

Dungeons & Dragons

CHARACTER SHEET

Player Name **garyh****Crag Stormforge****5****Ranger****5,500**

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Dwarf**M****58****M****4'8"****230****Lawful Good****Moradin**

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

INITIATIVE

SCORE DEX 1/2 LEVEL MISC

3 Initiative **1** **2**

CONDITIONAL MODIFIERS

DEFENSES

SCORE DEFENSE 10 + 1/2 LVL ARMOR/ABIL CLASS FEAT ENH MISC MISC

(20) AC **12** **7**

CONDITIONAL REMARKS

MOVEMENT

SCORE BASE ARMOR ITEM MISC

5 Speed (Squares) **5**

SPECIAL MOVEMENT

ABILITY SCORES

SCORE ABILITY ABIL MOD MOD + 1/2 LVL

17 **STR** **+3** **+5****16** **CON** **+3** **+5****13** **DEX** **+1** **+3****10** **INT** **+0** **+2****17** **WIS** **+3** **+5****8** **CHA** **-1** **+1**

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

(18) **FOR** **12** **3** **1** **2**

CONDITIONAL REMARKS

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

(16) **REF** **12** **1** **1** **2**

CONDITIONAL REMARKS

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

(17) **WILL** **12** **3** **2**

CONDITIONAL REMARKS

SENSES

SCORE PASSIVE SCORE SKILL BONUS

15 Passive Insight 10 + **5****20** Passive Perception 10 + **10**

SPECIAL SENSES

Low-Light Vision

ATTACK WORKSPACE

ABILITY: Melee Attacks with Warhammer

ATTACK BONUS: 1/2 LVL ABIL CLASS PROF FEAT ENH MISC

+8 **2** **3** **2** **1**

ABILITY: Melee Attacks with Warhammer

ATTACK BONUS: 1/2 LVL ABIL CLASS PROF FEAT ENH MISC

+8 **2** **3** **2** **1**

DAMAGE WORKSPACE

ABILITY:

DAMAGE ABIL FEAT ENH MISC MISC

1 **1** **1** **1** **1**

ABILITY:

DAMAGE ABIL FEAT ENH MISC MISC

1 **1** **1** **1** **1**

BASIC ATTACKS

ATTACK DEFENSE WEAPON OR POWER DAMAGE

+8 vs **AC** Basic Melee (Warhammer) **1d10+6****+5** vs **AC** Basic Ranged (Longbow) **1d10+1****+7** vs **AC** Thrown (Throwing Hammer) **1d6+5****1** vs **1**

FEATS

Armor Proficiency Chain

Removes non-proficient penalty

Armor Proficiency Scale

Removes non-proficient penalty

Dwarven Weapon Training

+2 damage & proficiency w/Axes & Hammers

Toughness

Gain 5 HP's per tier

LANGUAGES KNOWN

Common

Dwarven

HIT POINTS

MAX HP

53**26**

HEALING SURGES

13**9**

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODIFIERS

RESISTANCES

5 fire, 5 necrotic (Black Iron Armor)

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS SKILL NAME ABIL MOD + 1/2 LVL TRND (+5) ARMOR PENALTY MISC

3 Acrobatics DEX **3** **-** **1****2** Arcana INT **2** **1** n/a **1****10** Athletics STR **5** **x** **1****1** Bluff CHA **1** **1** n/a **1****1** Diplomacy CHA **1** **1** n/a **1****12** Dungeoneering WIS **5** **x** **1** **+2****7** Endurance CON **5** **-** **1** **+2****5** Heal WIS **5** **-** **1** n/a **1****2** History INT **2** **1** n/a **1****5** Insight WIS **5** **1** n/a **1****1** Intimidate CHA **1** **1** n/a **1****10** Nature WIS **5** **x** **1** n/a **1****10** Perception WIS **5** **x** **1** n/a **1****2** Religion INT **2** **1** n/a **1****8** Stealth DEX **3** **x** **1** **1****1** Streetwise CHA **1** **1** n/a **1****3** Thievery DEX **3** **1** **1**

