

# DUNGEONS & DRAGONS

## Character Sheet

Player Name /RPGA Number

5

Level

**Dunstan Ironforge**

Lawful Good Male Dwarf Knight

21 Age 4' 8" Height 205 lb. Weight Medium Size Moradin Deity

5500

Total XP Next Level at: 10000

### Defenses

23 AC

20 FORT

15 REF

14 WILL

Conditional Bonuses:

### Hit Points

Max HP (Bloodied 28) **57**

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/day

14

13

Surges Left

Current Conditions:

### Combat Statistics and Senses

**Initiative**

4

Conditional Modifiers

**Speed**

5

Special Movement

**Passive Insight**

13

**Passive Perception**

13

Special Senses  
Low-light

### 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

☐ ☐ ☐

**Saving Throw Mods** 0

+5 Saving Throws against poison

### Resistances

Resist 5 Fire, Resist 5 Necrotic

### Current Conditions and Effects

### Basic Attacks

#### Melee

Magic Craghammer +2

13

Strength vs. AC

1d10+12

Damage

#### Ranged

Unarmed

3

Dexterity vs. AC

1d4+1

Damage

### Language(s) known

Common, Dwarven

### Portrait



Ability	Score	Check
<b>STR</b> Strength	20	7
<b>CON</b> Constitution	18	6
<b>DEX</b> Dexterity	10	2
<b>INT</b> Intelligence	10	2
<b>WIS</b> Wisdom	13	3
<b>CHA</b> Charisma	8	1

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		0
Arcana	Intelligence		2
Athletics	Strength	✓	10
Bluff	Charisma		1
Diplomacy	Charisma		1
Dungeoneering	Wisdom	✓	10
Endurance	Constitution	✓	11
Heal	Wisdom		3
History	Intelligence		2
Insight	Wisdom		3
Intimidate	Charisma		1
Nature	Wisdom		3
Perception	Wisdom		3
Religion	Intelligence		2
Stealth	Dexterity		0
Streetwise	Charisma		1
Thievery	Dexterity		0

# Dunstan Ironforge

Player Name

Character Name



## Racial Features

### Dwarven Weapon Proficiency

Proficient with hammers.

### Cast-Iron Stomach

+5 bonus to saving throws against poison.

### Encumbered Speed

Armor or heavy load doesn't reduce your speed.  
(Other effects still can.)

### Dwarven Resilience

You have the dwarven resilience power

### Stand Your Ground

Can move 1 less when forced to move.

Immediate saving throw to avoid being knocked prone.

### Dungeoneering Bonus

### Endurance Bonus

## Class/Other Features

### Battle Guardian

Gain the battle guardian power.

### Defender Aura

Gain the defender aura power.

### Knight Fighter Stances

Choose two fighter stances.

### Power Strike

You gain the power strike power.

### Shield Finesse

You gain the Shield Finesse feat.

### Weapon Talent

You gain a +1 bonus to the attack rolls of weapon attacks.

### Knight Combat Readiness

You gain a +2 bonus to initiative.

### Weapon Mastery

You gain a +1 bonus to the damage rolls of weapon attacks.

## Feats

### Shield Finesse

You ignore the check penalty for wearing a shield.

### Bludgeon Expertise

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

### Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

### Resilience of Stone

Use second wind as immediate interrupt when damaged

Player Name

Character Details

Adventuring Company

Theme

Background

Geography - Mountains

Personality Traits

Boisterous, loyal and driven

Companions and Allies

Mannerisms and Appearance

Built for comfort, not for speed

Session and Campaign Notes

Other Notes

Dunstan Ironforge

Character Name



Equipment

Head Slot

Neck Slot

Collar of Recovery +1

Arm Slot

Bracers of Mighty Striking...

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Heavy Shield

Main Hand

Magic Craghammer +2

Waist Slot

Body Slot

Black Iron Plate Armor +1

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

104

Carrying Capacity (lbs.)

Normal 200

Heavy 400

Max 1000

Coins and Other Wealth

3 Platinum, 95 Gold



Melee Basic Attack

At-Will ♦ Standard action

**Magic Craghammer +2:** +13 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

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard action

**Unarmed:** +3 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 (+0) damage.

**Level 21:** 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Dwarven Resilience

Encounter ♦ Minor Action

**Personal**

**Effect:** You use your second wind.

Additional Effects

Dwarf Racial Power

Used ☐

Battle Guardian

At-Will ♦ Opportunity Action

**Personal**

*Ignoring you in battle leaves a foe open to a devastating assault.*

**Keyword:** Martial

**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:** You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes damage equal to your Str modifier (+5).

Additional Effects

Fighter Attack

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

Fighter Utility

Cleaving Assault

At-Will ♦ Minor Action

**Personal**

*Your wide, sweeping attacks carry through to let you lash out at another nearby foe.*

**Keywords:** Martial, Stance

**Effect:** You assume the cleaving assault stance. Until the stance ends, whenever you hit with a melee basic attack using a weapon, one enemy adjacent to you other than the target of that attack takes damage equal to your Con modifier (+4).

Additional Effects

Fighter Utility

Hammer Hands

At-Will ♦ Minor Action

**Personal**

*You throw your weight into each attack, striking with such force that you drive your enemy before you.*

**Keywords:** Martial, Stance

**Effect:** You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.

Additional Effects

Fighter Utility

Power Strike

Encounter ♦ Free Action

**Personal**      **Target:** The enemy you hit

*By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.*

**Keywords:** Martial, Weapon

**Trigger:** You hit an enemy with a melee basic attack using a weapon.

**Effect:** The target takes 1[W] extra damage from the triggering attack.

Additional Effects

Fighter Attack

Used ☐

Minor Resurgence

Encounter ♦ Minor Action

**Personal**

*Your ability to withstand hardship grants you a temporary boost in combat.*

**Keyword:** Martial

**Prerequisite:** You must have training in Endurance.

**Requirement:** You must be bloodied.

**Effect:** You gain 5 temporary hit points.

Additional Effects

Fighter Utility 2

Used ☐

### Magic Craghammer +2

Weapon ♦ Level 6

**Damage:** 1d10

**Proficiency Bonus:** 2

**Properties:** Versatile, Brutal

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +2d6 damage

### Black Iron Plate Armor +1

Armor ♦ Level 4

**Armor Bonus:** 8

**Check:** -2

**Speed:** -1

**Enhancement:** +1 AC

**Property:** You gain resist 5 fire and resist 5 necrotic.

### Bracers of Mighty Striking...

Arms Slot Item ♦ Level 2

**Property:** When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

### Collar of Recovery +1

Neck Slot Item ♦ Level 4

**Enhancement:** +1 Fortitude, Reflex, and Will

**Property:** Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.