

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

drothgery

1

Level

Patrin

Lawful Good male Dragonborn Paladin (Cavalier)

Age Height Weight Medium Size Bahamut Deity

0

Total XP

1000

Defenses

20	15	14	14
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 16) 33

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
10	13

Current Conditions:

Combat Statistics and Senses

Initiative

1

Conditional Modifiers:

Speed

5

Passive Insight

10

Passive Perception

10

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
	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

0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Longsword

8

Strength vs. AC

1d8+4

Damage

Ranged

Unarmed

1

Dexterity vs. AC

1d4+1

Damage

Languages

Common, Draconic



Abilities

		Check
STR	Strength	18 4
CON	Constitution	14 2
DEX	Dexterity	13 1
INT	Intelligence	8 -1
WIS	Wisdom	10 0
CHA	Charisma	16 3

Skills

Acrobatics	Dexterity	-3
Arcana	Intelligence	-1
Athletics	Strength	5
Bluff	Charisma	3
Diplomacy	Charisma	8
Dungeoneering	Wisdom	0
Endurance	Constitution	-2
Heal	Wisdom	0
History	Intelligence	1
Insight	Wisdom	0
Intimidate	Charisma	10
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	4
Stealth	Dexterity	-3
Streetwise	Charisma	3
Thievery	Dexterity	-3

drothgery

Player Name

Patrin

Character Name



Character Details

Background

Auspicious Birth

Theme

Guardian

Mannerisms and Appearance

Personality Traits

Adventuring Company

DistractingFlare's The Slaying Stone

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Longsword

Waist

Armor

Plate Armor

Tattoo

Ki Focus

Feet

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

102

Carrying Capacity
(lbs.)

Treasure

10 gp

Normal

180

Heavy

360

Max

900

drothgery

Player Name

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Racial Features

Draconic Heritage

Add + [Con mod] to healing surge value

Dragon Breath

Use dragon breath as an encounter power.

Dragon Breath Cold

Dragon Breath deals cold damage

Dragon Breath Strength

Use STR for Dragon Breath

Dragonborn Fury

+1 to attacks while bloodied.

Dragonborn Racial Power

Gain a dragonborn racial power.

Class/Other Features

Guardian Starting Feature

Gain the Guardian's Counter power

Spirit of Sacrifice

+1 healing surge. May use second wind (minor action) to heal ally in 5sq.; ally regains hp equal to their surge value, you gain no benefit.

Feats

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Patrin

Level 1 Dragonborn Paladin (Cavalier)

HP	SCORE	ABILITY	MOD	AC
33	18	STR	4	20
Spd	14	CON	2	Fort
5	13	DEX	1	15
Init	8	INT	-1	Ref
+1	10	WIS	0	14
	16	CHA	3	Will
				14

10 Passive Insight

10 Passive Perception

Skills

Acrobatics	Dexterity	-3
Arcana	Intelligence	-1
Athletics	Strength	• 5
Bluff	Charisma	3
Diplomacy	Charisma	• 8
Dungeoneering	Wisdom	0
Endurance	Constitution	-2
Heal	Wisdom	0
History	Intelligence	1
Insight	Wisdom	0
Intimidate	Charisma	• 10
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	• 4
Stealth	Dexterity	-3
Streetwise	Charisma	3
Thievery	Dexterity	-3

• 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

Longsword: +8 vs. AC, 1d8+4 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

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

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +1 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.

Basic Attack

Righteous Radiance

At-Will ♦ Opportunity Action

Melee 1

Target: The triggering enemy

You exact divine punishment on a foe that ignores your challenge.

Keywords: Divine, Radiant

Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.

Effect: The target takes radiant damage equal to 3 + your Cha modifier (+3).

Additional Effects

Paladin Attack

Strike of Hope

At-Will ♦ Standard Action

Longsword: +8 vs. AC, 1d8+4 damage

Melee weapon **Target:** One creature

Your weapon flashes with divine light that sears your enemy and lifts your allies' hearts with renewed vigor and purpose.

Keywords: Divine, Radiant, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) radiant damage. One ally within 5 squares of you gains temporary hit points equal to your Cha modifier (+3). If the ally is bloodied, the temporary hit points increase by 5.

Additional Effects

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

Paladin Attack 1

Valiant Strike

At-Will ♦ Standard Action

Longsword: +8 vs. AC, 1d8+4 damage

Melee weapon **Target:** One creature

You attack a foe, gaining strength from your conviction as the odds against you rise.

Keywords: Divine, Weapon

Attack: Strength vs. AC. You gain a bonus to the attack roll equal to the number of enemies adjacent to you.

Hit: 1[W] + Str modifier (+4) damage.

Additional Effects

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

Paladin Attack 1

Guardian's Counter

Encounter ♦ Immediate Interrupt

Close burst 2

Seeing a friend in danger, you step up to take the attack meant for your ally—and then you strike back.

Keyword: Martial

Trigger: An ally within 2 squares of you is hit by an attack and you are not included in the attack.

Effect: You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

Additional Effects

Guardian Attack

Used ☐

Holy Smite

Encounter ♦ Free Action

Personal

Your weapon fills with divine radiant energy, which bursts forth as you strike your enemy.

Keywords: Divine, Radiant

Trigger: You target an enemy with an at-will weapon attack power.

Effect: The target takes radiant damage equal to 2 + your Cha modifier (+3). If the triggering attack hits, the target is also dazed until the end of your next turn.

Additional Effects

Paladin Attack

Used ☐

Defender Aura

At-Will ♦ Minor Action

Personal

You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.

Keyword: Aura

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Additional Effects

Multiple Class Utility

Dragon Breath

Encounter ♦ Minor Action

Unarmed: +6 vs. Reflex, 1d6+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.

Keyword: Varies

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

Hit: 1d6 + 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 ☐

Righteous Shield

Encounter ♦ Immediate Interrupt

Close burst 3

Target: The triggering ally in the burst

You form golden energy around an ally, absorbing an attack against your friend and transferring the damage to yourself. As the magic fades, you become charged with righteous fury that fuels your attacks.

Keyword: Divine

Trigger: An ally within 3 squares of you is damaged by an attack.

Effect: You take the damage of the triggering attack instead of the target. This damage ignores your immunities and resistances. In addition, you gain a +2 power bonus to attack rolls until the end of your next turn.

Additional Effects

Paladin Utility

Used ☐