

DUNGEONS & DRAGONS

Character Sheet

Player Name / RPGA Number

Bardryn
Dwarf Rune Priest

1

Lev

Age Height Weight Size Medium Moradin Deity

0

Total XP Next Level at: 10

Defenses

18 AC	15 FORT	11 REF	12 WILL
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Conditional Bonuses:
+5 Saving Throws against poison

Hit Points

Max HP (Bloodied 14) 28	Temp HP
Current Hit Points	

Healing Surges

Surge Value	Surges/day	Surges Left
7	10	

Current Conditions:

Combat Statistics and Senses

Initiative	0
Conditional Modifiers:	
Speed	5
Special Movement:	
Passive Insight	10
Passive Perception	10

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

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Saving Throw Mods **0**

+5 Saving Throws against poison

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Warhammer	8	1d10+5
	Strength vs. AC	Damage

Ranged

Unarmed	0	1d4
	Dexterity vs. AC	Damage

Languages

Common, Dwarven

Portrait



Abilities

Ability	Score
STR Strength	20
CON Constitution	16
DEX Dexterity	10
INT Intelligence	10
WIS Wisdom	11
CHA Charisma	8

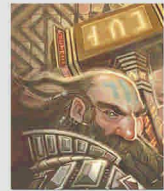
Skills

Skill	Assoc. Ability	Trained
Acrobatics	Dexterity	
Arcana	Intelligence	✓
Athletics	Strength	
Bluff	Charisma	
Diplomacy	Charisma	
Dungeoneering	Wisdom	
Endurance	Constitution	✓
Heal	Wisdom	✓
History	Intelligence	
Insight	Wisdom	
Intimidate	Charisma	
Nature	Wisdom	
Perception	Wisdom	
Religion	Intelligence	✓
Stealth	Dexterity	
Streetwise	Charisma	
Thievery	Dexterity	

Player Name

Bardryn

Character Name



Racial Features

Dwarven Weapon Proficiency

Proficient with hammers.

Cast-Iron Stomach

+5 bonus to saving throws against poison.

Encumbered Speed

Armor or heavy load doesn't reduce your speed.
(Other effects still can.)

Dwarven Resilience

You have the dwarven resilience power

Stand Your Ground

Can move 1 less when forced to move.

Immediate saving throw to avoid being knocked prone.

Dungeoneering Bonus

Endurance Bonus

Class/Other Features

Rune Master

Gain either Rune of Destruction or Rune of Protection rune state

Rune of Destruction

Allies gain +1 to attack against enemies adjacent to you or others in rune state

Rune of Protection

Allies adjacent to you gain resist 2/all, 4/all at 11th level, 6/all at 21st level

Rune of Mending

Gain rune of mending power

Runic Artistry

Follow path of Defiant Word or way of Wrathful Hammer

Wrathful Hammer

Proficiency with military hammers and n
Con modifier bonus to damage after ene
you

Feats

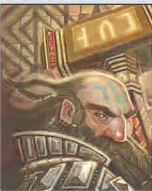
Weapon Expertise (Hammer)

Gain bonus to attack rolls with hammers.

Player Name

Bardryn

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

Light Shield

Main Hand

Warhammer

Waist

Armor

Scale Armor

Tattoo

Feet

Ki Focus

Other Equipment

1 Adventurer's Kit

Total Weight (lbs.)

90

Carrying Capacity (lbs.)

Normal

20

Heavy

40

Max

100

Coins and Other Wealth

85 Gold

HP

28

Spd

5

Init

+0

SCORE

ABILITY

MOD

20

STR

5

16

CON

3

10

DEX

0

10

INT

0

11

WIS

0

8

CHA

-1

AC

18

Fort

15

Ref

11

Will

12

10

Passive Insight

10

Passive Perception

Player Name:

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

• indicates a trained skill.

Action Point

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: +8 vs. AC, 1d10+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 (+5) damage.

Level 21: 2[W] + Str modifier (+5) 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

Rune of Mending

Encounter (Special) ♦ Minor Action

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

The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.

Keywords: Divine, Healing, Runic

Effect: The target can spend a healing surge.

Rune of Destruction: You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.

Rune of Protection: You and each ally in the burst gain a +1 bonus to all defenses until the end of your next turn.

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, but only once per round.

Additional Effects

Runepriest Feature Used ☐

Dwarven Resilience

Encounter ♦ Minor Action

Personal

Effect: You use your second wind.

Additional Effects

Dwarf Racial Power Used ☐

Word of Shielding

At-Will ♦ Standard Action

Warhammer: +8 vs. AC, 1d10+5 damage

Melee weapon **Target:** One creature

The rune of shielding flares to life when your foe strikes at you or your friends.

Keywords: Divine, Runic, Weapon

Attack: Strength vs. AC

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

Rune of Destruction: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target takes damage equal to your Con modifier (+3). The target doesn't take this damage if it attacks a creature marking it.

Rune of Protection: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target of that attack gains temporary hit points equal to your Con modifier (+3).

Additional Effects

Runepriest Attack 1

Word of Diminishment

At-Will ♦ Standard Action

Warhammer: +8 vs. AC, 1d10+5 damage

Melee weapon **Target:** One creature

Your weapon flares with golden energy as you invoke the rune of diminishment. That energy ripples forth as you strike your enemy.

Keywords: Divine, Runic, Weapon

Attack: Strength vs. AC

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

Rune of Destruction: Until the end of your next turn, the target has vulnerable 2 to all damage, but vulnerable 5 against opportunity attacks.


Rune of Protection: Until the end of your next turn, the target takes a penalty to damage rolls equal to your Con modifier (+3).

Additional Effects

Runepriest Attack 1

Flames of Purity

Encounter ♦ Standard Action



Warhammer: +8 vs. AC, 1d10+5 damage

Close blast 3Target: Each enemy in the blast

You strike the ground, marking it with the rune of purifying fire and causing divine flames to wash over your enemies.

Keywords: Divine, Fire, Healing, Runic, Weapon

Attack: Strength vs. AC

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

Rune of Destruction: Each ally in the blast gains a +3 power bonus to damage rolls until the end of your next turn.


Rune of Protection: Each ally in the blast regains 3 hit points.

Additional Effects

Rune priest Attack 1Used ☐

Rune of Endless Fire

Daily ♦ Standard Action



Warhammer: +8 vs. AC, 2d10+5 damage

Melee weaponTarget: One creature

The sun was shaped by the rune of endless fire. You invoke the least form of the rune to wreath your foe in golden, killing light.

Keywords: Divine, Fire, Radiant, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) fire and radiant damage, and the target is blinded until the end of your next turn.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls, your attacks deal fire and radiant damage instead of their normal damage types, and the number of hit points and temporary hit points granted by your powers increases by 4.

Additional Effects

Rune priest Attack 1Used ☐