

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

C2 Pregenerated Character

6

Level

### Lembu

Unaligned male Dwarf Fighter (Knight)

22 6'2" 220 lbs. Medium Tempus  
Age Height Weight Size Deity

7500

Total XP 10000

### Defenses

<b>24</b> AC	<b>21</b> FORT	<b>16</b> REF	<b>16</b> WILL
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Conditional Bonuses

+2 Saving Throws against charm effects, +5 Saving Throws against poison

### Hit Points

<b>Max HP</b> (Bloodied 32 ) <b>64</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
<b>16</b>	<b>13</b>

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>6</b>
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Conditional Modifiers:

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

<b>Passive Insight</b>	<b>14</b>
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<b>Passive Perception</b>	<b>14</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

### Saving Throw Mods

0

+2 Saving Throws against charm effects, +5 Saving Throws against poison

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Lifedrinker Craghammer +1

<b>12</b>	<b>1d10+9</b>
Strength vs. AC	Damage

#### Ranged

<b>7</b>	<b>1d6+2</b>
Dexterity vs. AC	Damage

### Languages

Common, Dwarven



### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>19</b>	7
<b>CON</b> Constitution	<b>19</b>	7
<b>DEX</b> Dexterity	<b>12</b>	4
<b>INT</b> Intelligence	<b>8</b>	2
<b>WIS</b> Wisdom	<b>12</b>	4
<b>CHA</b> Charisma	<b>10</b>	3

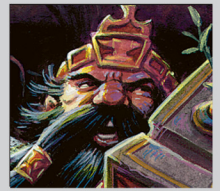
### Skills

Skill	Ability	Score
Acrobatics	Dexterity	2
Arcana	Intelligence	2
Athletics	Strength	10
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	6
Endurance	Constitution	12
Heal	Wisdom	4
History	Intelligence	2
Insight	Wisdom	4
Intimidate	Charisma	8
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	2
Stealth	Dexterity	2
Streetwise	Charisma	3
Thievery	Dexterity	9

C2 Pregenerated Character

Lembu  
Character Name

Player Name



### Character Details

#### Background

Cormyr (Wheloon)

#### Theme

Gladiator

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

Inverness Invaders

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Amulet of Protection +2

Arms

Counterstrike Guards (heroic tier)

Hands

Rings

Rings

Off Hand

Main Hand

Lifedrinker Craghammer +1

Waist

Armor

Plate Armor of Dwarven Vigor +2

Feet

Tattoo

Ki Focus

#### Other Equipment

Adventurer's Kit  
Climber's Kit  
Alchemist's Frost (level 6)  
Rust Bomb (level 5)  
Sling  
Sling Bullet (20)

Total Weight (lbs.)

105

Carrying Capacity (lbs.)

Treasure

16 gp

Normal

190

Heavy

380

Max

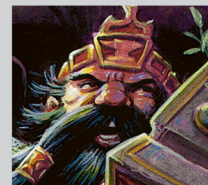
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C2 Pregenerated Character

Player Name

Lembu

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## 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

## Feats

### Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

### Shield Finesse

You ignore the check penalty for having a shield equipped.

### World Serpent's Grasp

Whenever you hit a slowed or immobilized target with an attack, you can knock it prone.

### Bludgeon Expertise

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

### Defender of the Wild

Warden: skill training, mark adjacent enemies  
1/encounter

### Lembu

Level 6 Dwarf Fighter (Knight)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>19</b>	<b>STR</b>	<b>4</b>	<b>AC</b>
<b>64</b>				<b>24</b>
<b>Spd</b>	<b>19</b>	<b>CON</b>	<b>4</b>	<b>Fort</b>
<b>5</b>				<b>21</b>
<b>Init</b>	<b>12</b>	<b>DEX</b>	<b>1</b>	<b>Ref</b>
<b>+6</b>				<b>16</b>
	<b>8</b>	<b>INT</b>	<b>-1</b>	<b>Will</b>
				<b>16</b>
	<b>12</b>	<b>WIS</b>	<b>1</b>	
	<b>10</b>	<b>CHA</b>	<b>0</b>	

14 Passive Insight

14 Passive Perception

Player Name: C2 Pregenerated Character


### Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	2
Athletics	Strength	• 10
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	6
Endurance	Constitution	• 12
Heal	Wisdom	4
History	Intelligence	2
Insight	Wisdom	4
Intimidate	Charisma	• 8
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	2
Stealth	Dexterity	2
Streetwise	Charisma	3
Thievery	Dexterity	• 9

• 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

### 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 (+4).

Additional Effects

Fighter Attack

### Melee Basic Attack

At-Will ♦ Standard Action

**Lifedrinker Craghammer +1:** +12 vs. AC, 1d10+9 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 (+4) damage.

**Level 21:** 2[W] + Str modifier (+4) damage.

Additional Effects

Basic Attack

### Ranged Basic Attack

At-Will ♦ Standard Action

**Sling:** +7 vs. AC, 1d6+2 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

Basic Attack

### Power Strike

Encounter ♦ No Action

**Special**      **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

Multiple Class Attack      Used

### Defend the Line

At-Will ♦ Minor Action

**Personal**

*Your attack staggers a foe, hindering its attempts to flee from you.*

**Keywords:** Martial, Stance

**Effect:** You assume the defend the line stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, that enemy is slowed until the end of your next turn.

Additional Effects

Fighter Utility

### 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

Multiple Class 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

### Disrupting Advance

Encounter ♦ Standard Action

**Lifedrinker Craghammer +1:** +12 vs. AC, 2d10+9 damage

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

*With an attack followed by a violent shove, your enemy flies backward. As it flails for balance, it loses its footing and stumbles into the creatures around it.*

**Keywords:** Martial, Weapon

**Attack:** Primary ability vs. AC

**Hit:** 2[W] + ability modifier damage, and you push the target 2 squares. The target and each enemy adjacent to the target at the end of the push are slowed until the end of your next turn.

Additional Effects

Gladiator Feature      Used

### Dwarven Resilience

Encounter ♦ Minor Action

**Personal**

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

Additional Effects

Dwarf Racial Power      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

### Dauntless Endurance

Encounter ♦ No Action

**Personal**

*You easily shake off a debilitating effect that would cripple another warrior.*

**Keyword:** Martial

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

**Trigger:** You make a saving throw and dislike the result.

**Effect:** You can reroll the saving throw but must use the second result.

Additional Effects

Fighter Utility 6      Used

### Counterstrike Guards...

Arms Slot Item ♦ Level 4

**Power**

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses you. You make a melee basic attack against the attacker.

### Amulet of Protection +2

Neck Slot Item ♦ Level 6

**Enhancement:** +2 Fortitude, Reflex, and Will

### Lifedrinker Craghammer +1

Weapon ♦ Level 5

**Damage:** 1d10

**Proficiency Bonus:** 2

**Properties:** Versatile, Brutal

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 necrotic damage

**Property**

Whenever you drop an enemy to 0 hit points with a melee attack made with this weapon, you gain 5 temporary hit points.

### Rust Bomb (level 5)

Alchemical ♦ Level 5

**Power**

**Power (Consumable):** Standard Action. Make an attack: Ranged 5/10; +8 vs. Reflex; on a hit, a target wearing metal armor or that has a metallic body takes a -1 penalty to AC until the end of the encounter.

## Plate Armor of Dwarven...

Armor ♦ Level 7

**Armor Bonus:** 9

**Check:** -2

**Speed:** -1

**Enhancement:** +2 AC

**Special:** If you're a dwarf, you can use this armor's power as a free action on your turn.

### Power

Power (Daily \* Healing): Minor. You use your second wind and regain an additional 1d6 hit points per plus.

## Alchemist's Frost (level 6)

Alchemical ♦ Level 6

### Power

Power (Consumable • Cold): Standard Action. Make an attack: Ranged 5/10; +9 vs. Reflex; on a hit, the target takes 1d10 cold damage and is slowed until the end of your next turn; on miss, the target takes half damage and is not slowed.