

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

12

Level

### Durn Duradin

Lawful Good male Dwarf Fighter (Weaponmaster)

40	4'6"	180lbs.	Medium	Moradin
Age	Height	Weight	Size	Deity

34500

Total XP

39000

### Defenses

<b>30</b>	<b>28</b>	<b>22</b>	<b>21</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 51 ) **102**

Temp HP

Current Hit Points

### Healing Surges

Surge Value	Surges/Day
<b>25</b>	<b>14</b>

Current Conditions:

### Combat Statistics and Senses

Initiative

7

Conditional Modifiers:

Speed

5

Passive Insight

18

Passive Perception

18

Special Senses: Low-light

### 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

☐ ☐ ☐

### Saving Throw Mods

0

+5 Saving Throws against poison, +2 Saving Throws against effects that apply the slowed, immobilized, or restrained condition

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Giantslayer Craghammer +3

19

Strength vs. AC

1d10+10

Damage

#### Ranged

Crossbow

9

Dexterity vs. AC

1d8+1

Damage

### Languages

Common, Dwarven

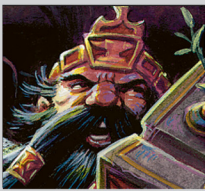


### Abilities

		Check
STR	Strength	21 11
CON	Constitution	21 11
DEX	Dexterity	12 7
INT	Intelligence	11 6
WIS	Wisdom	14 8
CHA	Charisma	9 5

### Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	6
Athletics	Strength	✓ 14
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	10
Endurance	Constitution	✓ 18
Heal	Wisdom	✓ 13
History	Intelligence	6
Insight	Wisdom	8
Intimidate	Charisma	5
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	6
Stealth	Dexterity	5
Streetwise	Charisma	5
Thievery	Dexterity	5



Durn Duradin

Player Name

Character Name

Character Details

Background

Occupation - Military

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Steadfast Amulet +3

Arms

Hands

Gauntlets of the Ram

Rings

Rings

Off Hand

Hammer Shield Heavy Shield

Main Hand

Giantslayer Craghammer +3

Waist

Armor

Magic Wyvernscale Armor +3

Feet

Boots of Free Movement

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit  
Crossbow Bolts (20)  
Dagger  
Crossbow

Total Weight (lbs.)

106

Carrying Capacity (lbs.)

Treasure

4 pp  
0 gp banked

Normal

210

Heavy

420

Max

1050

# Durn Duradin

Player Name

Character Name



## Racial Features

### Cast-Iron Stomach

+5 bonus to saving throws against poison.

### Dwarven Resilience

You have the dwarven resilience power

### Dwarven Weapon Proficiency

Proficient with hammers.

### Encumbered Speed

Armor or heavy load doesn't reduce your speed.  
(Other effects still can.)

### Stand Your Ground

Can move 1 less when forced to move.  
Immediate saving throw to avoid being knocked prone.

## 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

### One-handed Weapon Talent

+1 on weapon attacks with one-handed weapons.

### Covering Action

With shield, spend action point to gain superior cover against ranged and area attacks until end of your next turn

### Shield Bearer's Payback

When adjacent foe makes melee attack against ally, gain cumulative +2 bonus to next melee damage roll

## Feats

### Shield the Fallen

Grant bloodied, unconscious, or helpless ally +2 to saving throws and all defenses

### Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

### Shield Defense

+1 AC and Reflex when power requiring shield hits

### Stout Shield

Shield bonus also applies to Fortitude

### Bludgeon Expertise

When using a hammer or mace: +1 feat bonus to weapon attack rolls, +1 bonus to push/slide effects from your attacks

### Dodge Giants

+1 to AC and Reflex against attacks of Large or larger foes

### Hindering Shield

Slow enemies that you pull, push, or slide when using shield

### Battering Shield

Push or slide target 1 additional square when using shield

## Durn Duradin

Level 12 Dwarf Fighter (Weaponmaster)

HP	SCORE	ABILITY	MOD	AC
102	21	STR	5	30
	21	CON	5	Fort
Spd	12	DEX	1	28
5	11	INT	0	Ref
Init	14	WIS	2	22
+7	9	CHA	-1	Will
				21

18 Passive Insight

18 Passive Perception

## Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	6
Athletics	Strength	• 14
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	10
Endurance	Constitution	• 18
Heal	Wisdom	• 13
History	Intelligence	6
Insight	Wisdom	8
Intimidate	Charisma	5
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	6
Stealth	Dexterity	5
Streetwise	Charisma	5
Thievery	Dexterity	5

• indicates a trained skill.

## Action Point

Base action points: 1

**Covering Action:** While using a shield, you can spend an action point to gain superior cover against ranged and area attacks until the end of your next turn, instead of gaining an extra action



**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

**Giantslayer Craghammer +3:** +19 vs. AC, 1d10+10 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

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Crossbow:** +9 vs. AC, 1d8+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

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Basic Attack

## Shield Feint

At-Will ♦ Standard Action

**Giantslayer Craghammer +3:** +19 vs. AC, 1d10+10 damage

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

*With subtle movements and misdirection, you use your shield to keep your opponent unsure about your next attack.*

**Keywords:** Martial, Weapon

**Requirement:** You must be using a shield.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) damage, and you gain a +3 power bonus to your next attack roll against the target before the end of your next turn.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Fighter Attack 1

## Tide of Iron

At-Will ♦ Standard Action

**Giantslayer Craghammer +3:** +19 vs. AC, 1d10+10 damage

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

*After each swing, you use your shield to shove your foe backward, and then you surge ahead.*

**Keywords:** Martial, Weapon

**Requirement:** You must be using a shield.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) damage, and you can push the target 1 square if it is no larger than one size category larger than you. You can then shift 1 square into the space that the target left.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Fighter Attack 1

## Shield Bash

Encounter ♦ Standard Action

**Unarmed:** +13 vs. Reflex, 1d10+7 damage

**Melee** 1 **Target:** One creature

*You knock your adversary off balance with your shield and follow up with a strike.*

**Keyword:** Martial

**Requirement:** You must be using a shield.

**Attack:** Strength +2 vs. Reflex

**Hit:** 1d10 + Str modifier (+5) damage, and you push the target 1 square and knock it prone.

**Special:** If you are a dwarf, the attack deals extra damage equal to your Wis modifier (+2).

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

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Fighter Attack 1

Used ☐



Immediate Vengeance

Encounter ♦ Immediate Interrupt

Unarmed: +17 vs. Fortitude, 1d10+0 damage

Melee 1

Target: The triggering enemy

An attack gets through, but before the attacker can withdraw, you smash your shield down upon it with crippling force.

Keyword: Martial

Requirement: You must be using a shield.

Trigger: An enemy adjacent to you hits you or an ally with a melee attack

Attack: Strength + 3 vs. Fortitude  
Level 11: Strength + 6 vs. Fortitude

Hit: 1d10 damage, and the target is weakened until the end of your next turn.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Fighter Attack 3 ☐ Used

Iron Bulwark

Encounter ♦ Standard Action

Giantslayer Craghammer +3: +19 vs. AC, 2d10+10 damage

Melee weapon

Target: One creature

You parry one blow after another, denying your foes the satisfaction of getting a solid hit.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage.

Effect: You gain a +1 power bonus to AC, or a +2 power bonus if you're using a shield, until the end of your next turn.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Fighter Attack 7 ☐ Used

Sudden Shield Bash

Encounter ♦ Immediate Interrupt

Unarmed: +15 vs. Fortitude

Melee 1

Target: The triggering enemy

Your foe chooses to ignore you, receiving a solid blow from your shield as thanks.

Keyword: Martial

Trigger: An adjacent enemy marked by you shifts or makes an attack that doesn't include you as a target

Requirement: You must be using a shield.

Attack: Strength + 4 vs. Fortitude

Hit: The target is stunned until the end of your next turn.

Additional Effects

Shield Adept Attack 11 ☐ Used

Press of Steel

Daily ♦ Standard Action

Giantslayer Craghammer +3: +19 vs. AC, 2d10+10 damage

Melee 1

Target: One creature

You attack your foe and then use your shield to pin it in place.

Keywords: Martial, Weapon

Requirement: You must be using a shield.

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage, and if the target is adjacent to you and to blocking terrain, it is restrained (save ends). The condition also ends if you are no longer adjacent to the target.

Miss: Half damage, and if the target is adjacent to you and to blocking terrain, it is immobilized until the end of your next turn.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Fighter Attack 1 ☐ Used

Unexpected Shield Bash

Daily ♦ Standard Action

Unarmed: +17 vs. AC, 3d10+5 damage

Melee 1

Target: One creature

As your opponents guard against the relentless fury of your weapon, you surprise them with a shield attack that shows them you mean business.

Keyword: Martial

Requirement: You must be using a shield.

Attack: Strength + 4 vs. AC  
Level 11: Strength + 6 vs. AC

Hit: 3d10 + Str modifier (+5) damage.

Miss: Half damage.

Effect: You mark each enemy within 5 squares of you who can see you until the end of your next turn.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Fighter Attack 5 ☐ Used

Victorious Surge

Daily ♦ Standard Action

Giantslayer Craghammer +3: +19 vs. AC, 3d10+10 damage

Melee weapon

Target: One creature

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.

Keywords: Healing, Martial, Reliable, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+5) damage, and you regain hit points equal to your healing surge value.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Fighter Attack 9 ☐ Used

Dwarven Resilience

Encounter ♦ Minor Action

Personal

Effect: You use your second wind.

Additional Effects

Dwarf Racial Power ☐ Used

Unstoppable

Daily ♦ Minor Action

Personal

You let your adrenaline surge carry you through the battle.

Keyword: Martial

Effect: You gain temporary hit points equal to 2d6 + your Con modifier (+5).

Additional Effects

Fighter Utility 2 ☐ Used

Vigilant Protector

Daily ♦ Minor Action

Personal

You sweep your shield out to give your allies protection.

Keywords: Martial, Stance

Requirement: You must be using a shield.

Effect: Until the stance ends, you take a -1 penalty to AC and Reflex, but each ally gains a +2 power bonus to AC and Reflex while adjacent to you.

Special: If you are a dragonborn, your adjacent allies instead gain a +3 power bonus to AC and Reflex.

Additional Effects

Fighter Utility 6 ☐ Used

### Shield Deflection

Daily ♦ Immediate Interrupt

#### Personal

*Attacks rebound from your shield to find new targets.*

**Keyword:** Martial

**Trigger:** An attack against your AC or Reflex misses you

**Effect:** Choose a creature within 2 squares of you and within range of the triggering attack, including the triggering attacker. The attacker repeats the attack against that creature.

Additional Effects

Fighter Utility 10

Used ☐

### Shield Wall

Daily ♦ Minor Action

#### Personal

*Readying your shield, you prepare to defend yourself and nearby allies from incoming fire.*

**Keywords:** Martial, Stance

**Requirement:** You must be using a shield.

**Effect:** Until the stance ends, you and allies adjacent to you gain cover against ranged and area attacks.

Additional Effects

Shield Adept Utility 12

Used ☐

### Steadfast Amulet +3

Neck Slot Item ♦ Level 13

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

**Power ♦ Daily** (Immediate Interrupt)

Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

### Gauntlets of the Ram

Hands Slot Item ♦ Level 8

#### Properties

Add 1 square to the distance of any push effect you create.

### Giantslayer Craghammer +3

Weapon ♦ Level 12

**Damage:** 1d10

**Proficiency Bonus:** 2

**Properties:** Versatile, Brutal

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

**Critical:** +1d8 damage per plus, or +1d12 damage per plus against Large or larger humanoids

#### Properties

You gain an item bonus to damage rolls against Large or larger humanoids. The bonus equals the weapon's enhancement bonus.

**Utility Power ♦ Encounter** (Immediate Interrupt)

*Trigger:* A giant tries to push you, stun you, or knock you prone.

*Effect:* You are immune to the push or the stun and do not fall prone.

### Hammer Shield Heavy Shield

Arms Slot Item ♦ Level 8

**Armor Bonus:** 2

**Check:** -2

#### Properties

When you hit an enemy with an attack power using a hammer while wielding this shield, you gain a +1 bonus to all defenses until the start of your next turn.

### Boots of Free Movement

Feet Slot Item ♦ Level 6

#### Properties

Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.

**Power ♦ Encounter** (Minor Action)

Make a saving throw against a slow, immobilize, or restrain effect that a save can end.

### Magic Wyvernscale Armor +3

Armor ♦ Level 11

**Armor Bonus:** 9

**Speed:** -1

**Enhancement:** +3 AC