Character Sheet
For Dungeons and Dragons 4th Edition

GNOgaming

Character Name	Norath	Player Name	Nils H	Deity		Alignment	Good
Race	Drakfödd	Age	25	Gender	Male	Size	Medium
Height	206	Weight	120	Current Experience			
Class	Warden	Paragon Path		Epic Destiny		Level	3
						Needed Experience	

Ability Scores

		Base	Racial	Enhance	Modifier	Mod+1/2 Lvl
STR Strength	18	10	4	4	4	5
CON Constitution	16	10	3	3	3	4
DEX Dexterity	10	10	0	0	0	1
INT Intelligence	12	10	1	1	1	2
WIS Wisdom	8	10	-1	-1	-1	0
CHA Charisma	14	10	2	2	2	3

Initiative

1 = Dex+1/2 Lvl 1 + Misc

Speed

6 = Base 6 + Armor + Item + Misc + Special Movement

Defenses

	Total	= 10+1/2 Lvl	+ Armor	+ Abil	+ Class	+ Feat	+ Enh	+ Misc	+ Misc	Conditional Bonuses
AC	19	11	6						2	
Fortitude	16	11	+ 4	+ 1	+	+	+	+		
Reflex	14	11	+ 1	+	+	+	+	+	2	
Will	14	11	+ 2	+ 1	+	+	+	+		

Hit Points & Surges

Max HP	Additional Effects while Bloodied	Surges/Day
52		12
Bloodied (1/2 HP): 26		Surge Value (1/4 HP): 16

Resistance

Saving Throw Bonuses

Passive Senses

Passive Insight 10 Passive Perception 15

Special Senses

Action Points

Additional Effects for Spending Action Points

Attacks & Powers

Weapon or Power	Usage	Attack	Defense	Range	Attack Bonus	1/2 Lvl	Abil	Class	Prof	Feat	Enh	Misc	Damage Dice	Damage Bonus	Abil	Feat	Enh	Misc	Properties (High Crit, Magical Effects, Etc.)
Form of Winters Herald	Daily	Str	Fort	Melee	7	1	4		2				D10	4	4				+1 AC, Difficult terain burst 2. Hit: targets imobalized (save ends)
Dragon Breath	Encounter	Str	Ref	CBL3	7	1	4					2	D6	3	3				Fire
Hurl Dragon Breath	Encounter	Str	Ref	10CB2	7	1	4					2	D6	3	3				Fire
Earth Spikes	Encounter	Str	AC	Melee	7	1	4		2				D10	4	4				Until end of your next turn target and squares dels 5 damage to any enemy entering or in squares.
Warden's Grasp	At-Will				1	1								0					slide target 1 squre. target slowed until end of it's next turn
Warden's Fury	At-Will	Str	Fort	Melee	7	1	4		2				D10	4	4				combat advantage for you and your freinds
Weight of Earth	At-Will	Str	AC	Melee	7	1	4		2				D10	4	4				target slowed until end of your next turn
Strength of Stone	At-Will	Str	AC	Melee	7	1	4		2				D10	4	4				+3 temp HP
Earthgrasp Strike	Encounter	Str	AC	Melee	7	1	4		2				D10	4	4				Knocks target prone, can't stand up untill end of my next turn, d10+4 when first stands stand up
Natures Abundance	Daily				1	1								0					Cover permanent during encounter close burst 2.
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					

Wealth

Astral Diamonds	
Platinum Pieces (pp)	
Gold Pieces (gp)	
Silver Pieces (sp)	
Copper Pieces (cp)	

Gems & Jewelry

Ritual Components (gp value)

Alchemical Reagents................	
Sanctified Incense.....................	
Mystic Salves............................	
Rare Herbs.................................	
Residuum.....................................	

Languages

Common.
Draconic.

Other Valuables

Item	Value (gp)	Item	Value (gp)	Item	Value (gp)	Item	Value (gp)

Equipment

Item	Qty	Weight	Location

Total Weight

Equipment (not on person)

Item	Qty	Weight	Location

Total Weight 0.0

Companion

Name

Level & Role

Size, Origin, & Type

Initiative

Senses

Aura

AC

HP

Bloodied 0

Damage

Speed

AP

Defenses

	Total		Base		Bonus
Fort	0	=		+	
Ref	0	=		+	
Will	0	=		+	

Ability Scores

	Score	Mod		Score	Mod
Str		-5	Int		-5
Con		-5	Wis		-5
Dex		-5	Cha		-5

Abilities

Skills

Equipment

Alignment: Good

Languages

Racial Features

Skill Bonuses: +2 History, +2 Intimidate
Dragonborn Fury: When you're bloodied, you gain a +1 racial bonus to attack rolls.
Draconic Heritage: Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier.
Dragon Breath: You can use dragon breath as an encounter power.

Class, Path, & Destiny Features

Font of life: Make saving throw at both start and end of turn. No lasting effekt if saving throw have succeded.

Earthstrength: While not wearing heavy armor, can use Constitution modifier in place of Dexterity or Intelligence modifier to determine AC.
+When using second wind, gain an additional bonus to AC equal to Constitution modifier. Lasts until the end of your next turn.

Feats

Hurl breath. Dragonbreath areaburst 2 within 10.
Toughness

Skills

Skill Name	Key Ability	Total Bonus		Abil + 1/2 Lvl		Trnd (+5)		Misc	Armor Penalty
Acrobatics	Dex	0	=	1	+		+		-1
Arcana	Int	2	=	2	+		+		
Athletics	Str	9	=	5	+	X	+		-1
Bluff	Cha	3	=	3	+		+		
Diplomacy	Cha	3	=	3	+		+		
Dungeoneering	Wis	0	=	0	+		+		
Endurance	Con	8	=	4	+	X	+		-1
Heal	Wis	0	=	0	+		+		
History	Int	4	=	2	+		+	2	
Insight	Wis	0	=	0	+		+		
Intimidate	Cha	5	=	3	+		+	2	
Nature	Wis	5	=	0	+	X	+		
Perception	Wis	5	=	0	+	X	+		
Religion	Int	2	=	2	+		+		
Stealth	Dex	0	=	1	+		+		-1
Streetwise	Cha	3	=	3	+		+		
Thievery	Dex	0	=	1	+		+		-1

Additional Information