

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Mark Gill

8

Level

Khâlin Grundokri

Good male Dwarf Warlord (Marshal)

44

4'6"

195 lbs

Medium

Clangeddin Silverbeard

Age

Height

Weight

Size

Deity

13000

Total XP

16500

### Defenses

23

AC

19

FORT

16

REF

19

WILL

Conditional Bonuses

### Hit Points

Max HP

(Bloodied 30 )

61

Temp HP

Current Hit Points

### Healing Surges

Surge Value

Surges/Day

15

9

Current Conditions:

### Combat Statistics and Senses

Initiative

7

Conditional Modifiers:

Speed

5

Passive Insight

14

Passive Perception

14

Special Senses: Low-light

### Action Points

Action Points

Milestones

Action Points

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

Vanguard Craghammer +2

12

Strength vs. AC

1d10+8

Damage

#### Ranged

Dagger

8

Dexterity vs. AC

1d4+1

Damage

### Languages

Common, Dwarven



### Abilities

		Check
STR	Strength	18 8
CON	Constitution	14 6
DEX	Dexterity	12 5
INT	Intelligence	10 4
WIS	Wisdom	10 4
CHA	Charisma	18 8

### Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	4
Athletics	Strength	✓ 13
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	6
Endurance	Constitution	✓ 16
Heal	Wisdom	4
History	Intelligence	✓ 9
Insight	Wisdom	4
Intimidate	Charisma	✓ 13
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	4
Stealth	Dexterity	5
Streetwise	Charisma	8
Thievery	Dexterity	5

Mark Gill

Player Name

Khâlin Grundokri

Character Name



## Character Details

### Background

Occupation - Artisan  
Occupation - Military

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

Blackengorge

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Arms

Flame Bracers (heroic tier)

Hands

Rings

Rings

Off Hand

Light Shield

Main Hand

Vanguard Craghammer +2

Waist

Armor

Dwarven Scale Armor +1

Tattoo

Ki Focus

Feet

### Other Equipment

Adventurer's Kit  
Dagger  
Warhammer  
Tent  
Climber's Kit  
Flamedrinker Shield (heroic tier)

Total Weight (lbs.)

127

Carrying Capacity  
(lbs.)

Treasure

0 gp  
0 gp banked

Normal

180

Heavy

360

Max

900

Mark Gill

Player Name

Khâlin Grundokri

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

### 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.

### 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.

### Inspiring Word

Use inspiring word as an encounter (special) power, 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

### Last Legion Officer

Your power enables an ally to spend a healing surge: the ally may also shift 1 sq (free action) or gain +2 to AC and Reflex until their next turn starts

### Shield the Fallen

Grant bloodied, unconscious, or helpless ally +2 to saving throws and all defenses



## Khâlin Grundokri

Level 8 Dwarf Warlord (Marshal)

HP	SCORE	ABILITY	MOD	AC
61	18	STR	4	23
Spd	14	CON	2	Fort
5	12	DEX	1	19
Init	10	INT	0	Ref
+7	10	WIS	0	16
	18	CHA	4	Will
				19

14 Passive Insight

14 Passive Perception

Player Name: Mark Gill

## Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	4
Athletics	Strength	• 13
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	6
Endurance	Constitution	• 16
Heal	Wisdom	4
History	Intelligence	• 9
Insight	Wisdom	4
Intimidate	Charisma	• 13
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	4
Stealth	Dexterity	5
Streetwise	Charisma	8
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

**Vanguard Craghammer +2:** +12 vs. AC, 1d10+8 damage

**Dagger:** +11 vs. AC, 1d4+4 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

+1d8 damage on any successful charge.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Dagger:** +8 vs. AC, 1d4+1 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 (+1) damage.

**Level 21:** 2[W] + Dex modifier (+1) damage.

Additional Effects

+1d8 damage on any successful charge.

Basic Attack

## Direct the Strike

At-Will ♦ Standard Action

**Ranged 5**

**Target:** One ally

*You direct an ally to attack as an enemy lowers its guard.*

**Keyword:** Martial

**Effect:** The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

Additional Effects

Warlord Attack 1

## Opening Shove

At-Will ♦ Standard Action

**Vanguard Craghammer +2:** +12 vs. Reflex

**Dagger:** +11 vs. Reflex

**Melee weapon** **Target:** One creature

*You knock your foe off-balance while shouting a quick command to an ally.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. Reflex

**Hit:** You push the target 1 square. Then choose one ally you can see. That ally either shifts a number of squares equal to your Int modifier (+0) or makes a melee basic attack against the target.

Additional Effects

Warlord Attack 1

## Shielded Assault

Encounter ♦ Standard Action

**Vanguard Craghammer +2:** +12 vs. AC, 2d10+8 damage

**Dagger:** +11 vs. AC, 2d4+4 damage

**Melee weapon** **Target:** One creature

*You attack cautiously, protecting yourself and nearby allies with your shield.*

**Keywords:** Martial, Weapon

**Requirement:** You must be using a shield.

**Attack:** Strength vs. AC

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

**Effect:** Until the end of your next turn, you 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

Used ☐

## Warlord's Strike

Encounter ♦ Standard Action

**Vanguard Craghammer +2:** +12 vs. AC, 2d10+8 damage

**Dagger:** +11 vs. AC, 2d4+4 damage

**Melee weapon** **Target:** One creature

*One convincing strike is all you need to expose the enemy's weakness and spur your allies into finishing it off.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+4) damage. Until the end of your next turn, each of your allies gains a +2 bonus to damage rolls against the target.

**Inspiring Presence:** The bonus equals 1 + your Cha modifier (+4).

Additional Effects

Warlord Attack 3

Used ☐

## Provoke Overextension

Encounter ♦ Standard Action

**Vanguard Craghammer +2:** +12 vs. AC, 2d10+8 damage

**Dagger:** +11 vs. AC, 2d4+4 damage

**Melee weapon** **Target:** One creature

*You goad the enemy into pressing too far, setting up your ally's counterstrike.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+4) damage, and the target must make a basic attack against you as a free action. If the basic attack misses, an ally of yours can make a basic attack against the target as a free action.

**Bravura Presence:** You gain a bonus to your AC against the target's basic attack equal to your Cha modifier (+4) and your ally gains the same bonus to his or her basic attack's damage roll.

Additional Effects

Warlord Attack 7

Used ☐

## Fearless Rescue

Daily ♦ Immediate Reaction

**Vanguard Craghammer +2:** +13 vs. AC, 2d10+8 damage

**Dagger:** +12 vs. AC, 2d4+4 damage

**Melee weapon** **Target:** The triggering enemy

*One of your allies falls, and without regard for your own well-being, you rush to make the attacker pay. Your bravery inspires your ally to fight on.*

**Keywords:** Healing, Martial, Weapon

**Trigger:** An enemy within 5 squares of you reduces an ally to 0 hit points or fewer

**Effect:** Before the attack, you can move to the nearest square from which you can attack the target.

**Attack:** Strength + 1 vs. AC

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

Warlord Attack 1

Used ☐

## Stand the Fallen

Daily ♦ Standard Action

**Vanguard Craghammer +2:** +12 vs. AC, 3d10+8 damage

**Dagger:** +11 vs. AC, 3d4+4 damage

**Melee weapon** **Target:** One creature

*You make a powerful strike against your enemy and call to your comrades, lifting their spirits and restoring their battle lust.*

**Keywords:** Healing, Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 3[W] + Str modifier (+4) damage.

**Effect:** Each ally within 10 squares of you can spend a healing surge and regains additional hit points equal to your Cha modifier (+4).

Additional Effects

Warlord Attack 5

Used ☐

## Inspiring Word

Encounter (Special) ♦ Minor Action

**Unarmed:**

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

*You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.*

**Keywords:** Healing, Martial

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

Level 6: 2d6 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

Warlord Feature

Used ☐

## Dwarven Resilience

Encounter ♦ Minor Action

**Personal**

**Effect:** You use your second wind.

Additional Effects

Dwarf Racial Power

Used ☐

## Heroic Effort (Warlord)

Daily ♦ Minor Action

**Close** burst 10 **Target:** Each ally in the burst

*On the brink of exhaustion, you still manage to rally your allies.*

**Keyword:** Martial

**Requirement:** You must be bloodied.

**Effect:** The target can add your Cha modifier (+4) to damage rolls until you are no longer bloodied. Also, you gain temporary hit points equal to your level + your Cha modifier (+4).

Additional Effects

Warlord Utility 2

Used ☐

## Stand Tough

Daily ♦ Minor Action

**Unarmed:**

**Close** burst 5 **Targets:** You and each ally in the burst

*You fortify your allies with a few words of encouragement.*

**Keywords:** Healing, Martial

**Effect:** Each target regains hit points equal to 10 + your Cha modifier (+4).

Additional Effects

Warlord Utility 6

Used ☐

## Flamedrinker Shield (heroic...)

Arms Slot Item ♦ Level 6

### Properties

Gain resist 5 fire.

### Power ♦ Daily (Immediate Interrupt)

Use this power when an ally adjacent to you would take fire damage. Grant that ally resist 10 fire until the end of your next turn.

## Vanguard Craghammer +2

Weapon ♦ Level 8

**Damage:** 1d10

**Proficiency Bonus:** 2

**Properties:** Versatile, Brutal

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d8 damage per plus

### Properties

Deal +1d8 damage on any successful charge.

### Power ♦ Daily (Minor Action)

Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.



### Flame Bracers (heroic tier)

Arms Slot Item ♦ Level 3

#### Properties

When you score a critical hit, the target takes 1d6 extra fire damage.

#### Power ♦ Daily (Minor Action)

The next time you hit with an attack, the target takes 1d6 extra fire damage.

### Dwarven Scale Armor +1

Armor ♦ Level 2

**Armor Bonus:** 7

**Speed:** -1

**Enhancement:** +1 AC

#### Properties

You gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

#### Power (Healing) ♦ Daily (Free Action)

You regain hit points as if you had spent a healing surge.