

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

6

Level

**Rikard**  
male Mul Hybrid

7500

Total XP 10000

Age Height Weight Size Medium Deity

### Defenses

<b>23</b>	<b>20</b>	<b>14</b>	<b>15</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** 0

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Frost Fury Execution axe +1

11	1d12+8
Strength vs. AC	Damage

#### Ranged

Distance Throwing hammer +1

11	1d6+8
Dexterity vs. AC	Damage

### Languages

Common, Dwarven



### Abilities

Ability	Score	Check
STR Strength	20	8
CON Constitution	19	7
DEX Dexterity	10	3
INT Intelligence	8	2
WIS Wisdom	11	3
CHA Charisma	10	3

### Skills

Skill	Ability	Score
Acrobatics	Dexterity	3
Arcana	Intelligence	2
Athletics	Strength	13
Bluff	Charisma	3
Diplomacy	Charisma	8
Dungeoneering	Wisdom	3
Endurance	Constitution	9
Heal	Wisdom	8
History	Intelligence	2
Insight	Wisdom	3
Intimidate	Charisma	3
Nature	Wisdom	3
Perception	Wisdom	3
Religion	Intelligence	2
Stealth	Dexterity	3
Streetwise	Charisma	5
Thievery	Dexterity	3

### Hit Points

**Max HP** 57  
(Bloodied 28 )

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/Day

14 13

Current Conditions:

### Combat Statistics and Senses

**Initiative** 3

Conditional Modifiers:

**Speed** 5

**Passive Insight** 13

**Passive Perception** 13

Special Senses: Normal



Rikard  
Character Name

Player Name

### Character Details

#### Background

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Cloak of the Walking Wounded...

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Frost Fury Execution axe +1

Waist

Armor

Scale Armor of Sacrifice +1

Feet

Tattoo

Ki Focus

#### Other Equipment

Distance Throwing hammer +1

Total Weight (lbs.)

63

Carrying Capacity (lbs.)

Treasure

100 gp  
0 gp banked

Normal

200

Heavy

400

Max

1000

# Rikard

Player Name

Character Name



## Racial Features

### Born of Two Races

Select feats that have human or dwarf as prerequisites

### Dwarf

Can choose feats as if Dwarf

### Incredible Toughness

Gain incredible toughness power

### Mul Vitality

Increase number of healing surges by one

### Tireless

You require 6 hours of sleep every 72 hours (instead of 24)

## Class/Other Features

### Battle Cleric's Lore

Gain +2 shield bonus to AC, scale armor proficiency; grant target of your surge-using healing powers a +2 bonus to attack rolls until your next turn ends

### Combat Challenge (Hybrid)

Mark targets you attack with fighter powers and gain Combat Challenge

### Healing Word (Hybrid)

Healing word 1/encounter

### Battlerager Vigor (Hybrid)

Temp hp when you hit with melee or close; double with invigorating, temp HP if miss with invigorating

### Fighter Combat Talent

## Feats

### Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

### Resilience of Stone

Use second wind as immediate interrupt when damaged

### Hybrid Talent

Gain a hybrid talent option for one of your hybrid class entries

### Battle Healer

Regain hit points when you use healing word

# Rikard

Level 6 Mul Cleric/Fighter

HP	SCORE	ABILITY	MOD	AC
57	20	STR	5	23
	19	CON	4	Fort
Spd	10	DEX	0	20
5	8	INT	-1	Ref
Init	11	WIS	0	14
+3	10	CHA	0	Will
				15

- 13 Passive Insight
- 13 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	2
Athletics	Strength	• 13
Bluff	Charisma	3
Diplomacy	Charisma	• 8
Dungeoneering	Wisdom	3
Endurance	Constitution	9
Heal	Wisdom	• 8
History	Intelligence	2
Insight	Wisdom	3
Intimidate	Charisma	3
Nature	Wisdom	3
Perception	Wisdom	3
Religion	Intelligence	2
Stealth	Dexterity	3
Streetwise	Charisma	5
Thievery	Dexterity	3

• 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

## 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

**Frost Fury Execution axe +1:** +11 vs. AC, 1d12+8 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

+4 damage while you're bloodied - Frost Fury Weapon +1.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Distance Throwing hammer +1:** +11 vs. AC, 1d6+8 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

## Blessing of Battle

At-Will ♦ Standard Action

**Frost Fury Execution axe +1:** +6 vs. AC, 1d12+3 damage

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

*As you surge into battle, you invoke a minor defensive prayer to fortify yourself or an ally.*

**Keywords:** Divine, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wis modifier (+0) damage.

**Effect:** You or one ally within 5 squares of you gains resistance to all damage until the end of your next turn. The resistance equals your Con modifier (+4).

Additional Effects

+4 damage while you're bloodied - Frost Fury Weapon +1.

Cleric Attack 1

## Brash Strike

At-Will ♦ Standard Action

**Frost Fury Execution axe +1:** +13 vs. AC, 1d12+12 damage

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

*With a battle cry, you throw your whole body behind your attack.*

**Keywords:** Martial, Weapon

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

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

**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Con modifier (+4).

**Effect:** You grant combat advantage to the target until the start of your next turn.

Additional Effects

+4 damage while you're bloodied - Frost Fury Weapon +1.

Fighter Attack 1

## Healing Strike

Encounter ♦ Standard Action

**Frost Fury Execution axe +1:** +11 vs. AC, 2d12+8 damage

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

*You call out your god's might to your enemy as you strike, challenging your foe. Your deity bestows a minor blessing of healing upon you or an ally.*

**Keywords:** Divine, Healing, Radiant, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+5) radiant damage, and you mark the target until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

Additional Effects

+4 damage while you're bloodied - Frost Fury Weapon +1.

Cleric Attack 1

Used

### Sweeping Blow

Encounter ♦ Standard Action

**Frost Fury Execution axe +1:** +13 vs. AC, 1d12+8 damage

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

*Seeing your enemies press in, you swing your weapon in a wide arc, striking many of your foes at once.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Weapon:** If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Str modifier (+5).

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

Additional Effects

+4 damage while you're bloodied - Frost Fury Weapon +1.

Fighter Attack 3

Used

### Moment of Glory

Daily ♦ Standard Action

**Unarmed:** +3 vs. Will

**Close** blast 5 **Target:** Each enemy in the blast

*You call down a brilliant column of light that drives your enemies to the ground and bolsters your allies against harm.*

**Keywords:** Divine, Fear, Implement

**Attack:** Wisdom vs. Will

**Hit:** You push the target 3 squares and knock it prone.

**Effect:** You and each ally in the blast gain resist 5 to all damage until the end of your next turn.

**Sustain Minor:** The effect persists.

Additional Effects

Cleric 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

### Healing Word

Encounter (Special) ♦ 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.  
Level 6: 2d6 additional hit points.

Additional Effects

Cleric Utility

Used

### Incredible Toughness

Encounter ♦ No Action

**Personal**

*Through dogged determination and sheer physical hardiness, you shrug off an effect that would daunt a lesser person.*

**Trigger:** You start your turn

**Effect:** You end any ongoing damage or any dazed, slowed, stunned, or weakened condition currently affecting you.

Additional Effects

Mul Racial Power

Used

### Boundless Endurance

Daily ♦ Minor Action

**Unarmed:**

**Personal**

*You shake off the worst of your wounds.*

**Keywords:** Healing, Martial, Stance

**Effect:** You assume the boundless endurance stance. Until the stance ends, you have regeneration while you are bloodied. The regeneration equals 2 + your Con modifier (+4).

Additional Effects

Fighter Utility 2

Used

### Divine Favor

Daily ♦ Standard Action

**Unarmed:**

**Melee** touch **Target:** You or one ally

*Sacred light suffuses your comrade, bestowing your god's blessing in battle.*

**Keywords:** Divine, Healing

**Effect:** Until the end of the encounter, the target gains a +2 power bonus to attack rolls and damage rolls, and when the target is first bloodied, he or she can spend a healing surge.

Additional Effects

Cleric Utility 6

Used

### Distance Throwing hammer...

Weapon ♦ Level 1

**Damage:** 1d6

**Proficiency Bonus:** 2

**Range:** 5/10

**Properties:** Off-Hand, Heavy Thrown

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

**Critical:** None

#### Properties

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

### Frost Fury Execution axe +1

Weapon ♦ Level 3

**Damage:** 1d12

**Proficiency Bonus:** 2

**Properties:** High Crit, Brutal

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

**Critical:** +1d6 cold damage per plus, or +1d10 cold damage per plus while you're bloodied

#### Properties

While you're bloodied, this axe deals extra cold damage equal to your Constitution modifier.

### Scale Armor of Sacrifice +1

Armor ♦ Level 5

**Armor Bonus:** 7

**Speed:** -1

**Enhancement:** +1 AC

**Power** ♦ (Minor Action)

Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn.

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

Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.

### Cloak of the Walking...

Neck Slot Item ♦ Level 4

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

**Properties**

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).