonus**

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# Class/Other Features

#### **Combat Leader**

You, and allies within 10 that see and hear you, gain +2 to initiative.

#### **Commanding Presence**

Choose a Presence benefit; provides bonuses with certain powers.

#### **Bravura Presence**

Ally who sees you who spends action point to take action and attacks can use this; on hit, ally can make basic attack or take move; on miss, ally grants combat advantage until end of next turn

#### **Inspiring Word**

Use inspiring word as an encounter (special) nower, minor action.

#### **Feats**

Armor Proficiency: Scale

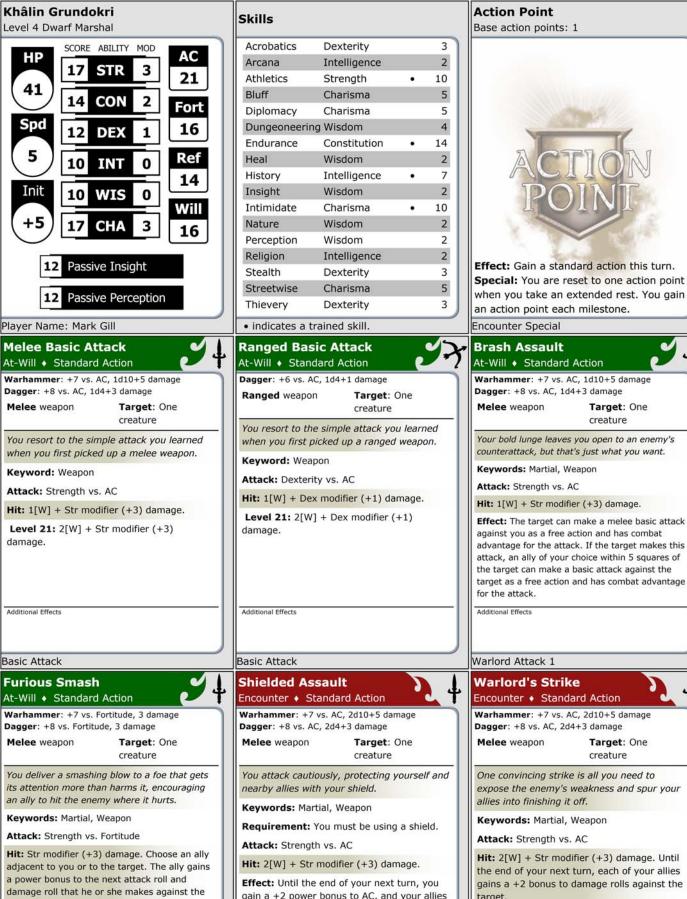
Training with scale armor

## **Dwarven Weapon Training**

+2 damage and proficiency with axes and hammers

# Prepared for Anything

Allies gain +2 AC until they act



# target before the end of his or her next turn. The power bonus equals your Cha modifier (+3).Additional Effects

Warlord Attack 1

gain a +2 power bonus to AC, and your allies gain a +2 power bonus to AC while adjacent to you. Additional Effects

Warlord Attack 1

gains a +2 bonus to damage rolls against the Inspiring Presence: The bonus equals 1 + your Cha modifier (+3). Additional Effects Used | Warlord Attack 3 Used

#### **Fearless Rescue Inspiring Word Dwarven Resilience** Encounter (Special) • Minor Action Encounter • Minor Action Warhammer: +8 vs. AC, 2d10+5 damage Close burst 5 (10 at Target: You or one Personal Dagger: +9 vs. AC, 2d4+3 damage 11th level, 15 at 21st ally in the burst Effect: You use your second wind. Target: The Melee weapon level) triggering enemy You call out to a wounded ally and offer One of your allies falls, and without regard for your own inspiring words of courage and determination well-being, you rush to make the attacker pay. Your that invigorates your comrade. bravery inspires your ally to fight on. Keywords: Healing, Martial Keywords: Healing, Martial, Weapon Trigger: An enemy within 5 squares of you reduces an Effect: The target can spend a healing surge ally to 0 hit points or fewe and regain 1d6 additional hit points. Effect: Before the attack, you can move to the nearest square from which you can attack the target. Special: You can use this power twice per encounter, but only once per round. At 16th Attack: Strength + 1 vs. AC level, you can use this power three times per Hit: 2[W] + Str modifier (+3) damage. Effect: The ally can spend a healing surge and regains an additional 1d6 hit points for every opportunity attack you provoke while moving to the target. Additional Effects Additional Effects Additional Effects Warlord Attack 1 Used ☐ Warlord Feature Used | Dwarf Racial Power Used □ Heroic Effort (Warlord) Dwarven Scale Armor +1 Flame Bracers (heroic tier) Daily • Minor Action Close burst 10 Target: Each ally in Armor Bonus: 7 Property: When you score a critical hit, the burst Speed: -1 the target takes 1d6 extra fire damage. Enhancement: +1 AC On the brink of exhaustion, you still manage Power (Daily): Minor Action. The next Property: You gain an item bonus to to rally your allies. time you hit with an attack, the target Endurance checks equal to the armor's takes 1d6 extra fire damage. Keyword: Martial enhancement bonus. Requirement: You must be bloodied. Power (Daily \* Healing): Free Action. Effect: The target can add your Cha modifier You regain hit points as if you had spent (+3) to damage rolls until you are no longer a healing surge. bloodied. Also, you gain temporary hit points equal to your level + your Cha modifier (+3). Additional Effects

Warlord Utility 2

Used [