

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

12

Level

### Baramos

Good male Dragonborn Hybrid

27

6'7"

314 lb.

Medium

Bahamut

Age

Height

Weight

Size

Deity

32000

Total XP

39000

### Defenses

31  
AC25  
FORT21  
REF26  
WILL

Conditional Bonuses

### Hit Points

Max HP  
(Bloodied 41 ) 82

Temp HP

Current Hit Points

### Healing Surges

Surge Value

Surges/Day

22

10

Current Conditions:

### Combat Statistics and Senses

Initiative

5

Conditional Modifiers:

Speed

5

Passive Insight

16

Passive Perception

16

Special Senses: Normal

### Action Points

Action Points

Milestones

Action Points

0  
1  
21  
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

### Resistances/Vulnerabilities

Resist 10 Fire

### Current Conditions and Effects

### Basic Attacks

#### Melee

Vanguard Longsword +2

18

Strength vs. AC

1d8+7

Damage

#### Ranged

Unarmed

5

Dexterity vs. AC

1d4-1

Damage

### Languages

Common, Draconic, Primordial



### Abilities

		Check
STR	Strength	20 11
CON	Constitution	14 8
DEX	Dexterity	9 5
INT	Intelligence	11 6
WIS	Wisdom	11 6
CHA	Charisma	22 12

### Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	6
Athletics	Strength	15
Bluff	Charisma	12
Diplomacy	Charisma	12
Dungeoneering	Wisdom	6
Endurance	Constitution	10
Heal	Wisdom	6
History	Intelligence	8
Insight	Wisdom	6
Intimidate	Charisma	19
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	6
Stealth	Dexterity	1
Streetwise	Charisma	12
Thievery	Dexterity	1



**Baramos**

Player Name

Character Name

**Character Details**

**Background**

Tymanther

**Theme**

Ironwrought

**Mannerisms and Appearance**

**Personality Traits**

**Adventuring Company**

**Companions and Allies**

**Session and Campaign Notes**

Other Notes

**Equipment**

Head

Horned Helm (heroic tier)

Neck

Fireflower Pendant +3

Arms

Hands

Gauntlets of Arcane Might

Rings

Rings

Off Hand

Throwing Shield Heavy Shield...

Main Hand

Vanguard Longsword +2

Waist

Armor

Imposter's Gith Plate Armor +3

Feet

Catstep Boots

Tattoo

Ki Focus

**Other Equipment**

Adventurer's Kit  
Climber's Kit  
Battle Standard of Honor

Total Weight (lbs.)

113

Carrying Capacity (lbs.)

Treasure

1 pp; 3 gp  
0 gp banked

Normal

200

Heavy

400

Max

1000

# Baramos



Player Name

Character Name

## Racial Features

### Draconic Heritage

Add + [Con mod] to healing surge value

### Dragon Breath

Use dragon breath as an encounter power.

### Dragon Breath Fire

Dragon Breath deals fire damage

### Dragon Breath Strength

Use STR for Dragon Breath

### Dragonborn Fury

+1 to attacks while bloodied.

### Dragonborn Racial Power

Gain a dragonborn racial power.

### Dragon Breath Cold

Dragon Breath deals cold damage

## Class/Other Features

### Divine Challenge (Hybrid)

Gain Divine Challenge power; the radiant damage equals your Charisma mod/Cha mod +2/Cha mod +4 (by tier)

### Hybrid Paladin Fortitude

### Ironwrought Starting Feature

Your origin becomes elemental; gain Primordial language, +1 bonus to Athletics and Endurance checks; power bonus from using your second wind increases to +4; gain the inevitable strike power

### Paladin Armor Proficiency

Gain proficiency with leather, hide, chain, scale, plate, light and heavy shields

### Sorcerous Power

+Ability mod to damage, use ability mod for AC in light armor

### Sorcerous Power Strength

+Strength mod to damage, use strength mod for AC in light armor

### Ironwrought Level 5 Feature

While bloodied gain resist 2/4/6 to all damage

### Ironwrought Level 10 Feature

Gain a +1 power bonus to melee attack rolls after using inevitable strike

### Versatile Expertise (Heavy Blade)

+1/+2/+3 feat bonus to attack rolls with Heavy Blades.

### Versatile Expertise (Holy Symbol)

+1/+2/+3 feat bonus to attack rolls with holy symbols.

### Dragon Soul

Choose a resistance to gain and pierce that resistance with your spells

### Dragon Soul Fire

Resist fire damage

### Soul of the Sorcerer

## Feats

### Hybrid Talent

Gain a hybrid talent option for one of your hybrid class entries

### Paragon Hybrid Talent

Gain a hybrid talent option from one of your hybrid classes

### Draconic Challenge

Your dragon breath places your divine sanction on enemies

### Hurl Breath

May use dragon breath as area attack, burst 2 within 10

### Adaptable Breath

Provides alternative damage type you may use when using dragon breath

### Bolstering Breath

Dragon breath targets only enemies in the area; allies in area gain +1 to attack rolls

### Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

### Ancient Soul

### Admixture Breath

Dragon breath can combine any two damage types it can deal



## Baramos

Level 12 Dragonborn Paladin/Sorcerer

HP	SCORE	ABILITY	MOD	AC
82	20	STR	5	31
Spd	14	CON	2	Fort
5	9	DEX	-1	25
Init	11	INT	0	Ref
+5	11	WIS	0	21
	22	CHA	6	Will
				26

16 Passive Insight

16 Passive Perception

## Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	6
Athletics	Strength	• 15
Bluff	Charisma	12
Diplomacy	Charisma	12
Dungeoneering	Wisdom	6
Endurance	Constitution	• 10
Heal	Wisdom	6
History	Intelligence	8
Insight	Wisdom	6
Intimidate	Charisma	• 19
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	6
Stealth	Dexterity	1
Streetwise	Charisma	12
Thievery	Dexterity	1

• 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 Longsword +2:** +18 vs. AC, 1d8+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 (+5) damage.

**Level 21:** 2[W] + Str modifier (+5) damage.

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+1d8 damage on any successful charge.  
1d6 extra to damage rolls when charging.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +5 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

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+1d8 damage on any successful charge.

Basic Attack

## Ardent Strike

At-Will ♦ Standard Action

**Vanguard Longsword +2:** +19 vs. AC, 1d8+8 damage

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

*You attack your enemy and make it the focus of your god's anger.*

**Keywords:** Divine, Weapon

**Attack:** Strength or Charisma vs. AC

**Hit:** 1[W] + Str modifier (+5) or Cha modifier (+6) damage, and the target is subject to your divine sanction until the end of your next turn.

**Special:** When charging, you can use this power in place of a melee basic attack.

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 1

## Burning Spray

At-Will ♦ Standard Action

**Symbol of the Champion's Code +3:** +17 vs. Reflex, 1d8+16 damage

**Close blast 3** **Target:** Each creature in the blast

*You fling your arm in a wide arc, casting liquid fire at your foes.*

**Keywords:** Arcane, Fire, Implement

**Attack:** Charisma vs. Reflex

**Hit:** 1d8 + Cha modifier (+6) fire damage.

**Dragon Magic:** The next enemy that hits you with a melee attack before the end of your next turn takes fire damage equal to your Str modifier (+5).

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Sorcerer Attack 1

## Inevitable Strike

Encounter ♦ No Action

### Personal

*Elemental power flows through you, providing you with keen accuracy and sharper striking force.*

**Keywords:** Elemental, Weapon

**Trigger:** You make a melee weapon attack roll.

**Effect:** Make the attack roll twice. If both attack rolls hit, the target takes 1d8 extra damage.

Level 11: 2d8 extra damage.

**Ironwrought:** Gain a +1 power bonus to melee weapon attack rolls until the end of your next turn.

### Additional Effects

Ironwrought Attack

Used ☐

## Valorous Smite

Encounter ♦ Standard Action

**Vanguard Longsword +2:** +19 vs. AC, 2d8+8 damage

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

*You cry out as you strike, daring all your enemies to face you.*

**Keywords:** Divine, Weapon

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Cha modifier (+6) damage. Each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 1

Used ☐

## Flame Spiral

Encounter ♦ Standard Action

**Symbol of the Champion's Code +3:** +17 vs. Reflex, 1d10+16 damage

**Close** burst 2

**Target:** One, two, or three creatures in the burst

*You surround yourself in a vortex of fire, which lashes out at nearby foes.*

**Keywords:** Arcane, Fire, Implement

**Attack:** Charisma vs. Reflex

**Hit:** 1d10 + Cha modifier (+6) fire damage.

**Effect:** Until the start of your next turn, any enemy that enters a square adjacent to you or starts its turn there takes 1d6 fire damage. An enemy can take this damage only once per turn.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Sorcerer Attack 3

Used ☐

## Rimestorm

Encounter ♦ Standard Action

**Symbol of the Champion's Code +3:** +17 vs. Fortitude, 2d8+16 damage

**Close** blast 3

**Target:** Each enemy in the blast

*A wintry blast drives your enemies to their knees.*

**Keywords:** Arcane, Cold, Implement

**Attack:** Charisma vs. Fortitude

**Hit:** 2d8 + Cha modifier (+6) cold damage, and you knock the target prone.

**Dragon Magic:** The target also takes a -2 penalty to Fortitude until the end of your next turn.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Sorcerer Attack 7

Used ☐

## Spark Form

Encounter ♦ Standard Action

**Symbol of the Champion's Code +3:** +17 vs. Reflex, 1d6+16 damage

**Melee** 1

*Your body briefly becomes a shower of dancing sparks that zips among foes, shocking them as you go.*

**Keywords:** Arcane, Implement, Lightning

**Effect:** You shift your speed + 2. During the shift, you can move through enemies' spaces. When you leave any creature's space, make the following attack against that creature. Whenever you use this power, you can make the attack against a creature only once.

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 1d6 + Cha modifier (+6) lightning damage.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Sorcerer Attack 7

Used ☐

## Lightning Breath

Daily ♦ Standard Action

**Symbol of the Champion's Code +3:** +17 vs. Reflex, 3d8+16 damage

**Close** blast 3

**Target:** Each creature in the blast

*You exhale a blast of lightning at your foes. The lightning then forms a ring around you, repelling nearby attackers.*

**Keywords:** Arcane, Implement, Lightning

**Attack:** Charisma vs. Reflex

**Hit:** 3d8 + Cha modifier (+6) lightning damage.

**Miss:** Half damage.

**Effect:** Until the end of your next turn, whenever an enemy hits you with a melee attack, you push that enemy 1 square.

**Dragon Magic:** The enemy also takes 5 lightning damage.

**Sustain Minor:** The effect persists.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Sorcerer Attack 1

Used ☐

## Hallowed Circle

Daily ♦ Standard Action

**Symbol of the Champion's Code +3:** +17 vs. Reflex, 2d6+9 damage

**Close** burst 3

**Target:** Each enemy in the burst

*You wave your hand through the air, and a wide circle of faintly glowing symbols appears around you, damaging enemies and protecting allies within its confines.*

**Keywords:** Divine, Implement, Zone

**Attack:** Charisma vs. Reflex

**Hit:** 2d6 + Cha modifier (+6) damage.

**Effect:** The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 5

Used ☐

## Adamantine Echo

Daily ♦ Standard Action

**Symbol of the Champion's Code +3:** +17 vs. Fortitude, 2d6+16 damage

**Close** blast 3

**Target:** Each creature in the blast

*You unleash a thunderous roar to batter your enemies, and scales like those of an adamantine dragon cover your skin.*

**Keywords:** Arcane, Implement, Thunder

**Attack:** Charisma vs. Fortitude

**Hit:** 2d6 + Cha modifier (+6) thunder damage, and ongoing 5 thunder damage (save ends).

**Miss:** Ongoing 5 thunder damage (save ends).

**Effect:** You gain a +2 power bonus to AC until the end of the encounter.

**Dragon Magic:** The power bonus to AC equals your Str modifier (+5).

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Sorcerer Attack 9

Used ☐

## Divine Challenge

At-Will ♦ Minor Action

**Close** burst 5

**Target:** One creature in the burst

*You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.*

**Keywords:** Divine, Radiant

**Effect:** You mark the target. The mark lasts until you use this power again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither attacked it during your turn nor are adjacent to it at the end of your turn.

Until the mark ends, the target takes radiant damage the first time each round when it targets any of your allies with an attack power that doesn't include you as a target. The damage equals 3 + your Cha modifier (+6).

Level 11: 6 + your Cha modifier (+6) radiant damage

**Special:** You can use this power only once per turn.

**Divine Challenge (Hybrid):** You gain the paladin power divine challenge. The power functions as normal, except that the radiant damage equals your Cha modifier (+6). The damage increases to 2 + your Cha modifier (+6) at 11th level and 4 + your Cha modifier (+6) at 21st level.

Additional Effects

Paladin Feature

## Dragon Breath

Encounter ♦ Minor Action

**Unarmed:** +15 vs. Reflex, 2d6+2 damage

**Close** blast 3

**Target:** Each creature in the blast

*As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.*

**Keywords:** Varies, Arcane

**Attack:** Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.

Level 11: The bonus increases to +4.

**Hit:** 1d6 + Con modifier (+2) damage.

Level 11: 2d6 + Con modifier (+2) damage.

**Special:** When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Dragonborn Racial Power

Used ☐

## Call of Challenge

Encounter ♦ Minor Action

**Close** burst 3

**Target:** Each enemy in the burst

*You brandish your weapon and demand that all foes nearby face you in battle.*

**Keyword:** Divine

**Effect:** Each target is subject to your divine sanction until the end of your next turn.

Additional Effects

Paladin Utility 2

Used ☐



### Swift Escape

Encounter ♦ Immediate Interrupt

#### Personal

*A quick reaction saves you from the explosion.*

**Keywords:** Arcane, Teleportation

**Trigger:** You are hit by an area or a close attack

**Effect:** You teleport 3 squares.

**Wild Magic:** The number of squares you teleport equals 2 + your Dex modifier (-1).

Additional Effects

Sorcerer Utility 6

Used ☐

### Fog Form

Encounter ♦ Immediate Interrupt

#### Personal

*In an instant, your body melts into a cloud of fog.*

**Keyword:** Arcane

**Trigger:** You are hit by an attack

**Effect:** You become insubstantial until the end of your next turn.

Additional Effects

Sorcerer Utility 10

Used ☐

### Wrath of the Gods

Daily ♦ Minor Action

**Close burst 1**

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

*You extend the power of your virtue to nearby allies, enabling you and your friends to easily strike down your enemies.*

**Keyword:** Divine

**Effect:** Until the end of the encounter, each target gains a power bonus to damage rolls equal to your Cha modifier (+6).

Additional Effects

Paladin Utility 6

Used ☐

### Throwing Shield Heavy...

Arms Slot Item ♦ Level 6

**Armor Bonus:** 2

**Check:** -2

**Power ♦ (Standard Action)**

Make an attack: Ranged 10; Strength + 2 vs. AC; on a hit, the target takes 1d8 + Strength modifier damage. The shield automatically returns to your grip after the attack.

**Power ♦ Daily (Free Action)**

Use this power after you hit a target with this shield's ranged attack. The target is pushed 1 square.

### Fireflower Pendant +3

Neck Slot Item ♦ Level 12

**Enhancement:** +3 Fortitude, Reflex, and Will

#### Properties

If you take fire damage from an enemy attack, the first attack you make before the end of your next turn deals extra fire damage equal to the pendant's enhancement bonus.

### Catstep Boots

Feet Slot Item ♦ Level 3

#### Properties

When you fall or jump down, you take only half normal falling damage and always land on your feet.

**Power ♦ Daily (Free Action)**

Gain a +5 power bonus to your next Acrobatics check or Athletics check.

### Imposter's Gith Plate Armor...

Armor ♦ Level 11

**Armor Bonus:** 10

**Check:** -2

**Speed:** -1

**Enhancement:** +3 AC

**Power (Polymorph) ♦ (Minor Action)**

You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

### Battle Standard of Honor

Wondrous Item ♦ Level 2

**Power (Zone) ♦ Encounter (Standard Action)**

When you plant the battle standard in your space or an adjacent square, it creates a zone of protective energy in a close burst 5. Enemies within the zone that are marked take a -1 penalty to damage rolls against any creature other than the one that marked them. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

### Symbol of the Champion's...

Holy Symbol ♦ Level 13

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

When a creature takes radiant damage from your divine challenge or divine sanction, it takes extra radiant damage equal to the symbol's enhancement bonus.

**Power ♦ Daily (Minor Action)**

You choose an enemy marked by you. Until the end of your next turn, that enemy can't make an attack that includes any creature other than you as a target.

### Horned Helm (heroic tier)

Head Slot Item ♦ Level 6

#### Properties

Your charge attacks deal 1d6 extra damage.

### Gauntlets of Arcane Might

Hands Slot Item ♦ Level 3

#### Properties

When you hit an enemy marked by you with an arcane attack power, you gain 2 temporary hit points.

### Vanguard Longsword +2

Weapon ♦ Level 8

**Damage:** 1d8

**Proficiency Bonus:** 3

**Properties:** Versatile

**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.