

DUNGEONS & DRAGONS

Character Sheet

Player Name Adam Petaccia

Grothaxnorfar Gate
 Character Name
 Race Dwarf Size Med 52 Age M Gender 4'5" Height 210 Weight Lawful Good Alignment Dnatar Deity Gatehouse Adventuring Company

11 Level Paladin/Warlord Class Hospitaller Paragon Path
 Epic Destiny Gatehouse Total XP 32 000
 Required XP

INITIATIVE

SCORE	DEX	1/2 LEVEL	Half-Elf	MISC
<u>6</u>	<u>0</u>	<u>5</u>	<u>1</u>	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	Shield	MISC
<u>28</u>	<u>AC</u>	<u>15</u>	<u>8</u>	<u>0</u>	<u>0</u>	<u>3</u>	<u>2</u>	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<u>5</u>	<u>Speed</u>	<u>5</u>	<u>-</u>	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<u>18</u>	<u>STR</u> Strength	<u>4</u>	<u>9</u>
<u>20</u>	<u>CON</u> Constitution	<u>5</u>	<u>20</u>
<u>11</u>	<u>DEX</u> Dexterity	<u>0</u>	<u>5</u>
<u>9</u>	<u>INT</u> Intelligence	<u>-1</u>	<u>4</u>
<u>14</u>	<u>WIS</u> Wisdom	<u>2</u>	<u>7</u>
<u>16</u>	<u>CHA</u> Charisma	<u>3</u>	<u>8</u>

FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<u>23</u>	<u>15</u>	<u>5</u>	<u>1</u>		<u>2</u>		

CONDITIONAL BONUSES

REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	Shield	MISC
<u>20</u>	<u>15</u>	<u>0</u>	<u>1</u>		<u>2</u>	<u>2</u>	

CONDITIONAL BONUSES

WILL

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<u>21</u>	<u>15</u>	<u>3</u>	<u>1</u>		<u>2</u>		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<u>18</u>	<u>Passive Insight</u>	<u>10</u>	<u>+ 8</u>
<u>17</u>	<u>Passive Perception</u>	<u>10</u>	<u>+ 7</u>

SPECIAL SENSES
Low Light Vision

ATTACK WORKSPACE

ABILITY: Warhammer: Strength

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<u>+14</u>	<u>5</u>	<u>4</u>		<u>2</u>			<u>3</u>

ABILITY: Warhammer: Charisma

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<u>+13</u>	<u>5</u>	<u>3</u>		<u>2</u>			<u>3</u>

ABILITY: Throwing Hammers: Strength

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<u>+11</u>	<u>5</u>	<u>4</u>		<u>2</u>			

ABILITY: Implement: Charisma

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<u>+10</u>	<u>5</u>	<u>3</u>				<u>2</u>	

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
<u>105</u>	<u>52</u>	<u>26+5=31</u>	<u>17</u>	

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS
+5 vs. Poison

RESISTANCES
5 fire, 5 cold

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS
Allies within 5 squares regain 2 hit points

RACE FEATURES

ABILITY SCORE MODS

Dwarven Resilience
Second wind is a minor action
Stand your ground
Forced movement reduced by 1
Make a saving throw vs. prone

CLASS / PATH / DESTINY FEATURES

Channel Divinity
Divine Challenge
Lay on Hands
Hospitaller's Blessing
Challenged's target gains 7 HP
Hospitaller's Action

LANGUAGES KNOWN

Common, Dwarf

FEATS

Dwarven Weapon Focus
Power Attack
Toughness
Student of Battle
Healing Hands
Hammer Rhythm
Dwarven Durability

DAMAGE WORKSPACE

ABILITY: Warhammer: Strength

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<u>9</u>	<u>4</u>	<u>2</u>	<u>3</u>		

ABILITY: Warhammer: Charisma

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<u>8</u>	<u>3</u>	<u>2</u>	<u>3</u>		

ABILITY: Throwing Hammers: Strength

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<u>6</u>	<u>4</u>				

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<u>1</u>	<u>Acrobatics</u>	<u>DEX 5</u>		<u>-4</u>	
<u>4</u>	<u>Arcana</u>	<u>INT 4</u>		<u>n/a</u>	
<u>10</u>	<u>Athletics</u>	<u>STR 9</u>	<u>5</u>	<u>-4</u>	
<u>8</u>	<u>Bluff</u>	<u>CHA 8</u>		<u>n/a</u>	
<u>14</u>	<u>Diplomacy</u>	<u>CHA 8</u>	<u>5</u>	<u>n/a</u>	<u>1</u>
<u>9</u>	<u>Dungeoneering</u>	<u>WIS 7</u>	<u>2</u>	<u>n/a</u>	
<u>16</u>	<u>Endurance</u>	<u>CON 10</u>	<u>7</u>	<u>-4</u>	<u>3</u>
<u>12</u>	<u>Heal</u>	<u>WIS 7</u>	<u>5</u>	<u>n/a</u>	
<u>4</u>	<u>History</u>	<u>INT 4</u>		<u>n/a</u>	
<u>8</u>	<u>Insight</u>	<u>WIS 7</u>		<u>n/a</u>	<u>1</u>
<u>8</u>	<u>Intimidate</u>	<u>CHA 8</u>		<u>n/a</u>	
<u>7</u>	<u>Nature</u>	<u>WIS 7</u>		<u>n/a</u>	
<u>7</u>	<u>Perception</u>	<u>WIS 7</u>		<u>n/a</u>	
<u>9</u>	<u>Religion</u>	<u>INT 4</u>	<u>5</u>	<u>n/a</u>	
<u>1</u>	<u>Stealth</u>	<u>DEX 5</u>		<u>-4</u>	
<u>8</u>	<u>Streetwise</u>	<u>CHA 8</u>		<u>n/a</u>	
<u>1</u>	<u>Thievery</u>	<u>DEX 5</u>		<u>-4</u>	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<u>+14</u>	vs <u>AC</u>	<u>Warhammer</u>	<u>1d10+9</u>
<u>+11</u>	vs <u>AC</u>	<u>Throwing Hammers</u>	<u>1d6+6</u>

CURRENT POSSESSIONS

Gold:

COMPANIONS AND ALLIES

Jill (Meg)
Toben (Brent)
Zeddicus (Chris)
Ankit (Thomas)
Lydia (Amy)

