

# 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

22	23	21	19
AC	FORT	REF	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
<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

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

Short sword

Main Hand

Frost Longsword +1

Waist

Armor

Eladrin Chainmail +1

Tattoo

Ki Focus

Feet

## Other Equipment

Adventurer's Kit  
Hand crossbow  
Crossbow Bolts (20)

Total Weight (lbs.)

83

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)

HP	SCORE	ABILITY	MOD	AC
70	18	STR	4	22
Spd	13	CON	1	Fort
6	16	DEX	3	23
Init	10	INT	0	Ref
+7	14	WIS	2	21
	9	CHA	-1	Will
				19

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

**Short sword:** +12 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:** +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

**Short sword:** +12 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:** +13 vs. AC, 1d8+3 damage

**Short sword:** +12 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:** +13 vs. AC, 1d8+7 damage

**Short sword:** +12 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:** +13 vs. Reflex, 4 damage

**Short sword:** +12 vs. Reflex, 4 damage

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

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*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.

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Additional Effects

Fighter Attack 1

Used ☐

Sweeping Slash

Encounter ♦ Standard Action

**Frost Longsword +1:** +13 vs. Reflex

**Short sword:** +12 vs. Reflex

**Close burst 1**

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*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.

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Additional Effects

Fighter Attack 3

Used ☐

Come and Get It

Encounter ♦ Standard Action

**Frost Longsword +1:** +13 vs. Will

**Short sword:** +12 vs. Will

**Hand crossbow:** +10 vs. Will

**Close burst 3**      **Target:** Each enemy you can see in the burst

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*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.

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Additional Effects

Fighter Attack 7

Used ☐

Villain's Menace

Daily ♦ Standard Action

**Frost Longsword +1:** +13 vs. AC, 2d8+7 damage

**Short sword:** +12 vs. AC, 2d6+7 damage

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

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*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.

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Additional Effects

Fighter Attack 1

Used ☐

Rain of Steel

Daily ♦ Minor Action

**Personal**

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*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.

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Additional Effects

Fighter Attack 5

Used ☐

Pass Forward

At-Will ♦ Move Action

**Personal**

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*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.

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Additional Effects

Fighter Utility 2

Used ☐

Ignore Weakness

Encounter ♦ No Action

**Personal**

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*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.

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Additional Effects

Fighter Utility 6

Used ☐

Bracers of Escape (heroic tier)

Arms Slot Item ♦ Level 7

**Power ♦ Daily** (Immediate Interrupt)

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

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Additional Effects

Eladrin Chainmail +1

Armor ♦ Level 3

**Armor Bonus:** 6

**Check:** -1

**Speed:** -1

**Enhancement:** +1 AC

**Property**

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♦ Add 1 square to the maximum distance of any teleport you make.

♦ This armor has no speed or skill check penalties.

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Additional Effects



### 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.

### 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.