

# DUNGEONS & DRAGONS

## Character Sheet

Player Name / RPGA Number

1

Level

**Kildrak**  
Dwarf Cleric

Medium

Moradin

Age

Height

Weight

Size

Deity

0

Total XP Next Level at: 1000

### Defenses

<b>16</b>	<b>11</b>	<b>10</b>	<b>17</b>
AC	FORT	REF	WILL

Conditional Bonuses:

+5 Saving Throws against poison

### Hit Points

<b>Max HP</b> (Bloodied 12 )	<b>24</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value Surges/day

<b>6</b>	<b>8</b>	Surges Left
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Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>0</b>
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Conditional Modifiers:

<b>Speed</b>	<b>5</b>
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Special Movement:

<b>Passive Insight</b>	<b>20</b>
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<b>Passive Perception</b>	<b>15</b>
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Special Senses: Low-light

### 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 poison

### Resistances

### Current Conditions and Effects

### Basic Attacks

#### Melee

Warhammer

<b>3</b>	<b>1d10</b>
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Strength vs. AC

Damage

#### Ranged

Unarmed

<b>0</b>	<b>1d4</b>
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Dexterity vs. AC

Damage

### Languages

Common, Dwarven

### Portrait



### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>11</b>	<b>0</b>
<b>CON</b> Constitution	<b>12</b>	<b>1</b>
<b>DEX</b> Dexterity	<b>10</b>	<b>0</b>
<b>INT</b> Intelligence	<b>8</b>	<b>-1</b>
<b>WIS</b> Wisdom	<b>20</b>	<b>5</b>
<b>CHA</b> Charisma	<b>14</b>	<b>2</b>

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		<b>-1</b>
Arcana	Intelligence	✓	<b>4</b>
Athletics	Strength		<b>-1</b>
Bluff	Charisma		<b>2</b>
Diplomacy	Charisma		<b>2</b>
Dungeoneering	Wisdom		<b>7</b>
Endurance	Constitution		<b>2</b>
Heal	Wisdom	✓	<b>10</b>
History	Intelligence		<b>-1</b>
Insight	Wisdom	✓	<b>10</b>
Intimidate	Charisma		<b>2</b>
Nature	Wisdom		<b>5</b>
Perception	Wisdom		<b>5</b>
Religion	Intelligence	✓	<b>4</b>
Stealth	Dexterity		<b>-1</b>
Streetwise	Charisma		<b>2</b>
Thievery	Dexterity		<b>-1</b>



Racial Features

<b>Dwarven Weapon Proficiency</b> Proficient with hammers.	<b>Dwarven Resilience</b> You have the dwarven resilience power	<b>Endurance Bonus</b>
<b>Cast-Iron Stomach</b> +5 bonus to saving throws against poison.	<b>Stand Your Ground</b> Can move 1 less when forced to move.	
<b>Encumbered Speed</b> Armor or heavy load doesn't reduce your speed. (Other effects still can.)	Immediate saving throw to avoid being knocked prone.	
	<b>Dungeoneering Bonus</b>	

Class/Other Features

<b>Channel Divinity</b> Invoke a channel divinity class feature or other power; encounter.	<b>Healing Word</b> Use healing word as an encounter (special) power; minor action.	<b>Versatile Expertise (Holy Symbol)</b> +1 to attack rolls with holy symbols
<b>Healer's Lore</b> Add Wis modifier to hp healed on cleric healing powers.	<b>Ritual Casting</b> Gain Ritual Caster as a bonus feat.	
	<b>Versatile Expertise (Hammer)</b> +1 to attack rolls with Hammers.	

Feats

<b>Ritual Caster</b> Master and perform rituals	<b>Versatile Expertise</b> Bonus to attacks with weapons and implements of your choice
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Player Name

Kildrak

Character Name



Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Holy Symbol

Main Hand

Warhammer

Waist

Armor

Chainmail

Feet

Tattoo

Ki Focus

Other Equipment

1 Ritual Book

1 Adventurer's Kit

Total Weight (lbs.)

82

Carrying Capacity (lbs.)

Normal

110

Heavy

220

Max

550

Coins and Other Wealth



## Kildrak

Level 1 Dwarf Cleric

HP	SCORE	ABILITY	MOD	AC
24	11	STR	0	16
Spd	12	CON	1	Fort
5	10	DEX	0	11
Init	8	INT	-1	Ref
+0	20	WIS	5	10
	14	CHA	2	Will
				17

20 Passive Insight

15 Passive Perception

## Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	• 4
Athletics	Strength	-1
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	7
Endurance	Constitution	2
Heal	Wisdom	• 10
History	Intelligence	-1
Insight	Wisdom	• 10
Intimidate	Charisma	2
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	• 4
Stealth	Dexterity	-1
Streetwise	Charisma	2
Thievery	Dexterity	-1

• indicates a trained skill.

## Action Point

Base action 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

**Warhammer:** +3 vs. AC, 1d10 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

## 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

## Healing Word

Encounter (Special) ♦ Minor Action

**Close** burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

*You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.*

**Keyword:** Healing

**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.

**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

Basic Attack

Basic Attack

Cleric Utility

Used ☐ ☐

## Divine Fortune

Encounter ♦ Free Action

**Personal**

*In the face of peril, you hold true to your faith and receive a special boon.*

**Keyword:** Divine

**Channel Divinity:** You can use only one channel divinity power per encounter

**Effect:** You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

Additional Effects

## Dwarven Resilience

Encounter ♦ Minor Action

**Personal**

**Effect:** You use your second wind.

Additional Effects

## Healer's Mercy

Encounter ♦ Standard Action

**Close** burst 5 **Target:** Each bloodied ally in the burst

*Strength flows out from you to your injured comrades, rekindling their resolve to see the battle to its end.*

**Keywords:** Divine, Healing

**Channel Divinity:** You can use only one channel divinity power per encounter

**Effect:** Each target can spend a healing surge. You are weakened until the end of your next turn.

Additional Effects

Cleric Feature

Used ☐

Dwarf Racial Power

Used ☐

Cleric Feature

Used ☐

Astral Seal

At-Will ♦ Standard Action

Holy Symbol: +6 vs Reflex

Ranged 5

Target: One creature

You outline your enemy with the silver glow of the Astral Sea, and its healing light bathes your friend.

Keywords: Divine, Healing, Implement

Attack: Wisdom +2 vs. Reflex

Hit: Until the end of your next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Cha modifier (+2).

Additional Effects

Cleric Attack 1

Used ☐

Sacred Flame

At-Will ♦ Standard Action

Holy Symbol: +6 vs. Reflex, 1d6+5 damage

Ranged 5

Target: One creature

Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wis modifier (+5) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Cha modifier (+2) + one-half your level or to make a saving throw.

Additional Effects

Cleric Attack 1

Used ☐

Divine Glow

Encounter ♦ Standard Action

Holy Symbol: +6 vs. Reflex, 1d8+5 damage

Close blast 3

Target: Each enemy in the blast

Murmuring a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wis modifier (+5) radiant damage.

Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Additional Effects

Cleric Attack 1

Used ☐

Beacon of Hope

Daily ♦ Standard Action

Holy Symbol: +6 vs Will

Close burst 3

Target: Each enemy in the burst

A burst of divine energy harms your foes and heals your allies. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.

Keywords: Divine, Healing, Implement

Attack: Wisdom vs. Will

Hit: The target is weakened until the end of its next turn.

Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Additional Effects

Cleric Attack 1

Used ☐