

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

13

Level

### Faith Merryweather

Good female Human Fighter (Weaponmaster)

30

Medium

Selûne

Age Height Weight Size Deity

39000

Total XP

47000

### Defenses

<b>31</b>	<b>28</b>	<b>23</b>	<b>23</b>
AC	FORT	REF	WILL

Conditional Bonuses

### 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

1

+2 Saving Throws whenever you have no action points remaining

### Resistances/Vulnerabilities

Resist 2 All

### Current Conditions and Effects

### Basic Attacks

#### Melee

Fullblade of Defense +3

<b>20</b>	<b>1d12+10</b>
Strength vs. AC	Damage

#### Ranged

<b>8</b>	<b>1d4+2</b>
Dexterity vs. AC	Damage

### Languages

Common, Draconic



### Abilities

Ability	Score	Check
STR Strength	21	11
CON Constitution	17	9
DEX Dexterity	15	8
INT Intelligence	9	5
WIS Wisdom	14	8
CHA Charisma	11	6

### Skills

Skill	Ability	Score
Acrobatics	Dexterity	7
Arcana	Intelligence	5
Athletics	Strength	14
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	8
Endurance	Constitution	12
Heal	Wisdom	13
History	Intelligence	5
Insight	Wisdom	8
Intimidate	Charisma	13
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	5
Stealth	Dexterity	6
Streetwise	Charisma	8
Thievery	Dexterity	6

### Hit Points

<b>Max HP</b> (Bloodied 52 )	<b>104</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value Surges/Day

27	12
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Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>8</b>
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Conditional Modifiers:

<b>Speed</b>	<b>5</b>
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<b>Passive Insight</b>	<b>18</b>
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<b>Passive Perception</b>	<b>18</b>
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Special Senses: Normal



# Faith Merryweather

Player Name

Character Name

## Character Details

### Background

Chessenta

### Theme

Mercenary

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

### Head

Circlet of Second Chances

### Neck

Amulet of Life +2

### Arms

### Hands

Gauntlets of Blood (heroic tier)

### Rings

### Rings

### Off Hand

### Main Hand

Fullblade of Defense +3

### Waist

Belt of Vigor (heroic tier)

### Armor

Magic Gith Plate Armor +3

### Feet

Acrobat Boots

### Tattoo

### Ki Focus

## Other Equipment

Silk Rope (50 ft.)  
Adventurer's Kit  
Potion of Vitality (2)

Total Weight (lbs.)

99

Carrying Capacity (lbs.)

### Treasure

23 pp; 60 gp  
0 gp banked

Normal

210

Heavy

420

Max

1050

# Faith Merryweather



Player Name

Character Name

## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Combat Challenge

Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.

### Combat Superiority

Add + [Wis mod] to opportunity attack rolls. Hit ends foe's movement (if any) this action.

### Fighter Talents

You gain a fighter talent

### Mercenary Starting Feature

Gain the Takedown Strike power

### Two-handed Weapon Talent

+1 on weapon attacks with two-handed weapons.

### Mercenary Level 5 Feature

Gain +2 power bonus to Intimidate and Streetwise

### Mercenary Level 10 Feature

Gain +1 power bonus to all defenses when bloodied

### Armor Optimization

+1 AC when wearing armor

### Extra Damage Action

When you spend action point to take action, add 1/2 level to damage with standard action attacks this turn

## Feats

### Two-Handed Weapon Expertise

+1/2/3 (by tier) to attack rolls with two-handed melee weapons, +1/2/3 (by tier) to damage rolls of charge attacks with two-handed melee weapons

### Weapon Proficiency (Fullblade)

Gain proficiency with the Fullblade.

### Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

### Armor Proficiency: Plate

Training with plate armor

### Human Perseverance

+1 to saving throws

### Stubborn Survivor

+2 to saving throws when you have no action points remaining

### Armor Specialization (Plate)

+1 to AC with plate armor

### Heavy Blade Opportunity

Use at-will power with opportunity attack

### Weapon Focus (Heavy Blade)

Gain +1 damage per tier with Heavy Blades.

# Faith Merryweather

Level 13 Human Fighter (Weaponmaster)

	SCORE	ABILITY	MOD	
<b>HP</b> 104	<b>21</b>	<b>STR</b>	<b>5</b>	<b>AC</b> 31
<b>Spd</b> 5	<b>17</b>	<b>CON</b>	<b>3</b>	<b>Fort</b> 28
<b>Init</b> +8	<b>15</b>	<b>DEX</b>	<b>2</b>	<b>Ref</b> 23
	<b>9</b>	<b>INT</b>	<b>-1</b>	<b>Will</b> 23
	<b>14</b>	<b>WIS</b>	<b>2</b>	
	<b>11</b>	<b>CHA</b>	<b>0</b>	

18 Passive Insight

18 Passive Perception

## Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	5
Athletics	Strength	• 14
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	8
Endurance	Constitution	• 12
Heal	Wisdom	• 13
History	Intelligence	5
Insight	Wisdom	8
Intimidate	Charisma	• 13
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	5
Stealth	Dexterity	6
Streetwise	Charisma	8
Thievery	Dexterity	6

• indicates a trained skill.

## Action Point

Base action points: 1

**Chessenta Benefit:** When you spend an action point to take an extra action, you gain a +1 bonus to all rolls made during the extra action granted.

**Extra Damage Action:** When you spend an action point to take an extra action, you gain a power bonus to the damage rolls of your standard action attacks this turn. The bonus equals one-half your level.



**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

## Combat Challenge

At-Will ♦ Immediate Interrupt

### Melee

**Keywords:** Martial, Weapon

**Effect:** Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy.

Additional Effects

Fighter Attack

## Melee Basic Attack

At-Will ♦ Standard Action

**Fullblade of Defense +3:** +20 vs. AC, 1d12+10 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

+2 to damage rolls when you charge - Two-Handed Weapon Expertise.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +8 vs. AC, 1d4+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 (+2) damage.

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

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

## Cleave

At-Will ♦ Standard Action

**Fullblade of Defense +3:** +20 vs. AC, 1d12+10 damage

**Melee** weapon      **Targets:** One creature

*You hit one enemy, then cleave into another.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) damage, and an enemy adjacent to you other than the target takes damage equal to your Str modifier (+5).

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Fighter Attack 1

## Reaping Strike

At-Will ♦ Standard Action

**Fullblade of Defense +3:** +20 vs. AC, 1d12+10 damage

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

*You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) damage.

**Miss:** Half Str modifier (+5) damage. If you're wielding a two-handed weapon, you deal damage equal to your Str modifier (+5).

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Fighter Attack 1

## Takedown Strike

Encounter ♦ No Action

**Melee** 1      **Target:** The triggering enemy

*You sweep or shoot through an enemy's legs and knock it to the ground—hard.*

**Keyword:** Martial

**Trigger:** You hit an enemy adjacent to you with an attack.

**Effect:** The target takes extra damage from the triggering attack equal to the ability modifier used in the triggering attack, and you knock the target prone.

Additional Effects

Mercenary Attack

Used

## Hack and Hew

Encounter ♦ Standard Action

**Fullblade of Defense +3:** +20 vs. AC, 1d12+10 damage

**Melee** weapon

*You hack an enemy with one stroke and then slash at another with your next swing.*

**Keywords:** Invigorating, Martial, Weapon

**Primary Target:** One creature

**Primary Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) damage.

**Effect:** Make a secondary attack.

**Secondary Target:** One creature other than the primary target

**Secondary Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) damage.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Fighter Attack 1

Used

## Come and Get It

Encounter ♦ Standard Action

**Fullblade of Defense +3:** +18 vs. Will

**Close** burst 3

**Target:** Each enemy you can see in the burst

*You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. Will

**Hit:** You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage.

Additional Effects

Fighter Attack 7

Used

## All Bets Are Off

Encounter ♦ Standard Action

**Fullblade of Defense +3:** +20 vs. AC, 2d12+10 damage

**Melee** weapon

**Target:** One creature

*After landing a solid blow, you lash out with a quick jab, sending your enemy reeling.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+5) damage. Make a secondary attack against the same target.

**Secondary Attack:** Strength + 2 vs. AC

**Hit:** 1d6 + Str modifier (+5) damage, and the target is dazed until the end of your next turn.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Pit Fighter Attack 11

Used

## Storm of Blows

Encounter ♦ Standard Action

**Fullblade of Defense +3:** +20 vs. AC, 1d12+10 damage

**Melee** weapon

**Targets:** One creature

*You duck and weave between your enemies while slashing at them ferociously.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) damage.

**Weapon:** If you're wielding a heavy blade or a light blade, you gain a bonus to the damage roll equal to your Dex modifier (+2).

**Effect:** After the attack, you can shift 1 square and repeat the attack against another creature within reach. You can then shift 1 square and repeat the attack against a third creature within reach. After the final attack, you can shift 1 square.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Fighter Attack 13

Used

## Tempest Dance

Daily ♦ Standard Action

**Fullblade of Defense +3:** +20 vs. AC, 1d12+10 damage

**Melee** weapon

**Target:** One creature

*You lunge from enemy to enemy, giving each a taste of your weapon as you pass.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dex modifier (+2).

**Effect:** You can shift 1 square and repeat the attack against a second target. You can then shift 1 square and repeat the attack against a third target.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Fighter Attack 1

Used

## Rain of Steel

Daily ♦ Minor Action

**Personal**

*You constantly swing your weapon about, slashing and cutting into nearby enemies.*

**Keywords:** Martial, Stance, Weapon

**Effect:** You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

Additional Effects

Fighter Attack 5

Used

## Shift the Battlefield

Daily ♦ Standard Action

**Fullblade of Defense +3:** +18 vs. AC, 2d12+10 damage

**Close** burst 1

**Targets:** Each enemy you can see in the burst

*With supreme skill and great resolve, you maneuver your enemies where you want them.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+5) damage, and you can slide the target 1 square.

**Miss:** Half damage.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Fighter Attack 9

Used

## Heroic Effort

Encounter ♦ No Action

**Personal**

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

## Glowering Threat

Encounter ♦ Minor Action

**Close** burst 2

**Target:** Each enemy in the burst

*Your intimidating presence distracts your enemies as they attempt to attack your allies.*

**Keyword:** Martial

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

**Effect:** Until the end of your next turn, each target takes a -5 penalty to attack rolls against any creature other than you.

Additional Effects

Fighter Utility 2

Used

### Daring Shout

Encounter ♦ Minor Action

**Close** burst 1

**Target:** Each enemy in the burst you can see.

*You challenge nearby enemies to attack you, bolstering your own stamina.*

**Keyword:** Martial

**Effect:** The target is marked until the end of your next turn. You gain temporary hit points equal to your Con modifier (+3) + the number of targets in the burst.

Additional Effects

Fighter Utility 6

Used

### Defensive Advance

Encounter ♦ Move Action

**Personal**

*As you advance toward a chosen foe, you confound all attempts to attack you.*

**Keyword:** Martial

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

**Effect:** You gain a +2 power bonus to all defenses until the end of your next turn, and you shift up to your speed to a square adjacent to an enemy.

Additional Effects

Fighter Utility 10

Used

### Deadly Payback

Daily ♦ Immediate Reaction

**Personal**

*You react viciously to an enemy that just hurt you.*

**Keyword:** Martial

**Trigger:** An enemy damages you with a melee attack.

**Effect:** Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against the triggering enemy.

Additional Effects

Pit Fighter Utility 12

Used

### Magic Gith Plate Armor +3

Armor ♦ Level 11

**Armor Bonus:** 10

**Check:** -2

**Speed:** -1

**Enhancement:** +3 AC

### Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

#### Properties

You gain a +1 item bonus to your healing surge value.

### Fullblade of Defense +3

Weapon ♦ Level 14

**Damage:** 1d12

**Proficiency Bonus:** 3

**Properties:** High Crit

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

You gain resist 2 to all damage while you are holding the weapon.

**Utility Power ♦ Daily** (Immediate Interrupt)

*Trigger:* You take damage from a melee attack that hits you.

*Effect:* You take only half of the damage.

### Amulet of Life +2

Neck Slot Item ♦ Level 10

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

**Power** (Healing) ♦ **Encounter** (Free Action)

*Trigger:* Use this power when you spend a healing surge.

*Effect:* You can spend an additional healing surge.

### Circlet of Second Chances

Head Slot Item ♦ Level 3

#### Power ♦ Daily

 (No Action)

Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

### Gauntlets of Blood (heroic...)

Hands Slot Item ♦ Level 4

#### Properties

You gain a +2 bonus to damage rolls against bloodied targets.

### Potion of Vitality

Consumable ♦ Level 15

**Power** (Healing) ♦ **Consumable** (Minor Action)

Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

### Acrobat Boots

Feet Slot Item ♦ Level 2

#### Properties

You gain a +1 item bonus to Acrobatics checks.

**Power** ♦ **At-Will** (Minor Action)

You stand up from prone.