



DUNGEONS & DRAGONS®

Donn

CHARACTER NAME

Class: Fighter Level: 1

Race: Human Gender: _____

Alignment: _____

Languages: Common, Damaran

ABILITIES AND SKILLS

18 Strength MODIFIER 4 CHECK 4

Strength measures your physical power.

Athletics ☒ Trained MISC. CHECK 8

13 Constitution MODIFIER 1 CHECK 1

Constitution represents health, stamina, and vital force.

Endurance ☒ Trained MISC. CHECK 5

14 Dexterity MODIFIER 2 CHECK 2

Dexterity measures coordination, agility, and balance.

Acrobatics ☐ Trained MISC. CHECK 1

Stealth ☐ Trained MISC. CHECK 1

Thievery ☐ Trained MISC. CHECK 1

8 Intelligence MODIFIER -1 CHECK -1

Intelligence describes how well you learn and reason.

Arcana ☐ Trained MISC. CHECK -1

History ☐ Trained MISC. CHECK -1

Religion ☐ Trained MISC. CHECK -1

14 Wisdom MODIFIER 2 CHECK 2

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering ☐ Trained MISC. CHECK 2

Heal ☐ Trained MISC. CHECK 2

Insight ☐ Trained MISC. CHECK 2

Nature ☐ Trained MISC. CHECK 2

Perception ☐ Trained MISC. CHECK 2

10 Charisma MODIFIER 0 CHECK 0

Charisma measures force of personality and leadership.

Bluff ☐ Trained MISC. CHECK 0

Diplomacy ☐ Trained MISC. CHECK 0

Intimidate ☒ Trained MISC. CHECK 5

Streetwise ☒ Trained MISC. CHECK 5

COMBAT STATISTICS

2 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

16 Armor Class (AC) CALCULATIONS

AC measures how hard it is to physically land an attack on you.

19 Fortitude CALCULATIONS

Fortitude measures your toughness and resilience.

13 Reflex CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

13 Will CALCULATIONS

Will measures your strength of will and self-discipline.

9 Attack Bonus Melee Basic 9 1d6+5

2 Attack Bonus Ranged Basic 2 1d4+2

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

28 Hit Points Bloodied 14

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value 7

Surges Per Day 10

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Donn

Player Name

Character Name

Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Heroic Effort

Gain the Heroic Effort power

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 attacks. Hit ends foe's movement (if any) this action.

Fighter Talents

You gain a fighter talent

Brawler Style

Feats

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

Weapon Expertise (Unarmed)

Gain bonus to attack rolls when unarmed.

Player Name

Character Name

Donn

Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Arms

Rings

Main Hand

Spiked gauntlet

Feet

Neck

Hands

Rings

Off Hand

Spiked gauntlet

Waist

Armor

Hide Armor

Tattoo

Ki Focus

Other Equipment

Total Weight (lbs.)

29

Carry Capacity

Normal

Heavy

Max

Coins and Other Wealth

100 Gold

Donn

Level 1 Human Fighter

HP

28

Spd

6

Init

+2

SCORE

ABILITY

MOD

18

STR

4

13

CON

1

14

DEX

2

8

INT

-1

14

WIS

2

10

CHA

0

AC

16

Fort

19

Ref

13

Will

13

12

Passive Insight

12

Passive Perception

Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	-1
Athletics	Strength	• 8
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	2
Endurance	Constitution	• 5
Heal	Wisdom	2
History	Intelligence	-1
Insight	Wisdom	2
Intimidate	Charisma	• 5
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	-1
Stealth	Dexterity	1
Streetwise	Charisma	• 5
Thievery	Dexterity	1

• 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.

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Spiked gauntlet: +9 vs. AC, 1d6+5 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

+2 to attack rolls with opportunity attacks

- Combat Superiority.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +2 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 attack rolls with opportunity attacks

- Combat Superiority.

Basic Attack

Grappling Strike

At-Will ♦ Standard Action

Spiked gauntlet: +9 vs. AC, 1d6+5 damage

Melee touch **Target:** One creature

You hew your foe with a simple attack and then grab it with your empty hand to keep it from escaping.

Keywords: Martial, Weapon

Requirement: You must have a hand free.

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage, and you grab the target. The grab ends automatically at the end of your next turn.

Brawler Style: When making an opportunity attack, you can use this power in place of a melee basic attack.

Additional Effects

Fighter Attack 1

Slash and Pummel

At-Will ♦ Standard Action

Spiked gauntlet: +9 vs. AC, 1d6+1 damage

Melee touch **Target:** One creature

You follow up a quick slash of your weapon with a powerful punch from your free hand.

Keywords: Martial, Weapon

Requirement: You must have a hand free.

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] damage. Make a secondary attack against the target.

Secondary Attack: Strength vs. Reflex (unarmed)

Hit: 3 + Str modifier (+4) damage.

Additional Effects

Fighter Attack 1

Bash and Pinion

Encounter ♦ Standard Action

Spiked gauntlet: +9 vs. AC, 1d6+5 damage

Melee weapon **Target:** One creature

You slam your weapon through your foe's defenses, creating an opening. You then step in and trap your enemy.

Keywords: Martial, Weapon

Requirement: You must have a hand free.

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage, and you slide the target 1 square to a square adjacent to you. You grab the target, and until the grab ends, it takes a penalty to attack rolls equal to your Dex modifier (+2). The grab ends automatically at the end of your next turn.

Additional Effects

Fighter Attack 1

Used ☐

Unstoppable Advance

Daily ♦ Minor Action

Personal

You swing with such fury that your foes are steadily driven back with each blow.

Keywords: Martial, Stance

Effect: Until the stance ends, whenever you hit any creature with a melee weapon attack, you push that creature 1 square and can shift 1 square to a square the creature vacated.

Additional Effects

Fighter Attack 1

Used ☐

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, you can make a melee basic attack against that enemy.

Additional Effects

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

Combat Challenge Power

Human Racial Power

Used ☐