Dungeons & Dragons Character Sheet

Player Name/RPGA: Mark III

Level: 4

Baell Whiteash

Good male Human Ranger (Scout)

Age	Height	Weight	Size	Deity
33		150 lb.	Medium	Pelor

Total XP: 3750 (5500)

Defenses

AC	FORT	REF	WILL
19	16	19	17

Conditional Bonuses

Hit Points

Max HP (Bloodied 17) **35**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
8	6

Current Conditions:

Action Points

Action Points

Milestones	Action Points
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

Resistances/Vulnerabilities

Resist 5 Necrotic, Resist 5 Poison

Current Conditions and Effects

Basic Attacks

Melee

Chainsaw Sword Broadsword +1

Strength vs. AC	Damage
10	1d10+7

Ranged

Strongheart Handaxe +1

Dexterity vs. AC	Damage
7	1d6+4

Languages

Common, Goblin

Abilities

			Check
STR	Strength	12	3
CON	Constitution	8	1
DEX	Dexterity	19	6
INT	Intelligence	12	3
WIS	Wisdom	17	5
CHA	Charisma	10	2

Skills

Acrobatics	Dexterity		6
Arcana	Intelligence		3
Athletics	Strength	✔	8
Bluff	Charisma		2
Diplomacy	Charisma		2
Dungeoneering	Wisdom		5
Endurance	Constitution	✔	6
Heal	Wisdom	✔	10
History	Intelligence		3
Insight	Wisdom		5
Intimidate	Charisma		2
Nature	Wisdom	✔	10
Perception	Wisdom	✔	10
Religion	Intelligence	✔	8
Stealth	Dexterity	✔	11
Streetwise	Charisma		2
Thievery	Dexterity		6

Combat Statistics and Senses

Initiative	6

Conditional Modifiers:

Speed	6
Passive Insight	15
Passive Perception	20

Special Senses: Normal

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Mark III
Player Name

Baell Whiteash
Character Name

Character Details

Background
Restless Dead

Theme
Bloodsworn

Mannerisms and Appearance
Baell adopts a stoic and grim appearance, as he feels befits his mission. He lets all other issues take second place when he sets his sights on a goal, which tends to make him humorless and unable to relax.

Personality Traits
Born in a land plagued by undead, Baell barely survived an attack from a dead thing that broke his health. He devoted himself to becoming a driven, tireless undead hunter. While good at it, his singlemindedness is going to get him killed.

Adventuring Company

Companions and Allies
The Nightfires

Session and Campaign Notes

Other Notes

Equipment

Head

Neck
Amulet of Life Protection +1

Arms

Hands

Rings

Rings

Off Hand
Strongheart Handaxe +1

Main Hand
Chainsaw Sword Broadsword +1

Waist

Armor
Deathcut Leather Armor +1

Tattoo

Feet

Ki Focus

Other Equipment
Longbow
Adventurer's Kit
Arrows (30)
Handaxe (3)
Raven's Feather
Ghoul Candle (4)
Blessed Soil (4)
Ghoststrike Oil (level 3) (2)
Holy Water (level 1) (2)
Dagger

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Total Weight (lbs.) 82

Carrying Capacity (lbs.)

Normal 120

Heavy 240

Max 600

Treasure
1 pp; 75 gp
0 gp banked

Mark III

Player Name

Baell Whiteash

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

Attack Finesse
May use Dex mod instead of Str mod for the attack and damage rolls of your melee basic attack
Bloodsworn Starting Feature
Gain the bloodied determination power
Spinning Axe Mastery
You gain a +2 bonus to weapon damage rolls while you wield an axe in your off hand.

Watchful Rest (Ranger)
During an extended rest, you and any resting allies do not take the -5 penalty to Perception checks for sleeping.
Wilderness Tracker (Ranger)
While resting, make a successful Perception check to determine information about creatures that have passed through a 10sq. x 10sq. area.

Ambush Expertise (Ranger)
When you make a stealth check, allies within 10 sq. gain a +2 to Stealth checks until your next turn's end.

Feats

Initiate of the Faith
Cleric: Religion skill, healing word 1/day
Master at Arms
+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

Executioner of Undeath
Make a weapon attack (axe or a heavy blade) vs. an undead creature: you can reroll any damage die, must use 2nd result
Light of Order
Swap one 2nd-level or higher utility power for Punitive Radiance. Minor action: shed bright light out to 4 squares, may end as a free action.

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Baell Whiteash

Level 4 Human Ranger (Scout)

	SCORE	ABILITY	MOD
	12	STR	1
	8	CON	-1
	19	DEX	4
	12	INT	1
	17	WIS	3
	10	CHA	0

HP 35 | Spd 6 | Init +6

AC 19 | Fort 16 | Ref 19 | Will 17

15 Passive Insight

20 Passive Perception

Player Name: Mark III

Skills

Acrobatics	Dexterity		6
Arcana	Intelligence		3
Athletics	Strength	•	8
Bluff	Charisma		2
Diplomacy	Charisma		2
Dungeoneering	Wisdom		5
Endurance	Constitution	•	6
Heal	Wisdom	•	10
History	Intelligence		3
Insight	Wisdom		5
Intimidate	Charisma		2
Nature	Wisdom	•	10
Perception	Wisdom	•	10
Religion	Intelligence	•	8
Stealth	Dexterity	•	11
Streetwise	Charisma		2
Thievery	Dexterity		6

• 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

Dual Weapon Attack

At-Will ♦ Free Action

Chainsaw Sword Broadsword +1: +10 vs. AC, 1d6+7 damage
Strongheart Handaxe +1: +10 vs. AC, 1d10+7 damage

Melee weapon — **Target**: One creature

You follow your successful swing with a quick strike from your off hand.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Trigger: You hit with a melee basic attack on your turn.

Attack: Dexterity vs. AC (off-hand weapon)

Hit: 1[W] + Dex modifier (+4) damage.

Special: You can use this power only once per round.

Additional Effects

+1 to damage rolls against creatures with the undead keyword - Restless Dead Benefit.

Ranger Attack

Melee Basic Attack

At-Will ♦ Standard Action

Chainsaw Sword Broadsword +1: +10 vs. AC, 1d10+7 damage
Strongheart Handaxe +1: +10 vs. AC, 1d6+7 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 (+1) damage.

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

Additional Effects

+1 to damage rolls against creatures with the undead keyword - Restless Dead Benefit.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Strongheart Handaxe +1: +7 vs. AC, 1d6+4 damage
Longbow: +10 vs. AC, 1d10+7 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 (+4) damage.

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

Additional Effects

+1 to damage rolls against creatures with the undead keyword - Restless Dead Benefit.

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 ☐ ☐

Aspect of the...

At-Will ♦ Minor Action

Personal

You barrel past your foes with such speed and strength that they are unable to react to your assault.

Keywords: Primal, Stance

Effect: You assume a stance, the aspect of the charging ram. Until the stance ends, you gain the following benefits.
* Your movement during a charge doesn't provoke opportunity attacks.
* If you hit with a charge attack, you can knock the target prone.
* You gain a +2 power bonus to the damage rolls of charge attacks.

Additional Effects

Ranger Utility

Aspect of the Lurking...

At-Will ♦ Minor Action

Personal

Like a spider, you lie in ambush and wait until your foe comes near before launching your attack.

Keywords: Primal, Stance

Effect: You assume a stance, the aspect of the lurking spider. Until the stance ends, you gain the following benefits.
* You gain a +2 power bonus to Stealth checks.
* You gain a +5 power bonus to Athletics checks made to climb.
* While you have combat advantage against an enemy, you gain a +2 power bonus to damage rolls against it.

Additional Effects

Ranger Utility

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Bloodied Determination
Encounter ♦ Free Action

Personal

When you are in dire straits, failure is not an option. You adjust your attack at the last moment to deliver a strike.

Keyword: Martial

Trigger: You miss with an at-will attack power while you are bloodied.

Effect: You reroll the missed attack roll.

Additional Effects

Bloodsworn Utility 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 ☐

Punitive Radiance
Encounter ♦ Free Action

Target: The triggering enemy

The punishment you levy on the unrighteous is visible from miles away.

Keywords: Divine, Radiant

Requirement: You must have the feat Light of Order in order to use this power.

Trigger: You hit an enemy with an attack

Effect: The target takes 1d6 extra radiant damage. Additionally, the target grants combat advantage and cannot benefit from invisibility until the end of your next turn.

Additional Effects

Feat Utility Used ☐

Healing Word
Daily ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

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.

Additional Effects

Cleric Utility Used ☐ ☐

Deathcut Leather Armor +1
Armor ♦ Level 5

Armor Bonus: 2
Enhancement: +1 AC

Properties

Resist 5 necrotic and resist 5 poison.

Power (Necrotic) ✦ **Daily** (Immediate Reaction Action)

You can use this power when an enemy hits you with a melee attack. Deal 1d10 + Charisma modifier necrotic damage to that enemy.

Ghoststrike Oil (level 3)
Alchemical Item ♦ Level 3

Power ✦ Consumable (Standard Action)

Apply ghoststrike oil to your weapon or one piece of ammunition. Make a secondary attack against the next undead creature with resist insubstantial that you hit with the coated weapon or ammunition: +6 vs. Fortitude; on a hit, you ignore the creature's resist insubstantial when determining damage for the attack.

Amulet of Life Protection +1
Neck Slot Item ♦ Level 2

Enhancement: +1 Fortitude, Reflex, and Will

Properties

If you die while wearing the amulet and it is left on your body, the time that your corpse can lie dead and still be revived by a power or a ritual is multiplied by 10. In addition, you cannot be raised as an undead creature. If the amulet is removed from your corpse, these benefits end. Placing the amulet on an already dead body has no effect.

Strongheart Handaxe +1
Weapon ♦ Level 3

Damage: 1d6
Proficiency Bonus: 2
Range: 5/10
Properties: Off-Hand, Heavy Thrown
Enhancement: +1 attack rolls and damage rolls
Critical: +1d8 damage per plus

Power ✦ Encounter (Minor Action)

Until the end of your next turn, you do not deal half damage while weakened.

Holy Water (level 1)
Alchemical Item ♦ Level 1

Attack Power (Radiant) ✦ **Consumable** (Minor Action)

Attack: Ranged 3/6 (one undead creature or demon); the item's level + 3 vs. Reflex
Hit: 1d10 radiant damage.

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Chainsaw Sword...

Weapon ♦ Level 4

Damage: 1d10
Proficiency Bonus: 2
Properties: Versatile
Enhancement: +1 attack rolls and damage rolls
Critical: +1d6 damage per plus

Property

✦ This weapon deals 1[W] extra damage to undead, and only half damage to constructs.
✦ Malfunction: When you roll a 1 on an attack roll with this weapon, you take ongoing 10 damage and a -2 penalty to attack rolls (save ends both).

Attack Power ✦ Encounter (No Action)

Trigger: You hit a creature with a melee attack using this weapon.
Effect: The creature takes ongoing 5 damage (save ends).

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