

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Crash Man
Human Warlock (Hexblade)

Medium

Age Height Weight Size Deity

0

Total XP 1000

Defenses

17	14	11	17
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 13) **26**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

6 8

Current Conditions:

Combat Statistics and Senses

Initiative 0

Conditional Modifiers:

Speed 5

Passive Insight 14

Passive Perception 9

Special Senses: Normal

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

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Power Drill

4 2d4

Strength vs. AC

Damage

Ranged

Drill Blaster

5 1d10+7

Charisma vs. Ref

Damage

Languages

Common



Abilities

Ability	Score	Check
STR Strength	11	0
CON Constitution	14	2
DEX Dexterity	10	0
INT Intelligence	10	0
WIS Wisdom	8	-1
CHA Charisma	20	5

Skills

Skill	Ability	Score
Acrobatics	Dexterity	0
Arcana	Intelligence	5
Athletics	Strength	5
Bluff	Charisma	10
Diplomacy	Charisma	5
Dungeoneering	Wisdom	-1
Endurance	Constitution	2
Heal	Wisdom	-1
History	Intelligence	0
Insight	Wisdom	4
Intimidate	Charisma	10
Nature	Wisdom	-1
Perception	Wisdom	-1
Religion	Intelligence	0
Stealth	Dexterity	0
Streetwise	Charisma	5
Thievery	Dexterity	0



Crash Man

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

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Power Drill

Waist

Armor

Scale Armor

Tattoo

Ki Focus

Feet

Other Equipment

Total Weight (lbs.)

47

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

110

Heavy

220

Max

550

Crash Man



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

Elemental Pact Boon

Gain the warding chaos power

Elemental Pact Reward

Gain proficiency with scale armor; you and your summoned warlock's ally gain a bonus to damage equal to your Con mod (this bonus increases by 2 at levels 5, 15 and 25

Elemental Pact Weapon

Gain the blade of chaos weapon, unraveling strike power, and elemental wrath power

Feats

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Skill Training (Athletics)

Gain training in Athletics
- Power Drill as Blade of Chaos

White Lotus Evasion

When you hit with an arcane at-will attack power, shift 1 as minor action until end of turn.

Crash Man

Level 1 Human Warlock (Hexblade)

	SCORE	ABILITY	MOD	
HP	11	STR	0	AC
26				17
	14	CON	2	Fort
				14
Spd	10	DEX	0	Ref
5				11
	10	INT	0	Will
				17
Init	8	WIS	-1	
+0	20	CHA	5	

- 14 Passive Insight
- 9 Passive Perception

Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	• 5
Athletics	Strength	• 5
Bluff	Charisma	• 10
Diplomacy	Charisma	5
Dungeoneering	Wisdom	-1
Endurance	Constitution	2
Heal	Wisdom	-1
History	Intelligence	0
Insight	Wisdom	• 4
Intimidate	Charisma	• 10
Nature	Wisdom	-1
Perception	Wisdom	-1
Religion	Intelligence	0
Stealth	Dexterity	0
Streetwise	Charisma	5
Thievery	Dexterity	0

• 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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Blade of Chaos: +4 vs. AC, 2d4 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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +0 vs. AC, 1d4 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 (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Unraveling Strike

At-Will ♦ Standard Action

Power Drill: +9 vs. AC, 2d4+7 damage

Melee weapon **Target:** One creature

Brilliant colors flare around your blade, rending your enemy's defenses to create an opening for your next attack.

Keywords: Arcane, Elemental, Implement, Weapon

Requirement: You must use this power with your blade of chaos.

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+5) damage. Choose acid, cold, fire, lightning or thunder. The target gains vulnerable 3 to that damage type until the end of your next turn.

Special: You can use this power as a melee basic attack.

Additional Effects

Warlock Attack

Drill Blaster

At-Will ♦ Standard Action

Unarmed: +5 vs. Reflex, 1d10+7 damage

Ranged 10 **Target:** One creature

With a gesture, you create a shard of shimmering force and send it streaking toward your enemy.

Keywords: Arcane, Force, Implement

Attack: Charisma vs. Reflex

Hit: 1d10 + Cha modifier (+5) force damage.

Special: You can use this power as a ranged basic attack.

Additional Effects

Warlock Attack 1

Crash Bomber

Encounter ♦ Standard Action

Power Drill: +9 vs. Reflex, 4d4+7 damage

Melee weapon **Target:** One creature

Your serrated blade shreds an enemy's resistances to the elements while surrounding you with destructive energy.

Keywords: Arcane, Aura, Elemental, Implement, Varies, Weapon

Requirement: You must use this power with your blade of chaos.

Special: Each time you use this power, choose acid, cold, fire, lightning, or thunder. The power's damage is that type.

Attack: Charisma vs. Reflex

Hit: 2[W] + Cha modifier (+5) damage, and the target loses any resistance or immunity to this power's damage type until the end of your next turn.

Effect: You activate an aura 1 that lasts until the end of your next turn. Any creature that enters the aura or starts its turn there takes damage equal to your Con modifier (+2). A creature can take this damage only once per turn.

Additional Effects

Warlock Attack

Used

Crash Barrage

Daily ♦ Standard Action

Unarmed: +5 vs. Reflex, 3d8+7 damage

Close blast 3 **Target:** Each creature in the blast

Waves of flame roll forth from your extended hand, blasting your foes.

Keywords: Arcane, Fire, Implement

Attack: Charisma vs. Reflex

Hit: 3d8 + Cha modifier (+5) fire damage.

Miss: Half damage.

Additional Effects

Warlock Attack 1

Used

Warding Armor

At-Will ♦ Free Action

Personal

Energy flares from a dying enemy, warding you against elemental damage.

Keywords: Arcane, Elemental

Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.

Effect: You gain resist 5 acid, cold, fire, lightning, and thunder until the end of your next turn. You can shift up to a number of squares equal to your Con modifier (+2).

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

Additional Effects

Warlock Utility

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

Power Drill

Weapon ♦ Level

Damage: 2d4

Proficiency Bonus: 3

Properties: High Crit

