



RIPPER

MALE PERSONALITY WARFORGED WARDEN

DUNGEONS
& DRAGONS

LEVEL 3 GOOD

"Get behind me! They'll break on my blade!"

Ability Score

Value Modifier + ½ level

STRENGTH

18

+5

CONSTITUTION

16

+4

DEXTERITY

13

+2

INTELLIGENCE

10

+1

WISDOM

12

+2

CHARISMA

11

+1

ARMOR CLASS

18

FORTITUDE DEFENSE

17

REFLEX DEFENSE

13

WILL DEFENSE

14

INITIATIVE

+2

SPEED (SQUARES)

6

HIT POINTS 52

HEALING SURGE HP HEALED 13

SECOND WIND ☐

BLOODIED 26

HEALING SURGES/DAY 12

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses ||

Basic Attack Name

Attack Bonus

Damage

Range/Properties

+1 wounding halberd

+8 vs. AC

1d10 + 5

Reach

Crossbow

+4 vs. AC

1d8 + 1

Range 15/30, load minor

FEATS

Improved Warforged Resolve

Toughness

RACE AND CLASS FEATURES

Living Construct (+2 to ongoing damage saving throws)

Living Construct (take 10 or die roll - death saving throws)

Font of Life (can make saving throw at the start of your turn and at the end of your turn)

Earthstrength (on second wind action, gain an extra +3 AC)

Nature's Wrath (once on each of your turns, you can mark each adjacent enemy as a free action)

SKILLS (For skills not listed, bonus is ability modifier + 1)

Passive Insight

12

Passive Perception

17

Endurance

+10

Heal

+7

Intimidate

+3

Insight

+2

Nature

+7

Perception

+7

Languages: Common

Normal Vision

EQUIPMENT

+1 wounding halberd, +1 hide armor, +1 amulet of protection, crossbow, 20 bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.