

Character Sheet

Player Name: Stijn

MOVEMENT					
SCORE		BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1		

SENSES							
SCORE	PASSIVE SENSE		BASE			SKILL BONUS	
12	Passive Insight		10	+		2	
12	Passive Perception		10	+		2	

SPECIAL SENSES

ATTACK WORKSPACE							
ABILITY:	Melee Basic Attack - Bastard sword						
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	2	4		3			1
ABILITY:	Melee Basic Attack - Unarmed						
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC

ACTION POINTS		
	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		
RACE FEATURES		
Dragon Breath - Use dragon breath as an encounter power.		
Dragon Breath Strength - Use STR for Dragon Breath		
Dragon Breath Cold - Dragon Breath deals cold damage		
Dragonborn Fury - +1 to attacks while bloodied.		
Draconic Heritage - Add Con mod to healing surge value.		

[illegible]

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Bastard sword					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+4	4				
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	AC	Bastard sword	1d10+4
6	AC	Unarmed (Melee)	1d4+4
1	AC	Unarmed (Range)	1d4-1
	DEF		

[illegible][illegible]

MAGIC ITEM INDEX													
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>													
MAGIC ITEMS													
WEAPON									<input type="checkbox"/>				
WEAPON									<input type="checkbox"/>				
WEAPON									<input type="checkbox"/>				
WEAPON									<input type="checkbox"/>				
ARMOR Dwarven Chainmail +1 (E)									<input type="checkbox"/>				
ARMS									<input type="checkbox"/>				
FEET									<input type="checkbox"/>				
HANDS									<input type="checkbox"/>				
HEAD									<input type="checkbox"/>				
NECK									<input type="checkbox"/>				
RING									<input type="checkbox"/>				
RING									<input type="checkbox"/>				
WAIST									<input type="checkbox"/>				
<input type="checkbox"/>													
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<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
Daily Item Powers Per Day													
Heroic (1-10)			<input type="checkbox"/>	Milestone			<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)			<input type="checkbox"/>	<input type="checkbox"/>	Milestone			<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone			<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

[illegible]

CHARACTER PORTRAIT	
	
PERSONALITY TRAITS	
MANNERISMS AND APPEARANCE	
CHARACTER BACKGROUND	
<p>Tynmanther The interloper nation of Tynmanther squats atop the ruins of Unther, dominated by the citadel-city of Djerad Thymar. The</p>	

dragonborn citizens of this new nation are a proud race of warriors, known for their hatred of dragons and their ilk. You add Athletics to your class skill list, and you gain a +2 bonus to Athletics checks.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

13.5 bar gold, each worth 100gp

