

# DUNGEONS & DRAGONS

## CHARACTER SHEET

Player Name **Daelkyr****Gish the Fighting Magic-User****1****Fighter**Character Name **Half-Elf** Size **M** Age **M** Level **1** Class **Unaligned** Paragon Path  Epic Destiny  Total XP Race **Half-Elf** Size **M** Age **M** Gender  Height  Weight  Alignment  Deity  Adventuring Company or Other Affiliations 

### INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
<b>0</b>	<b>Initiative</b>	<b>0</b>	<b>0</b>

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC
<b>17</b>	<b>AC</b>	<b>10</b>	<b>7</b>				

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed</b>	<b>6</b>	<b>-1</b>	

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>16</b>	<b>STR</b> Strength	<b>3</b>	
<b>12</b>	<b>CON</b> Constitution	<b>1</b>	
<b>10</b>	<b>DEX</b> Dexterity	<b>0</b>	
<b>16</b>	<b>INT</b> Intelligence	<b>3</b>	
<b>12</b>	<b>WIS</b> Wisdom	<b>1</b>	
<b>12</b>	<b>CHA</b> Charisma	<b>1</b>	

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
<b>15</b>	<b>FORT</b>	<b>10</b>	<b>3</b>	<b>2</b>			

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
<b>13</b>	<b>REF</b>	<b>10</b>	<b>3</b>				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
<b>11</b>	<b>WILL</b>	<b>10</b>	<b>1</b>				

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>13</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>3</b>

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>11</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>1</b>

SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+</b> <b>7</b>	<b>0</b>	<b>3</b>	<b>1</b>	<b>3</b>			

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+</b> <b>3</b>	<b>0</b>	<b>3</b>					

ABILITY:

### DAMAGE WORKSPACE

DAMAGE	ABIL	FEAT	ENH	MISC
<b>3</b>	<b>3</b>			

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC
<b>3</b>	<b>3</b>			

ABILITY:

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>+7</b>	<b>vs AC</b>	<b>Greatsword</b>	<b>1d10+3</b>
<b>+2</b>	<b>vs AC</b>	<b>Longbow</b>	<b>1d10</b>
	<b>vs</b>		
	<b>vs</b>		

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
<b>27</b>	<b>13</b>	<b>6</b>	<b>10</b>	

1/2 HP

1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<b></b>	<b>0</b>	<b>1</b>
	<b>1</b>	<b>2</b>
	<b>2</b>	<b>3</b>

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

ABILITY SCORE MODS +2 Con, +2 Cha

Group Diplomacy: Grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

### CLASS / PATH / DESTINY FEATURES

Combat Challenge:

\* Every time you attack an enemy, you can choose to mark that target. (-2 to its attack rolls when not attacking you.) This lasts until the end of your next turn.

\* Whenever a marked enemy next to you shifts or makes an attack that doesn't include you, make a basic attack against it.

Combat Superiority:

+2 bonus to opportunity attacks. An enemy struck by your opportunity attack stops moving, if a move provoked the attack.

Fighter Weapon Training:

When using a two-handed weapon you gain a +1 bonus to attack rolls.

### LANGUAGES KNOWN

Common, Elven, Draconic.

### FEATS

Arcane Initiate

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>0</b>	<b>Acrobatics</b>	<b>DEX</b>	<b>0</b>		
<b>8</b>	<b>Arcana</b>	<b>INT</b>	<b>3</b>	<b>5</b>	n/a
<b>8</b>	<b>Athletics</b>	<b>STR</b>	<b>3</b>	<b>5</b>	
<b>1</b>	<b>Bluff</b>	<b>CHA</b>	<b>1</b>		n/a
<b>3</b>	<b>Diplomacy</b>	<b>CHA</b>	<b>1</b>		n/a <b>2</b>
<b>1</b>	<b>Dungeoneering</b>	<b>WIS</b>	<b>1</b>		n/a
<b>6</b>	<b>Endurance</b>	<b>CON</b>	<b>1</b>	<b>5</b>	
<b>1</b>	<b>Heal</b>	<b>WIS</b>	<b>1</b>		n/a
<b>3</b>	<b>History</b>	<b>INT</b>	<b>3</b>		n/a
<b>3</b>	<b>Insight</b>	<b>WIS</b>	<b>1</b>		n/a <b>2</b>
<b>6</b>	<b>Intimidate</b>	<b>CHA</b>	<b>1</b>	<b>5</b>	n/a
<b>1</b>	<b>Nature</b>	<b>WIS</b>	<b>1</b>		n/a
<b>1</b>	<b>Perception</b>	<b>WIS</b>	<b>1</b>		n/a
<b>3</b>	<b>Religion</b>	<b>INT</b>	<b>3</b>		n/a
<b>0</b>	<b>Stealth</b>	<b>DEX</b>	<b>0</b>		
<b>1</b>	<b>Streetwise</b>	<b>CHA</b>	<b>1</b>		n/a
<b>0</b>	<b>Thiery</b>	<b>DEX</b>	<b>0</b>		

