

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

**Karl Deepwalker**  
Good male Human Ranger

Medium

Age Height Weight Size Deity

Total XP 1000

### Defenses

<b>16</b>	<b>16</b>	<b>15</b>	<b>13</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**

+2 Saving Throws whenever you have no action points remaining

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Longsword

Strength vs. AC

Damage

#### Ranged

Handaxe

Dexterity vs. AC

Damage

### Languages

Common, Dwarven



### Abilities

Ability	Score	Check
STR Strength	18	4
CON Constitution	12	1
DEX Dexterity	14	2
INT Intelligence	11	0
WIS Wisdom	14	2
CHA Charisma	8	-1

### Skills

Skill	Ability	Modifier	Score
Acrobatics	Dexterity		1
Arcana	Intelligence		0
Athletics	Strength	✓	8
Bluff	Charisma		-1
Diplomacy	Charisma		-1
Dungeoneering	Wisdom	✓	11
Endurance	Constitution	✓	5
Heal	Wisdom		2
History	Intelligence		0
Insight	Wisdom		2
Intimidate	Charisma		-1
Nature	Wisdom	✓	9
Perception	Wisdom	✓	9
Religion	Intelligence		0
Stealth	Dexterity	✓	6
Streetwise	Charisma		-1
Thievery	Dexterity		1

### 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




Current Conditions:

### Combat Statistics and Senses

Initiative	<input type="text" value="4"/>
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Conditional Modifiers:

Speed	<input type="text" value="7"/>
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Passive Insight	<input type="text" value="12"/>
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Passive Perception	<input type="text" value="19"/>
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Special Senses: Normal



Karl Deepwalker  
Character Name

Player Name

### Character Details

#### Background

Underwild

#### Theme

Deep Delver

#### 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

Handaxe

Main Hand

Longsword

Waist

Armor

Hide Armor

Tattoo

Feet

Ki Focus

#### Other Equipment

Adventurer's Kit

Total Weight (lbs.)

65

Carrying Capacity (lbs.)

Treasure

35 gp  
0 gp banked

Normal

180

Heavy

360

Max

900

# Karl Deepwalker



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

### Deep Delver Starting Feature

Gain +2 Dungeoneering and the subterranean survival power

### Fighting Style

Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.

### Hunter's Quarry

Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

### Marauder Fighting Style

### Running Attack

+1 to attack rolls after moving 2+ squares with standard action attack allowing movement

## Feats

### Stubborn Survivor

+2 to saving throws when you have no action points remaining

### Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand

### Wasteland Wanderer

You gain a +2 feat bonus to Nature, Perception, and initiative checks

# Karl Deepwalker

Level 1 Human Ranger

<b>HP</b> 24	SCORE	ABILITY	MOD	<b>AC</b> 16
	18	STR	4	
<b>Spd</b> 7	12	CON	1	<b>Fort</b> 16
	14	DEX	2	
<b>Init</b> +4	11	INT	0	<b>Ref</b> 15
	14	WIS	2	
	8	CHA	-1	<b>Will</b> 13

12 Passive Insight

19 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	0
Athletics	Strength	• 8
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	• 11
Endurance	Constitution	• 5
Heal	Wisdom	2
History	Intelligence	0
Insight	Wisdom	2
Intimidate	Charisma	-1
Nature	Wisdom	• 9
Perception	Wisdom	• 9
Religion	Intelligence	0
Stealth	Dexterity	• 6
Streetwise	Charisma	-1
Thievery	Dexterity	1

• 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

## Melee Basic Attack

At-Will ♦ Standard Action

**Longsword:** +7 vs. AC, 1d8+4 damage

**Handaxe:** +6 vs. AC, 1d6+4 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 (+4) damage.

**Level 21:** 2[W] + Str modifier (+4) damage.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Handaxe:** +6 vs. AC, 1d6+4 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 (+2) damage.

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

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

Basic Attack

## Shield of Blades

At-Will ♦ Standard Action

**Longsword:** +7 vs. AC, 1d8+4 damage

**Handaxe:** +6 vs. AC, 1d6+4 damage

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

*You defend with one weapon while striking with the other.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding two melee weapons.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and you gain a +2 power bonus to AC until the end of your next turn.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

Ranger Attack 1

## Twin Strike

At-Will ♦ Standard Action

**Longsword:** +7 vs. AC, 1d8+0 damage

**Handaxe:** +4 vs. AC, 1d6+0 damage

**Melee** or Ranged **Targets:** One or two weapons

*If the first attack doesn't kill it, the second one might.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding two melee weapons or a ranged weapon.

**Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

**Hit:** 1[W] damage per attack.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

Ranger Attack 1

## Precise Assault

Encounter ♦ Standard Action

**Longsword:** +9 vs. AC, 2d8+4 damage

**Handaxe:** +8 vs. AC, 2d6+4 damage

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

*You see an opening in an enemy's defense, and you break off your current attack to take advantage of the weakness.*

**Keywords:** Martial, Weapon

**Effect:** Before the attack, you move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement.

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

**Hit:** 2[W] + Str modifier (+4) damage.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Used

## Boar Assault

Daily ♦ Standard Action

**Longsword:** +7 vs. AC, 2d8+4 damage

**Handaxe:** +6 vs. AC, 2d6+4 damage

**Melee** or Ranged **Target:** One weapon

*Each successful attack against your foe increases your tenacity.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 2[W] + Str modifier (+4) damage (melee) or 2[W] + Dex modifier (+2) damage (ranged), and you gain temporary hit points equal to your Wis modifier (+2).

**Miss:** Half damage.

**Effect:** Until the target is reduced to 0 hit points, you gain temporary hit points equal to your Wis modifier (+2) each time you hit the target.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Used

## Hunter's Quarry

At-Will ♦ Minor Action

**Effect:** You can designate the nearest enemy to you that you can see as your quarry.  
Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.

Level	Hunter's Quarry Extra Damage
1st–10th	+1d6
11th–20th	+2d6
21st–30th	+3d6

Additional Effects

Hunter's Quarry Power

## 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

## Subterranean Survival

Encounter ♦ Free Action

### Personal

*You thrive in the unforgiving caverns of the Underdark.*

**Keyword:** Martial

**Trigger:** You make a Dungeoneering check and dislike the result.

**Effect:** You reroll the Dungeoneering check.

Additional Effects

Deep Delver Utility

Used