

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

### Tanos

Lawful Good male Dwarf Templar

54 4'7" Medium Moradin  
Age Height Weight Size Deity

Total XP 1000

### Defenses

<b>16</b> AC	<b>12</b> FORT	<b>10</b> REF	<b>16</b> WILL
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Conditional Bonuses  
+5 Saving Throws against poison

### Hit Points

<b>Max HP</b> (Bloodied 13 ) <b>26</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value <b>6</b>	Surges/Day <b>9</b>	
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Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>-1</b>
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Conditional Modifiers:

<b>Speed</b>	<b>5</b>
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Special Movement:

<b>Passive Insight</b>	<b>19</b>
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<b>Passive Perception</b>	<b>19</b>
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Special Senses: Low-light

### 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

<b>Saving Throw Mods</b>	<b>0</b>
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+5 Saving Throws against poison

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Morningstar	<b>3</b>	<b>1d10+1</b>
	Strength vs. AC	Damage

#### Ranged

Unarmed	<b>-1</b>	<b>1d4-1</b>
	Dexterity vs. AC	Damage

### Languages

Common, Dwarven



### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>12</b>	<b>1</b>
<b>CON</b> Constitution	<b>14</b>	<b>2</b>
<b>DEX</b> Dexterity	<b>8</b>	<b>-1</b>
<b>INT</b> Intelligence	<b>10</b>	<b>0</b>
<b>WIS</b> Wisdom	<b>18</b>	<b>4</b>
<b>CHA</b> Charisma	<b>16</b>	<b>3</b>

### Skills

Acrobatics	Dexterity	<b>-2</b>
Arcana	Intelligence	<b>0</b>
Athletics	Strength	<b>0</b>
Bluff	Charisma	<b>3</b>
Diplomacy	Charisma	<b>3</b>
Dungeoneering	Wisdom	<b>6</b>
Endurance	Constitution	<b>3</b>
Heal	Wisdom	<b>9</b> ✓
History	Intelligence	<b>0</b>
Insight	Wisdom	<b>9</b> ✓
Intimidate	Charisma	<b>3</b>
Nature	Wisdom	<b>4</b>
Perception	Wisdom	<b>9</b> ✓
Religion	Intelligence	<b>5</b> ✓
Stealth	Dexterity	<b>-2</b>
Streetwise	Charisma	<b>3</b>
Thievery	Dexterity	<b>-2</b>



Tanos  
Character Name

Player Name

### Character Details

#### Background

Dwarf - Ancestral Home Lost

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Morningstar

Waist

Armor

Chainmail

Feet

Tattoo

Ki Focus

#### Other Equipment

Ritual Book  
Adventurer's Kit  
Holy Symbol

Total Weight (lbs.)

85

Carrying Capacity (lbs.)

Treasure

25 Gold

Normal

120

Heavy

240

Max

600

# Tanos

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

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### Endurance Bonus

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## Class/Other Features

### Channel Divinity

Invoke a channel divinity class feature or other power; encounter.

### Healer's Lore

Add + [Wis mod] to hit points healed by your cleric powers with the healing keyword, if they involve healing surge expenditure.

### Ritual Casting

Gain Ritual Caster as a bonus feat.

## Feats

### Ritual Caster

Master and perform rituals

### Battle Caster Defense

+4 AC against opportunity attacks after you use ranged or area power

**Tanos**  
Level 1 Dwarf Templar

HP	SCORE	ABILITY	MOD	AC
26	12	STR	1	16
	14	CON	2	
Spd	8	DEX	-1	Fort
5	10	INT	0	12
Init	18	WIS	4	Ref
-1	16	CHA	3	10
				Will
				16

19 Passive Insight

19 Passive Perception


Player Name: \_\_\_\_\_

**Skills**

Acrobatics	Dexterity	-2
Arcana	Intelligence	0
Athletics	Strength	0
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	6
Endurance	Constitution	3
Heal	Wisdom	• 9
History	Intelligence	0
Insight	Wisdom	• 9
Intimidate	Charisma	3
Nature	Wisdom	4
Perception	Wisdom	• 9
Religion	Intelligence	• 5
Stealth	Dexterity	-2
Streetwise	Charisma	3
Thievery	Dexterity	-2

• 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

**Morningstar:** +3 vs. AC, 1d10+1 damage

**Melee weapon**                      **Target:** One creature

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*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 (+1) damage.

**Level 21:** 2[W] + Str modifier (+1) damage.

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Additional Effects

Basic Attack

**Ranged Basic Attack**  
At-Will ♦ Standard Action

**Unarmed:** +1 vs. AC, 1d4-1 damage

**Ranged weapon**                      **Target:** One creature

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*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.

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Additional Effects

Basic Attack

**Astral Seal**  
At-Will ♦ Standard Action

**Holy Symbol:** +6 vs. Reflex

**Ranged 5**                                      **Target:** One creature

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*You outline your enemy with the silver glow of the Astral Sea, and its healing light bathes your friend.*

**Keywords:** Divine, Healing, Implement

**Attack:** Wisdom +2 vs. Reflex

**Hit:** Until the end of your next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Cha modifier (+3).

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Additional Effects

Cleric Attack 1

**Sacred Flame**  
At-Will ♦ Standard Action

**Holy Symbol:** +4 vs. Reflex, 1d6+4 damage

**Ranged 5**                                      **Target:** One creature

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*You bathe your enemy in sacred light, searing it in radiance. You call out to one of your comrades, invigorating him or her with the sight of holy power.*

**Keywords:** Divine, Implement, Radiant

**Attack:** Wisdom vs. Reflex

**Hit:** 1d6 + Wis modifier (+4) radiant damage, and one ally you can see chooses either to make a saving throw or to gain temporary hit points equal to your Cha modifier (+3) + one-half your level.

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Additional Effects

Cleric Attack 1

**Vengeful Flare**  
Encounter ♦ Standard Action

**Holy Symbol:** +4 vs. Reflex, 2d8+4 damage

**Ranged 5**                                      **Target:** One creature

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*Seeing your ally in pain, you vow vengeance as you rain holy fire upon your foe.*

**Keywords:** Divine, Fire, Implement, Radiant

**Attack:** Wisdom vs. Reflex

**Hit:** 2d8 + Wis modifier (+4) fire damage, and the target takes a -2 penalty to all defenses until the end of your next turn. If you used healing word this turn, this attack deals extra radiant damage equal to your Cha modifier (+3).

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Additional Effects

Cleric Attack 1                      Used

**Font of Tears**  
Daily ♦ Standard Action

**Holy Symbol:** +4 vs. Will

**Close burst 3**                                      **Target:** Each enemy in the burst

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*A glimmering rain showers enemies around you and saps their will.*

**Keywords:** Divine, Implement, Zone

**Attack:** Wisdom vs. Will

**Hit:** The target is dazed (save ends).

**Effect:** The burst creates a zone of shimmering energy that lasts until the end of your next turn. Any enemy that starts its turn within the zone takes a -2 penalty to attack rolls until the end of its next turn.

**Sustain Minor:** The zone persists.

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Additional Effects

Cleric Attack 1                      Used

### Healing Word

Encounter (Special) ♦ Minor Action

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

*You utter a soothing word that mends wounds of the body and spirit.*

**Keyword:** Healing

**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.

**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

Cleric Utility Used

### Divine Fortune

Encounter ♦ Free Action

**Personal**

*In the face of peril, you hold true to your faith and receive a special boon.*

**Keywords:** Channel Divinity, Divine

**Effect:** You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

**Special:** You can use only one channel divinity power per encounter.

Additional Effects

Cleric Feature Used

### Dwarven Resilience

Encounter ♦ Minor Action

**Personal**

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

Additional Effects

Dwarf Racial Power Used

### Turn Undead

Encounter ♦ Standard Action

**Holy Symbol:** +4 vs. Will, 1d8+4 damage

**Close** burst 2 (3 at 11th level, 5 at 21st level) **Target:** Each undead creature in the burst

*You sear undead foes, push them back, and root them in place.*

**Keywords:** Channel Divinity, Divine, Implement, Radiant

**Attack:** Wisdom vs. Will

**Hit:** 1d10 + Wis modifier (+4) radiant damage, and you push the target a number of squares up to 3 + your Cha modifier (+3). The target is immobilized until the end of your next turn.

**Miss:** Half damage.

**Special:** You can use only one channel divinity power per encounter.

Additional Effects

Cleric Feature Used