

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

12

Level

Rumdoom

Unaligned male Dwarf Fighter (Weaponmaster)

42 4'8" 210 lb. Medium
Age Height Weight Size Deity

32000

Total XP

39000

Defenses

27	28	23	22
AC	FORT	REF	WILL

Conditional Bonuses

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

Resistances/Vulnerabilities

Resist 9 Fire

Current Conditions and Effects

Basic Attacks

Melee

Eschatologist's Hammer

18	1d10+12
Strength vs. AC	Damage

Ranged

18	3d10+10
Dexterity vs. AC	Damage

Languages

Common, Dwarven



Abilities

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

Skills

Skill	Ability	Score
Acrobatics	Dexterity	5
Arcana	Intelligence	5
Athletics	Strength	14 ✓
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	10
Endurance	Constitution	20 ✓
Heal	Wisdom	8
History	Intelligence	5
Insight	Wisdom	8
Intimidate	Charisma	11 ✓
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	10 ✓
Stealth	Dexterity	5
Streetwise	Charisma	6
Thievery	Dexterity	5

Hit Points

Max HP (Bloodied 56)	112	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
33	16

Current Conditions:

Combat Statistics and Senses

Initiative	7
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Conditional Modifiers:

Speed	6
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Passive Insight	18
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Passive Perception	18
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Special Senses: Low-light



Rumdoom

Player Name

Character Name

Character Details

Background

Brother in Battle

Theme

Mannerisms and Appearance

Personality Traits

Obsessed with 'good endings'. The first time in an encounter that you or one of your allies would fail a death saving throw, that character may choose to stabilize instead.

Adventuring Company

Companions and Allies

Session and Campaign Notes

Whenever you hit an enemy with a melee or close attack, or miss with an invigorating power, you gain 9THP. If you hit with an invigorating attack power, you gain 14THP.

Other Notes

Equipment

Head

Neck

Badge of the Berserker +1

Arms

Iron Armbands of Power (heroic...

Hands

Gloves of Ice (paragon tier)

Rings

Rings

Off Hand

Griento Tribal Shield

Main Hand

Eschatologist's Hammer

Waist

Diamond Cincture (heroic tier)

Armor

Runescribed Dwarven Armor

Feet

Rushing Cleats

Tattoo

Kraken Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Mordenkrad
Grenade
Pearl of Power - Ability One
Pearl of Power - Ability Two
Shotgun
Distinguished Top Hat
Wondrous Carriage Figurine

Total Weight (lbs.)

133

Carrying Capacity (lbs.)

Treasure

3 pp; 98 gp
0 gp banked

Normal

210

Heavy

420

Max

1050

Rumdoom

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

Battlerager Vigor

Temp hp when you hit with melee or close; double with invigorating, temp HP if miss with invigorating, +2 damage in light armor with some weapons

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

Dreadnought Action

When you spend action point to attack, gain resist 10 all until start of your next turn

Unfailing Resources

Gain +10 hp; minor action to spend 10 hp to save automatically against effect that a save ends; must have 10+ hp and can't reduce the damage

Feats

Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

Dwarf Stoneblood

Invigorating powers grant an additional +2/+4/+6 (by tier) temporary hit points

Bludgeon Expertise

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

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Quick Steps

Gain a +1 feat bonus to speed.

Student of Divine Runes

Runepriest: Religion skill, rune of mending 1/day

Unfailing Vigor

Spend a healing surge if you roll 18–20 on death saving throw

Dwarven Durability

Increase number of healing surges, healing surge value

Armor Specialization (Chainmail)

+1 to AC with chainmail, reduce check penalty by 1

Lasting Frost

Target hit with cold power gains vulnerable cold 5

Wintertouched

Gain combat advantage against foe vulnerable to cold

Rumdoom

Level 12 Dwarf Fighter (Weaponmaster)

HP	SCORE	ABILITY	MOD	AC
112	21	STR	5	27
	21	CON	5	
Spd	12	DEX	1	Fort
6	9	INT	-1	28
Init	14	WIS	2	Ref
+7	11	CHA	0	23
				Will
				22

18 Passive Insight

18 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	5
Athletics	Strength	• 14
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	10
Endurance	Constitution	• 20
Heal	Wisdom	8
History	Intelligence	5
Insight	Wisdom	8
Intimidate	Charisma	• 11
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	• 10
Stealth	Dexterity	5
Streetwise	Charisma	6
Thievery	Dexterity	5

• indicates a trained skill.

Action Point

Base action points: 1

Dreadnought Action: When you spend an action point to make an attack, you gain resist 10 to all damage until the start of your next turn.



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

Eschatologist's Hammer: +18 vs. AC, 1d10+12 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

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Grenade: +18 vs. AC, 3d10+10 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

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

Basic Attack

Brash Strike

At-Will ♦ Standard Action

Eschatologist's Hammer: +20 vs. AC, 1d10+17 damage

Melee weapon **Target:** One creature

With a battle cry, you throw your whole body behind your attack.

Keywords: Martial, Weapon

Attack: Strength +2 vs. AC

Hit: 1[W] + Str modifier (+5) damage.

Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Con modifier (+5).

Effect: You grant combat advantage to the target until the start of your next turn.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

Fighter Attack 1

Crushing Surge

At-Will ♦ Standard Action

Eschatologist's Hammer: +18 vs. AC, 1d10+12 damage

Melee weapon **Target:** One creature

The feel of your weapon crunching against the enemy puts your heart back in the fight.

Keywords: Invigorating, Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

Fighter Attack 1

Tide of Iron

At-Will ♦ Standard Action

Eschatologist's Hammer: +18 vs. AC, 1d10+12 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

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

Fighter Attack 1

Hack and Hew

Encounter ♦ Standard Action

Eschatologist's Hammer: +18 vs. AC, 1d10+12 damage

Melee weapon

You hack an enemy with one stroke and then slash at another with your next swing.

Keywords: Invigorating, Martial, Weapon

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

Fighter Attack 1

Used

Bull Charge

Encounter ♦ Standard Action

Eschatologist's Hammer: +18 vs. Fortitude, 2d10+12 damage

Melee weapon

Target: One creature

You run into your enemy, taking a brutal swing. Your force knocks your enemy backward and to the ground, allowing you to step forward.

Keywords: Invigorating, Martial, Weapon

Primary Attack: Strength vs. Fortitude

Hit: 2[W] + Str modifier (+5) damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude

Hit: You knock the target prone.

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

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

Fighter Attack 3

Used

Come and Get It

Encounter ♦ Standard Action

Eschatologist's Hammer: +18 vs. Will

Close burst 3

Target: Each enemy you can see in the burst

You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.

Keywords: Martial, Weapon

Attack: Strength vs. Will

Hit: You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

Fighter Attack 7

Used

Inexorable Advance

Encounter ♦ Standard Action

Eschatologist's Hammer: +18 vs. AC, 1d10+17 damage

Melee weapon

Targets: One or two creatures

You relentlessly pound through and past your foes.

Keywords: Invigorating, Martial, Weapon

Effect: You can shift 1 square before each attack.

Attack: Strength vs. AC, two attacks

Hit: 1[W] + Str modifier (+5) damage per attack.

Weapon: If you're wielding an axe, a hammer, or a mace, the attacks deal extra damage equal to your Con modifier (+5).

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

Dreadnought Attack 11

Used

Driving Attack

Daily ♦ Standard Action

Eschatologist's Hammer: +18 vs. AC, 2d10+12 damage

Melee weapon

Target: One creature

You drive back your adversary with a hail of blows.

Keywords: Invigorating, Martial, Weapon

Primary Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude

Hit: 1[W] + Str modifier (+5) damage, and you push the target 2 squares and knock it prone.

Miss: Half damage, and you push the target 1 square.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

Fighter Attack 1

Used

Rain of Steel

Daily ♦ Minor Action

Personal

You constantly swing your weapon about, slashing and cutting into nearby enemies.

Keywords: Martial, Stance, Weapon

Effect: You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

Additional Effects

Fighter Attack 5

Used

Bone Crusher

Daily ♦ Standard Action

Eschatologist's Hammer: +18 vs. AC, 3d10+12 damage

Melee weapon

Target: One creature

Your crushing blow leaves your enemy susceptible to other attacks.

Keywords: Invigorating, Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+5) damage.

Effect: The target gains vulnerable 10 to weapon attacks (save ends).

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

Fighter Attack 9

Used

Dwarven Resilience

Encounter ♦ Minor Action

Personal

Effect: You use your second wind.

Additional Effects

Dwarf Racial Power

Used

Glowering Threat

Encounter ♦ Minor Action

Close burst 2

Target: Each enemy in the burst

Your intimidating presence distracts your enemies as they attempt to attack your allies.

Keyword: Martial

Prerequisite: You must have training in Intimidate.

Effect: Until the end of your next turn, each target takes a -5 penalty to attack rolls against any creature other than you.

Additional Effects

Fighter Utility 2

Used

Daring Shout

Encounter ♦ Minor Action

Close burst 1

Target: Each enemy in the burst you can see.

You challenge nearby enemies to attack you, bolstering your own stamina.

Keyword: Martial

Effect: The target is marked until the end of your next turn. You gain temporary hit points equal to your Con modifier (+5) + the number of targets in the burst.

Additional Effects

Fighter Utility 6

Used

Clearheaded

Encounter ♦ No Action

Personal

Your mental resilience and training let you shake off an effect that hinders you.

Keyword: Martial

Prerequisite: You must have training in Endurance.

Trigger: You start your turn dazed, dominated, or stunned by an effect that a save can end.

Effect: You make a saving throw with a +5 power bonus against the triggering effect.

Additional Effects

Fighter Utility 10

Used

Rune of Mending

Daily ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst level)

The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.

Keywords: Divine, Healing, Runic

Effect: The target can spend a healing surge. Level 11: The target regains 2d6 additional hit points.

Rune of Destruction: You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.

Rune of Protection: You and each ally in the burst gain a +1 bonus to all defenses until the end of your next turn.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

Runepriest Feature

Used

Blood Iron

Daily ♦ Immediate Reaction

Personal

Detaching your mind from your injuries, you ignore minor wounds for the rest of the battle.

Keyword: Martial

Trigger: You become bloodied

Effect: You gain resist 5 to all damage until the end of the encounter.

Additional Effects

Dreadnought Utility 12

Used

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to melee damage rolls.

Wondrous Carriage Figurine

Gear ♦ Level

Grows to full-size 6-seater carriage (with room for 'driver' outside). Horseless, on mechanical legs. 20mph.

Rushing Cleats

Feet Slot Item ♦ Level 7

Properties

Gain a +2 item bonus to bull rush attacks, and increase the push or slide effect of any close or melee attack you perform by 1 square.

Badge of the Berserker +1

Neck Slot Item ♦ Level 2

Enhancement: +1 Fortitude, Reflex, and Will

Properties

When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.

Kraken Tattoo

Wondrous Item ♦ Level 9

Properties

The first time you're bloodied during an encounter, you can make a basic attack as an immediate reaction.

Pearl of Power - Ability One

Wondrous Item ♦ Level 7

Utility Power ♦ Daily (Free Action)

Trigger: You miss all targets with an encounter attack power of level 3 or lower.

Effect: You do not expend the use of the power.

Runescribed Dwarven Armor

Armor ♦ Level 2

Armor Bonus: 6
Check: -1
Speed: -1
Enhancement: +1 AC

Properties

You gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

Power (Healing) ♦ Daily (Free Action)

You regain hit points as if you had spent a healing surge.

Eschatologist's Hammer

Weapon ♦ Level 13

Damage: 1d10
Proficiency Bonus: 2
Properties: Versatile, Brutal
Enhancement: +3 attack rolls and damage rolls
Critical: +1d8 cold damage per plus

Property

♦ While holding this weapon, you have fire resistance equal to 3 + twice the weapon's enhancement bonus.
♦ All untyped damage dealt by weapon attacks using this weapon changes to cold damage.

Attack Power (Cold) ♦ Encounter (Standard Action)

Attack: Close blast 3 (creatures in the blast); the weapon's level + 3 vs. Reflex
Hit: 2d10 cold damage, and the target is immobilized (save ends).

Utility Power ♦ Encounter (Minor Action)

Effect: Close burst 5. You can extinguish any nonmagical fire in the burst, and each ally in the burst makes a saving throw against ongoing fire damage that a save can end.

Grenade

Weapon ♦ Level

Area burst 1, target pushed 1 square, inaccurate (spend move to aim or save)

Damage: 3d10
Proficiency Bonus: 2
Range: 5/10
Properties: Off-Hand, Heavy Thrown

Shotgun

Weapon ♦ Level 2

Reload standard. Can be loaded to deal 1d6 damage in a close burst 2.

Damage: 3d6
Proficiency Bonus: 2
Properties: Brutal
Enhancement: +1 attack rolls and damage rolls
Critical: +1d6 damage per plus

Properties

This weapon can be used as a heavy thrown weapon with a range of 6/12.

Power ♦ Daily (Free Action)

Trigger: You hit a Large or larger creature with an attack using this weapon.

Effect: You deal 2 extra damage.

Diamond Cincture (heroic...)

Waist Slot Item ♦ Level 10

Properties

This belt holds one diamond, and you gain a +1 item bonus to Fortitude.

Utility Power (Healing) ♦ At-Will (Minor Action)

Effect: You spend a healing surge. One diamond on the belt cracks and darkens, becoming worthless. Each time a diamond is expended in this way, the belt's item bonus is reduced by 1 (to a minimum of 0). If there are no unexpended diamonds on the belt, you can't use this power. After an extended rest, each expended diamond is restored.

Griento Tribal Shield

Arms Slot Item ♦ Level 2

Armor Bonus: 2
Check: -2

Properties

You gain resist 2 to all damage from ranged attacks and area attacks.

Distinguished Top Hat

Gear ♦ Level

If dazed, dominated, stunned or knocked prone, you may choose to have the hat fall off instead.

Pearl of Power - Ability Two

Wondrous Item ♦ Level 5

Special: You must have reached at least one milestone today to activate this item.

Power ♦ Daily (Minor Action)

This power allows you to regain the use of an encounter power of 1st or 3rd level.

Gloves of Ice (paragon tier)

Hands Slot Item ♦ Level 11

Properties

Choose one: Your cold attacks gain a +2 bonus to damage rolls, or your cold attacks ignore 5 of the target's resistance to cold. You can switch between properties as a minor action.