

Dungeons & Dragons 4e

Character Sheet

kmdietri

Player Name

Garnack Darkeyes

Character Name

6

Level

Fighter

Class

Paragon Path

Epic Destiny

7500

Total XP

Dwarf

Race

M

Size

25

Age

M

Gender

4'7"

Height

210

Weight

LG

Alignment

Moradin

Deity

Adventuring Company or Other Affiliations

INITIATIVE

MODIFIER	DEX	½ LVL	MISC
+4	Initiative	+1	+3
Conditional Modifiers			

DEFENSES

SCORE	DEFENSE	10 + ½ LVL	ABIL	CLASS	FEAT	ENH	ARMOR	SHIELD
24	AC	13	+0	+0			+10	+1
Conditional Modifiers:								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed	(squares)	6	-1
Special Movement				

ABILITY SCORES

SCORE	ABIL MOD	MOD + ½ LVL
19	STRENGTH	+4
16	CONSTITUTION	+3
13	DEXTERITY	+1
10	INTELLIGENCE	+0
10	WISDOM	+0
10	CHARISMA	+0

HIT POINTS

MAX HP

61

BLOODED

30

SURGE VALUE

15

SURGES/DAY

12

BONUS HP FROM FEATS

CURRENT HITPOINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HITPOINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

1

Action Points

Additional effects for spending action points:

Milestone

0

1

2

Action Points

1

2

3

RACE FEATURES

Ability Score Mods

Low-Light Vision

Cast Iron Stomach

Dwarven Resilience

Dwarven Weapon Proficiency

Encumbered Speed

Stand your Ground

CLASS/PATH/DESTINY FEATURES

Combat Challenge

Combat Superiority

Fighter Weapon Talent (one handed)

LANGUAGES KNOWN

Common, Draconic, Dwarven

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL
13	Passive Insight	10	+
13	Passive Perception	10	+
Special Senses			

BASIC ATTACKS

WEAPON OR POWER

Battleaxe

BONUS	TARGET	DAMAGE	RANGE
+12	vs AC	1d10 + 9	0

Special Attributes

WEAPON OR POWER

Handaxe

BONUS	TARGET	DAMAGE	RANGE
+11	vs AC	1d6 + 7	5/10

Special Attributes

WEAPON OR POWER

None

BONUS	TARGET	DAMAGE	RANGE
	vs		

Special Attributes

WEAPON OR POWER

None

BONUS	TARGET	DAMAGE	RANGE
	vs		

Special Attributes

FEATS

Dwarven Weapon Training

Two-Weapon Defense

Armor Proficiency Plate

Two-Weapon Fighting

ARMOR

ARMOR		AC	ENH	ACP	SPEED
Plate	ARMOR	+8	+2	-2	-1

SHIELD		AC	ENH	ACP	SPEED
Light	SHIELD	+1		+0	+0

WEAPONS

WEAPON		ABIL	PROF	ENH	DAMAGE	RANGE
Battleaxe		STR	+2	+2	1d10	0
LABEL					+1	+3
Special Attributes		RACIAL/CLASS BONUSES:			ATK	DMG

WEAPON		ABIL	PROF	ENH	DAMAGE	RANGE
Handaxe		STR	+2	+1	1d6	5/10
LABEL					+1	+2
Special Attributes		RACIAL/CLASS BONUSES:			ATK	DMG

WEAPON	ABIL	PROF	ENH	DAMAGE	RANGE
None	DEX	+0		0	
LABEL					
Special Attributes	RACIAL/CLASS BONUSES:			ATK	DMG

EQUIPMENT

[illegible]

MONEY

AD	PP	GP	SP	CP
		20		

APPEARANCE

BACKGROUND

[illegible]

CAMPAIGN NOTES

AT-WILL POWERS

Cleave, Sure Strike

ENCOUNTER POWERS

Steel Serpent Strike, Crushing Blow

DAILY POWERS

Comeback Strike, Rain of Steel

UTILITY POWERS

Unbreakable, Boundless Endurance

RITUALS KNOWN

[illegible]

MOUNT