Dungeons & Dragons — Character Sheet

Player Name: Simonius Maximus

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Rix	5	Avenger			

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Razorclaw Shifter	M	19	M	5'8"	160lbs	Good	Corey	BANAL

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
6	Initiative	4	2	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	3
14	CON Constitution	2	4
18	DEX Dexterity	4	6
17	INT Intelligence	3	5
20	WIS Wisdom	5	7
15	CHA Charisma	2	4

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	ARMOR / CLASS	FEAT	ENH	MISC	MISC
17	AC	12	2	3				
15	FORT	12	2	1				
17	REF	12	4	1				
18	WILL	12	5	1				

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	HEALING SURGES: SURGE VALUE (1/4 HP)	SURGES/DAY
52	26	13	9

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS: Razorclaw Shifting - enc, minor

Must be bloodied. Until end of the encou

+2 speed, +1 AC, +1 reflex.

Low-light vision

CLASS / PATH / DESTINY FEATURES

Censure of Pursuit

Oath of Emnity

Abjure Undead

Divine Guidance

LANGUAGES KNOWN

Common

Supernal

German

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE		SKILL BONUS
17	Passive Insight	10	+	7
22	Passive Perception	10	+	12

SPECIAL SENSES: Low-light Vision

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	5		2	0		0

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	2		0				

DAMAGE WORKSPACE

ABILITY: Greataxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+some	5		0	0	0

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
				0	0

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
	vs			
	vs			
	vs			
	vs			

FEATS

Implement Expertise (divine)

Armor Proficiency (leather)

Distant Advantage

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	6	✔		2
5	Arcana	INT	5		n/a	
3	Athletics	STR	3			
4	Bluff	CHA	4		n/a	
4	Diplomacy	CHA	4		n/a	
7	Dungeoneering	WIS	7		n/a	
4	Endurance	CON	4			
12	Heal	WIS	7	✔	n/a	
5	History	INT	5		n/a	
7	Insight	WIS	7		n/a	
4	Intimidate	CHA	4		n/a	
7	Nature	WIS	7		n/a	
12	Perception	WIS	7	✔	n/a	
10	Religion	INT	5	✔	n/a	
8	Stealth	DEX	6			2
4	Streetwise	CHA	4		n/a	
6	Thievery	DEX	6			

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POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

- Radiant Vengance
- Bond of Retribution

ENCOUNTER POWERS

- Shared Madness ☐
- Emnity's Reach ☐

DAILY POWERS

- Renewing Strike ☐
- Oath of Consuming Light ☐

UTILITY POWERS

- Resonant Escape ☐

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Greataxe	☐
WEAPON		☐
WEAPON		☐
WEAPON		☐
ARMOR	Leather	☐
ARMS		☐
FEET		☐
HANDS		☐
HEAD		☐
NECK		☐
RING		☐
RING		☐
WAIST		☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone	☐/☐/☐/☐
Paragon (11-20)	☐☐	Milestone	☐/☐/☐/☐
Epic (21-30)	☐☐☐	Milestone	☐/☐/☐/☐

PERSONALITY TRAITS

Driven, certain of himself, somewhat arrogant. Strong sense of honor and fair play, much like his patron deity. Tends to be impulsive and certain that he is right, and that he can overcome any adversity because he's on a Mission From God. Very talented in many ways, and knows it.

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Family was rather religious, great believers in the Goddes of Honorable Battle, Corey Willikins. He pursued a somewhat more violent and fanatical path than most though, running away to become an Avenger.

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

OTHER EQUIPMENT

RITUALS

COINS AND OTHER WEALTH

SESSION AND CAMPAIGN NOTES

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