

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Matt Gatenby

5

Level

Tradden Aversward

Lawful Good male Human Fighter (Weaponmaster)

19

6'4

188 lbs

Medium

Deity

5500

Total XP

7500

Defenses

19	19	17	15
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 25) **51**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

12

10

Current Conditions:

Combat Statistics and Senses

Initiative

5

Conditional Modifiers:

Speed

5

Passive Insight

14

Passive Perception

14

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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

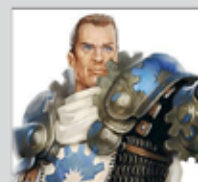
Acrobatics	Dexterity	✓	9
Arcana	Intelligence		2
Athletics	Strength	✓	10
Bluff	Charisma		1
Diplomacy	Charisma		1
Dungeoneering	Wisdom		4
Endurance	Constitution	✓	7
Heal	Wisdom	✓	9
History	Intelligence		4
Insight	Wisdom		4
Intimidate	Charisma		1
Nature	Wisdom		4
Perception	Wisdom		4
Religion	Intelligence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

Feet

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Hand crossbow
Crossbow Bolt (20)

Total Weight (lbs.)

83

Carrying Capacity
(lbs.)

Treasure

0 gp

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

Tradden Aversward

Level 5 Human Fighter (Weaponmaster)

HP	SCORE	ABILITY	MOD	AC
51	18	STR	4	19
Spd	12	CON	1	Fort
5	16	DEX	3	19
Init	10	INT	0	Ref
+5	14	WIS	2	17
	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

Dual Strike

At-Will ♦ Standard Action

Frost Longsword +1: +11 vs. AC, 1d8+3 damage**Short sword:** +10 vs. AC, 1d6+3 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: +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

Surprising Stab

Encounter ♦ Standard Action

Frost Longsword +1: +11 vs. Reflex, 4 damage
Short sword: +10 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: +11 vs. Reflex
Short sword: +10 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 ☐

Tempest Dance

Daily ♦ 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 lunge from enemy to enemy, giving each a taste of your weapon as you pass.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dex modifier (+3).

Effect: You can shift 1 square and repeat the attack against a second target. You can then shift 1 square and repeat the attack against a third target.

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

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.

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.