



DUNGEONS & DRAGONS®

Knot'off Tarheel

CHARACTER NAME

Class: Knight Level: 2

Race: Halfling Gender: Male

Alignment: Good

Languages: Common

ABILITIES AND SKILLS

18 Strength MODIFIER CHECK

Strength measures your physical power.

Athletics Trained CHECK

16 Constitution MODIFIER CHECK

Constitution represents health, stamina, and vital force.

Endurance Trained CHECK

13 Dexterity MODIFIER CHECK

Dexterity measures coordination, agility, and balance.

Acrobatics Trained CHECK

Stealth Trained CHECK

Thievery Trained CHECK

10 Intelligence MODIFIER CHECK

Intelligence describes how well you learn and reason.

Arcana Trained CHECK

History Trained CHECK

Religion Trained CHECK

10 Wisdom MODIFIER CHECK

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained CHECK

Heal Trained CHECK

Insight Trained CHECK

Nature Trained CHECK

Perception Trained CHECK

8 Charisma MODIFIER CHECK

Charisma measures force of personality and leadership.

Bluff Trained CHECK

Diplomacy Trained CHECK

Intimidate Trained CHECK

Streetwise Trained CHECK

COMBAT STATISTICS

2 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

20 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

18 Fortitude

Fortitude measures your toughness and resilience.

13 Reflex

Reflex measures your ability to deflect or dodge attacks.

12 Will

Will measures your strength of will and self-discipline.

9 Attack Bonus

3 Attack Bonus

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

37 Hit Points

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

Surges Per Day

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Derek Moyes

Player Name

Knot'off Tarheel

Character Name



Racial Features

Bold

+5 to saving throws against fear.

Second Chance

Use second chance as an encounter power.

Nimble Reaction

+2 AC against opportunity attacks.

Acrobatics Bonus

Thievery Bonus

Class/Other Features

Battle Guardian

Gain the battle guardian power.

Defender Aura

Gain the defender aura power.

Knight Fighter Stances

Choose two fighter stances.

Power Strike

You gain the power strike power.

Shield Finesse

You gain the Shield Finesse feat.

Weapon Talent

You gain a +1 bonus to the attack rolls of weapon attacks.

Feats

Shield Finesse

You ignore the check penalty for wearing a shield.

Heavy Armor Agility

You ignore the speed penalty for wearing heavy armor.

Durable

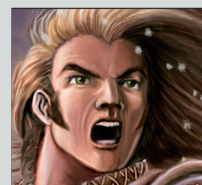
Increase number of healing surges by 2

Derek Moyes

Player Name

Knot'off Tarheel

Character Name



Character Details

Adventuring Company

Theme

Background

Personality Traits

Companions and Allies

Mannerisms and Appearance

Long topknot

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Amulet of Protection +1

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Vicious Warhammer +1

Waist Slot

Body Slot

Veteran's Plate Armor +1

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Adventurer's Kit
Heavy Shield

Total Weight (lbs.)

103


Carrying Capacity (lbs.)

Coins and Other Wealth
3 Platinum, 73 Gold

Normal 180

Heavy 360

Max 900

Melee Basic Attack
At-Will ♦ Standard action 

Vicious Warhammer +1: +9 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 (+4) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack
At-Will ♦ Standard action 

Unarmed: +3 vs. AC, 1d4+1 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 (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Second Chance
Encounter ♦ Immediate Interrupt 

Personal


Luck and small size combine to work in your favor as you dodge your enemy's attack.

Trigger: You are hit by an attack.

Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

Additional Effects

Halfling Racial Power Used

Battle Guardian
At-Will ♦ Opportunity Action 

Personal

Ignoring you in battle leaves a foe open to a devastating assault.


Keyword: Martial

Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.

Effect: You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes damage equal to your Str modifier (+4).

Additional Effects

Fighter Attack

Defender Aura
At-Will ♦ Minor Action 

Personal


You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.

Keyword: Aura

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Additional Effects

Fighter Utility

Power Strike
Encounter ♦ Free Action 

Personal **Target:** The enemy you hit

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.


Keywords: Martial, Weapon

Trigger: You hit an enemy with a melee basic attack using a weapon.

Effect: The target takes 1[W] extra damage from the triggering attack.

Additional Effects

Fighter Attack Used

Hammer Hands
At-Will ♦ Minor Action 

Personal


You throw your weight into each attack, striking with such force that you drive your enemy before you.

Keywords: Martial, Stance

Effect: You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.

Additional Effects

Fighter Utility

Measured Cut
At-Will ♦ Minor Action 

Personal


Each carefully timed strike lets you slip through your foes without fear of reprisal.

Keywords: Martial, Stance

Effect: You assume the measured cut stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can shift 1 square as a free action.

Additional Effects

Fighter Utility

Glowing Threat
Encounter ♦ Minor Action 

Close burst 2 **Target:** Each enemy in the burst

Your intimidating presence distracts your enemies as they attempt to attack your allies.

Keyword: Martial

Prerequisite: You must have training in Intimidate.

Effect: Until the end of your next turn, each target takes a -5 penalty to attack rolls against any creature other than you.

Additional Effects

Fighter Utility 2 Used

Vicious Warhammer +1

Weapon ♦ Level 2

Damage: 1d10

Proficiency Bonus: 2

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d12 damage

Veteran's Plate Armor +1

Armor ♦ Level 2

Armor Bonus: 8

Check: -2

Speed: -1

Enhancement: +1 AC

Property: When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.

Amulet of Protection +1

Neck Slot Item ♦ Level 1

Enhancement: +1 Fortitude, Reflex, and Will