

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

7

Level

**Dude Lee Bowski**

Good male Halfling Warden

29

4'

80 lb

Small

Avandra

Age

Height

Weight

Size

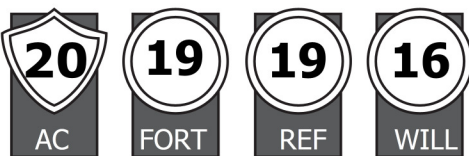
Deity

10000

Total XP

13000

### Defenses



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

0

+5 Saving Throws against fear

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Handaxe

9

Strength vs. AC

1d6+4

Damage

#### Ranged

Handaxe

9

Dexterity vs. AC

1d6+4

Damage

### Languages

Common



### Abilities

		Check
STR	Strength	18 7
CON	Constitution	17 6
DEX	Dexterity	17 6
INT	Intelligence	7 1
WIS	Wisdom	12 4
CHA	Charisma	13 4

### Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	1
Athletics	Strength	✓ 10
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	4
Endurance	Constitution	✓ 9
Heal	Wisdom	4
History	Intelligence	1
Insight	Wisdom	4
Intimidate	Charisma	4
Nature	Wisdom	✓ 11
Perception	Wisdom	✓ 13
Religion	Intelligence	1
Stealth	Dexterity	4
Streetwise	Charisma	4
Thievery	Dexterity	6

### Hit Points

**Max HP**  
(Bloodied 38 ) **76**

Temp HP

Current Hit Points

### Healing Surges

Surge Value

19

Surges/Day

12

Current Conditions:

### Combat Statistics and Senses

Initiative

6

Conditional Modifiers:

Speed

6

Passive Insight

14

Passive Perception

23

Special Senses: Normal



Dude Lee Bowski

Player Name

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Cannith Goggles

Neck

Cloak of Resistance +1

Arms

Hands

Rings

Rings

Off Hand

Floating Shield Heavy Shield

Main Hand

Handaxe

Waist

Stalwart Belt (heroic tier)

Armor

Leather Armor

Tattoo

Fireheart Tattoo (heroic tier)

Feet

Acrobat Boots

Ki Focus

Other Equipment

Potion of Healing  
Adventurer's Kit  
Repeating crossbow  
Grappling Hook  
Vicious Crossbow +1

Total Weight (lbs.)

85

Carrying Capacity (lbs.)

Treasure

299 gp  
0 gp banked

Normal

180

Heavy

360

Max

900

# Dude Lee Bowski

Player Name

Character Name



## Racial Features

<b>Bold</b> +5 to saving throws against fear.	<b>Second Chance</b> Use second chance as an encounter power.
<b>Nimble Reaction</b> +2 AC against opportunity attacks.	

## Class/Other Features

<b>Earthstrength</b> Add Con mod to AC instead of Dex or Int. When you use second wind, add your Con mod to AC.	<b>Guardian Might</b> Choose a Guardian Might option
<b>Font of Life</b> At the start of your turn, roll a saving throw	<b>Nature's Wrath</b> On your turn, you can mark each adjacent enemy as a free action until the end of your next turn

## Feats

<b>Lost in the Crowd</b> +2 to AC when adjacent to at least two larger enemies	<b>Alertness</b> Cannot be surprised, +2 to Perception	<b>River-Born Ritualist</b>
	<b>Sudden Roots</b> Enemy hit by opportunity attack is slowed	

## Dude Lee Bowski

Level 7 Halfling Warden

SCORE ABILITY MOD		
<b>HP</b>	<b>18</b>	<b>STR 4</b>
<b>76</b>		
<b>Spd</b>	<b>17</b>	<b>CON 3</b>
<b>6</b>		
<b>Init</b>	<b>17</b>	<b>DEX 3</b>
<b>+6</b>		
	<b>7</b>	<b>INT -2</b>
	<b>12</b>	<b>WIS 1</b>
	<b>13</b>	<b>CHA 1</b>

**14** Passive Insight

**23** Passive Perception

<b>AC</b>
<b>20</b>
<b>Fort</b>
<b>19</b>
<b>Ref</b>
<b>19</b>
<b>Will</b>
<b>16</b>

Player Name:

## Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	1
Athletics	Strength	• 10
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	4
Endurance	Constitution	• 9
Heal	Wisdom	4
History	Intelligence	1
Insight	Wisdom	4
Intimidate	Charisma	4
Nature	Wisdom	• 11
Perception	Wisdom	• 13
Religion	Intelligence	1
Stealth	Dexterity	4
Streetwise	Charisma	4
Thievery	Dexterity	6

• indicates a trained skill.

## Action Point

Base action points: 1

**Fireheart Tattoo (heroic tier):** When you spend an action point to take an extra action, you gain 5 temporary hit points.



**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

**Handaxe:** +9 vs. AC, 1d6+4 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

**Handaxe:** +9 vs. AC, 1d6+4 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 (+3) damage.

**Level 21:** 2[W] + Dex modifier (+3) damage.

Additional Effects

Basic Attack

## Earth Shield Strike

At-Will ♦ Standard Action

**Handaxe:** +9 vs. AC, 1d6+4 damage

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

*Primal power flows from the ground to give the weight of stone to your strike and to your skin, shielding you from attack for a moment.*

**Keywords:** Primal, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and you gain a +1 power bonus to AC until the end of your next turn.

Additional Effects

Warden Attack 1

## Weight of Earth

At-Will ♦ Standard Action

**Handaxe:** +9 vs. AC, 1d6+4 damage

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

*Your attack sends the primal energy of earth flowing into your enemy, slowing its movement.*

**Keywords:** Primal, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and the target is slowed until the end of your next turn.

Additional Effects

Warden Attack 1

## Earth Spikes

Encounter ♦ Standard Action

**Handaxe:** +9 vs. AC, 1d6+4 damage

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

*The earth rises in concert with your attack, driving sharp spikes of wood and stone up toward your foe even as your weapon slams down.*

**Keywords:** Primal, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage. Until the end of your next turn, the target's space and each square adjacent to it are filled with spikes. Any enemy that enters this spike-filled area or starts its turn there takes 5 damage. An enemy can take this damage only once per turn.

Additional Effects

Warden Attack 1

Used ☐

## Strongskin Clash

Encounter ♦ Standard Action

**Handaxe:** +9 vs. AC, 1d6+4 damage

**Close** burst 1 **Target:** Each enemy you can see in the burst

*A burst of spiritual energy fuels a flurry of attacks against your foes and grants your allies the toughened hide of a primal beast.*

**Keywords:** Primal, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and each ally in the burst gains resist 3 to all damage until the end of your next turn.

**Lifespirit:** The resistance equals 2 + your Wis modifier (+1).

Additional Effects

Warden Attack 3

Used ☐

### Earth Gift

Encounter ♦ Standard Action

**Handaxe:** +9 vs. AC, 2d6+4 damage

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

*The spirits of earth reward your attack with a gift of health.*

**Keywords:** Healing, Primal, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+4) damage, and you regain 10 hit points.

Additional Effects

Warden Attack 7

Used ☐

### Form of the Willow...

Daily ♦ Minor Action

#### Personal

*Your skin takes on the appearance of smooth bark, and you draw strength from the earth. Your presence heightens your allies' endurance, and your viny branches help protect your nearby friends.*

**Keywords:** Polymorph, Primal

**Effect:** You assume the guardian form of the willow sentinel until the end of the encounter. While you are in this form, you can negate being pulled, pushed, or slid. In addition, any ally gains a +2 power bonus to Fortitude while adjacent to you.

**Special:** Once during this encounter, you can use the Form of the Willow Sentinel Attack power while you are in this form.

Additional Effects

Warden Attack 1

Used ☐

### Wellspring Strike

Daily ♦ Standard Action

**Handaxe:** +9 vs. AC, 1d6+4 damage

**Close** burst 2      **Target:** Each enemy in the burst

*Your attack saps life from your enemies and unlocks a wellspring of healing energy, which revitalizes you and those who fight at your side.*

**Keywords:** Healing, Primal, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and ongoing 5 damage (save ends).

**Miss:** Half damage.

**Effect:** Until the end of the encounter, you gain regeneration 5 while bloodied. At the start of each of your turns, you can forgo regaining the 5 hit points to allow a bloodied ally adjacent to you to regain them instead.

Additional Effects

Warden Attack 5

Used ☐

### Warden's Fury

At-Will ♦ Immediate Interrupt

**Handaxe:** +9 vs. Fortitude, 1d6+4 damage

**Melee** weapon      **Target:** The triggering enemy

*You lash out with nature's wrath at a foe that has attacked your ally and diminish its defenses.*

**Keywords:** Primal, Weapon

**Trigger:** An enemy marked by you makes an attack that does not include you as a target

**Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Str modifier (+4) damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Additional Effects

Warden Feature

### Warden's Grasp

At-Will ♦ Immediate Reaction

**Close** burst 5      **Target:** The triggering enemy in the burst

*Spectral vines clutch at a foe that has attacked your ally, impeding your enemy's movement.*

**Keyword:** Primal

**Trigger:** An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target

**Effect:** You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.

Additional Effects

Warden Feature

### Form of the Willow Sentinel...

Encounter ♦ Immediate Interrupt

**Handaxe:** +9 vs. AC, 1d6+4 damage

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

*Your skin takes on the appearance of smooth bark, and you draw strength from the earth. Your presence heightens your allies' endurance, and your viny branches help protect your nearby friends.*

**Keywords:** Polymorph, Primal, Weapon

**Requirement:** The Form of the Willow Sentinel power must be active to use this power.

**Trigger:** An enemy adjacent to you makes an attack roll against your ally

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and the target takes a -4 penalty to the triggering attack roll.

**Miss:** Half damage, and the target takes a -2 penalty to the triggering attack roll.

Additional Effects

Used ☐

### Second Chance

Encounter ♦ Immediate Interrupt

#### Personal

*Luck and small size combine to work in your favor as you dodge your enemy's attack.*

**Trigger:** You are hit by an attack.

**Effect:** The attacker must reroll the attack and use the second roll, even if it is lower.

Additional Effects

Halfling Racial Power

Used ☐

### Nature's Abundance

Daily ♦ Standard Action

**Close** burst 3

*Plants burst into life around you. They sway back and forth to shield your allies, parting to allow attacks against your foes.*

**Keywords:** Primal, Zone

**Effect:** The burst creates a zone of plants that lasts until the end of the encounter. You and your allies have cover while within the zone.

Additional Effects

Warden Utility 2

Used ☐

### Wilding Strength

Daily ♦ Minor Action

#### Personal

*Your devastating attacks are fueled by a surge of primal fury.*

**Keyword:** Primal

**Effect:** Until the end of your next turn, whenever you make an attack roll or a damage roll with a weapon attack, roll a d6 and add it as a power bonus to the roll.

Additional Effects

Warden Utility 6

Used ☐



### Cannith Goggles

Head Slot Item ♦ Level 11

#### Properties

You gain a +2 item bonus to Perception checks.

#### Power ♦ Daily (Minor Action)

Expend an arcane encounter attack power or daily attack power. You gain darkvision until the end of the encounter or for 5 minutes if you expended an encounter power or until the end of your next extended rest if you expended a daily power.

### 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.

### Potion of Healing

Consumable ♦ Level 5

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

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

### Stalwart Belt (heroic tier)

Waist Slot Item ♦ Level 6

#### Properties

When you score a critical hit, gain temporary hit points equal to your Constitution modifier.

### Vicious Crossbow +1

Weapon ♦ Level 2

**Damage:** 1d8

**Proficiency Bonus:** 2

**Range:** 15/30

**Properties:** Load Minor

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

**Critical:** +1d12 damage per plus

### Fireheart Tattoo (heroic tier)

Wondrous Item ♦ Level 4

#### Properties

When you spend an action point to take an extra action, you gain 5 temporary hit points.

### Cloak of Resistance +1

Neck Slot Item ♦ Level 2

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

#### Power ♦ Daily (Minor Action)

Gain resist 5 to all damage until the start of your next turn.

### Floating Shield Heavy Shield

Arms Slot Item ♦ Level 1

**Armor Bonus:** 2

**Check:** -2

#### Properties

You do not sink beneath the surface of any liquid (unless you choose to do so). Also, gain a +3 item bonus to Athletics checks to swim, and to Endurance checks to swim for an hour or more. Also, you can swim at your speed on the surface of the water (but not underwater).