

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Matt Gatenby

4

Level

Tradden Aversward

Lawful Good male Human Weaponmaster

19

6'4

188 lbs

Medium

Age

Height

Weight

Size

Deity

3750

Total XP

5500

Defenses

19	19	17	15
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 22) **45**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
11	10

Current Conditions:

Combat Statistics and Senses

Initiative

5

Conditional Modifiers:

Speed

5

Special Movement:

Passive Insight

14

Passive Perception

14

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<div></div>	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

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Saving Throw Mods

1

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Frost Longsword +1

11

Strength vs. AC

1d8+7

Damage

Ranged

Hand crossbow

7

Dexterity vs. AC

1d6+3

Damage

Languages

Common, Dwarven



Abilities

		Check
STR	Strength	18 6
CON	Constitution	12 3
DEX	Dexterity	16 5
INT	Intelligence	10 2
WIS	Wisdom	14 4
CHA	Charisma	8 1

Skills

Acrobatics	Dexterity	✓	9
Arcana	Intelligence		2
Athletics	Strength	✓	10
Bluff	Charisma		1
Diplomacy	Charisma		1
Dungeoneering	Wisdom		4
Endurance	Constitution	✓	7
Heal	Wisdom	✓	9
History	Intelligence		4
Insight	Wisdom		4
Intimidate	Charisma		1
Nature	Wisdom		4
Perception	Wisdom		4
Religion	Intelligence		2
Stealth	Dexterity		4
Streetwise	Charisma	✓	6
Thievery	Dexterity		4

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

Arms

Bracers of Escape (heroic tier)

Hands

Rings

Rings

Off Hand

Short sword

Main Hand

Frost Longsword +1

Waist

Armor

Chainmail

Tattoo

Ki Focus

Feet

Other Equipment

Adventurer's Kit
Hand crossbow
Crossbow Bolt (20)

Total Weight (lbs.)

83

Carrying Capacity
(lbs.)

Treasure

Normal

180

Heavy

360

Max

900

Matt Gatenby

Player Name

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Character Name



Racial Features

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.

Bonus At-Will Power

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

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

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

Two-Weapon Defense

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

Human Perseverance

+1 to saving throws

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

Tradden Aversward

Level 4 Human Weaponmaster

HP

45

SCORE

18

ABILITY

STR

4

MOD

4

AC

19

Fort

19

Spd

5

12

CON

1

16

DEX

3

10

INT

0

Ref

17

Init

+5

14

WIS

2

8

CHA

-1

Will

15

14

Passive Insight

14

Passive Perception

Player Name: Matt Gatenby

Skills		
Acrobatics	Dexterity	• 9
Arcana	Intelligence	2
Athletics	Strength	• 10
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	4
Endurance	Constitution	• 7
Heal	Wisdom	• 9
History	Intelligence	4
Insight	Wisdom	4
Intimidate	Charisma	1
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	2
Stealth	Dexterity	4
Streetwise	Charisma	• 6
Thievery	Dexterity	4

• 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

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: +11 vs. AC, 1d8+7 damage

Short sword: +10 vs. AC, 1d6+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 (+4) damage.

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Hand crossbow: +7 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: +11 vs. AC, 1d8+7 damage

Short sword: +10 vs. AC, 1d6+7 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

Footwork Lure

At-Will ♦ Standard Action

Frost Longsword +1: +11 vs. AC, 1d8+7 damage

Short sword: +10 vs. AC, 1d6+7 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

Sure Strike

At-Will ♦ Standard Action

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

Short sword: +12 vs. AC, 1d6+3 damage

Melee weapon

Target: One creature

You trade power for precision.

Keywords: Martial, Weapon

Attack: Strength + 2 vs. AC

Hit: 1[W] damage.

Additional Effects

Fighter Attack 1

