

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

13

Level

Silas

Unaligned male Gnome Bard

39000

Total XP

47000

Defenses

26

23

27

27

AC

FORT

REF

WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 42) 84

Temp HP

Current Hit Points

Healing Surges

Surge Value
21Surges/Day
8

Current Conditions:

Combat Statistics and Senses

Initiative 10

Conditional Modifiers:

Speed 5

Passive Insight 18

Passive Perception 18

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<div></div>	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 0

+5 Saving Throws against illusions

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Accurate staff of Sleep and Charm +3

12

Strength vs. AC

1d8+2

Damage

Ranged

Unarmed

7

Dexterity vs. AC

1d4+1

Damage

Languages

Abyssal, Common, Deep Speech, Draconic, Elven, Giant, Goblin, Primordial, Supernal, Dwarven

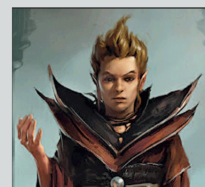


Abilities

		Check
STR	Strength	9 5
CON	Constitution	12 7
DEX	Dexterity	12 7
INT	Intelligence	21 11
WIS	Wisdom	13 7
CHA	Charisma	21 11

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	✓ 20
Athletics	Strength	5
Bluff	Charisma	✓ 16
Diplomacy	Charisma	✓ 16
Dungeoneering	Wisdom	✓ 14
Endurance	Constitution	7
Heal	Wisdom	8
History	Intelligence	14
Insight	Wisdom	8
Intimidate	Charisma	12
Nature	Wisdom	✓ 14
Perception	Wisdom	8
Religion	Intelligence	14
Stealth	Dexterity	✓ 15
Streetwise	Charisma	14
Thievery	Dexterity	7



Player Name _____
Character Name Silas

Character Details

Background

Arcane Agent

Theme

Scholar

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Coif of Mindiron (heroic tier)

Neck

Timeless Locket +3

Arms

Hands

Gloves of the Healer (paragon...

Rings

Rings

Off Hand

Main Hand

Accurate staff of Sleep and...

Waist

Belt of Vim (heroic tier)

Armor

Tactician's Ring Mail +2

Tattoo

Feet

Boots of Stealth (heroic tier)

Ki Focus

Other Equipment

Ritual Book

Total Weight (lbs.)

37

Carrying Capacity
(lbs.)

Treasure

5 pp; 20 gp
0 gp banked

Normal

90

Heavy

180

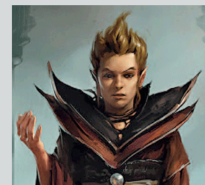
Max

450

Silas

Player Name

Character Name



Racial Features

Fade Away

Use fade away as an encounter power

Fey Origin

Your origin is fey, not natural

Master Trickster

Use ghost sound as minor action, 1/encounter.

Reactive Stealth

With cover or concealment at initiative check, make Stealth check to become hidden

Trickster's Cunning

+5 racial bonus to saving throws against illusions

Class/Other Features

Bardic Training

Gain Ritual Caster feat and perform one bard ritual per day without expending components

Bardic Virtue

Choose a Bardic Virtue option.

Demand Audience

Receive an audience with ruling power of a community that reveres bards within 24 hours

Majestic Word

Gain majestic word power

Multiclass Versatility

Can choose class-specific multiclass feats from more than one class

Scholar Starting Feature

Gain one additional language; gain Use Vulnerability power

Signs of Influence

Gain two Signs of Influence options at 1st level and additional options at 13th and 17th levels

Skill Versatility

+1 to untrained skill checks

Song of Rest

At end of short rest, you and each ally spending a healing surge adds + [Cha mod] to hp regained

Virtue of Cunning

When an enemy misses an ally within 5 + Int mod squares, slide that ally 1 square as a free action (1/rd).

Welcome Guest

Obtain room and board for yourself and up to 7 allies at inns where bards are revered

Words of Friendship

Gain the words of friendship power

Scholar Level 5 Feature

Gain training in one new skill and one new language

Scholar Level 10 Feature

Speak all languages listed in Rules Compendium; make hard Arcana check to decipher codes or magically-disguised messages

Shrouding Action

When you take an action point action, you and ally within 5 become invisible.

Virtue of Deceit

When you use Bardic Virtue, one ally within 5 gains combat advantage against target of next attack.

Attract Attendants

Receive up to 3 servants when in communities that revere bards

Feats

Arcane Initiate

Wizard: Arcana skill, wizard power 1/encounter

Ritual Caster

Master and perform rituals

Superior Implement Training (Accurate staff)

Can use Accurate staves

Armor Proficiency: Ring Mail

Gain proficiency with ring mail

Advantage of Cunning

Slide enemy into ally's vacated space

Magic of the Mists

Retain fade away effect when you attack

Bardic Knowledge

+2 bonus to several skill checks

Psychic Lock

Target hit with psychic power takes -2 on next attack roll

Improved Cunning

Slide ally 2 squares instead of 1

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Staff Expertise

While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach

Silas

Level 13 Gnome Bard

	SCORE	ABILITY	MOD	
HP	9	STR	-1	AC
84	12	CON	1	26
Spd	12	DEX	1	Fort
5	21	INT	5	23
Init	13	WIS	1	Ref
+10	21	CHA	5	27
				Will
				27

18 Passive Insight

18 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	• 20
Athletics	Strength	5
Bluff	Charisma	• 16
Diplomacy	Charisma	• 16
Dungeoneering	Wisdom	• 14
Endurance	Constitution	7
Heal	Wisdom	8
History	Intelligence	14
Insight	Wisdom	8
Intimidate	Charisma	12
Nature	Wisdom	• 14
Perception	Wisdom	8
Religion	Intelligence	14
Stealth	Dexterity	• 15
Streetwise	Charisma	14
Thievery	Dexterity	7

• indicates a trained skill.

Action Point

Base action points: 1

Shrouding Action: When you spend an action point to take an extra action, you and one ally you choose within 5 squares of you become invisible until the end of your next turn.



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

Accurate staff of Sleep and Charm +3: +12 vs. AC, 1d8+2 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 (-1) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +7 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

Staggering Note

At-Will ♦ Standard Action

Accurate staff of Sleep and Charm +3: +17 vs. Will, 5 damage

Ranged 10 **Target:** One creature

The sharp sound you create causes your opponent to recoil clumsily.

Keywords: Arcane, Implement, Thunder

Attack: Charisma vs. Will

Hit: Cha modifier (+5) thunder damage, and you push the target 2 squares. As a free action, an ally of your choice can make a melee basic attack against the target before, after, or during this forced movement.

Additional Effects

Bard Attack 1

Vicious Mockery

At-Will ♦ Standard Action

Accurate staff of Sleep and Charm +3: +19 vs. Will, 1d6+8 damage

Ranged 10 **Target:** One creature

You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.

Keywords: Arcane, Charm, Implement, Psychic

Attack: Charisma vs. Will

Hit: 1d6 + Cha modifier (+5) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Blunder

Encounter ♦ Standard Action

Accurate staff of Sleep and Charm +3: +19 vs. Will, 1d6+8 damage

Ranged 5 **Target:** One creature

You fog your foe's mind, causing it to stumble past your allies.

Keywords: Arcane, Charm, Implement

Attack: Charisma vs. Will

Hit: 1d6 + Cha modifier (+5) damage, and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll.

Virtue of Cunning: The power bonus to the attack roll equals 1 + your Int modifier (+5).

Additional Effects

Hypnotism

Encounter ♦ Standard Action

Accurate staff of Sleep and Charm +3: +19 vs. Will

Ranged 10 **Target:** One enemy

Your piercing gaze and whispered word let you seize momentary control of your enemy's mind.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: Choose one of the following effects:

- * The target uses a free action to make a melee basic attack against a creature of your choice, with a +4 power bonus to the attack roll.
- * You slide the target up to 3 squares.

Additional Effects

Prescient Warning

Encounter ♦ Immediate Interrupt

Ranged 10

Target: The triggering ally

You utter words of warning that fly upstream through the river of time, warning your ally of danger.

Keyword: Arcane

Trigger: An ally within 10 squares of you is hit by an enemy's attack.

Effect: The target can make a basic attack against the attacking enemy as a free action, dealing 1d8 extra damage on a hit.

Additional Effects

Bard Attack 7

Used ☐

Lying Lights

Encounter ♦ Standard Action

Accurate staff of Sleep and Charm +3: +17 vs. Reflex, 3d8+8 damage

Ranged 10

Target: One creature

As your allies strike the chosen foe, they vanish in clouds of glittering light.

Keywords: Arcane, Illusion, Implement, Radiant

Attack: Charisma vs. Reflex

Hit: 3d8 + Cha modifier (+5) radiant damage. Each ally who hits the target before the end of your next turn becomes invisible until the end of his or her next turn. This invisibility ends if the ally makes an attack roll.

Additional Effects

Cunning Prevaricator Attack 11

Used ☐

Foolhardy Fighting

Encounter ♦ Standard Action

Accurate staff of Sleep and Charm +3: +19 vs. Will, 1d10+8 damage

Ranged 10

Target: One creature

Your attack inspires recklessness in your foe, causing it to act without caution.

Keywords: Arcane, Charm, Implement, Psychic

Attack: Charisma vs. Will

Hit: 1d10 + Cha modifier (+5) psychic damage. Until the end of your next turn, any attack the target makes provokes opportunity attacks.

Virtue of Cunning: Until the end of your next turn, the target takes a penalty to attack rolls equal to your Int modifier (+5).

Additional Effects

Bard Attack 13

Used ☐

Stirring Shout

Daily ♦ Standard Action

Accurate staff of Sleep and Charm +3: +17 vs. Will, 2d6+8 damage

Ranged 10

Target: One creature

Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.

Keywords: Arcane, Healing, Implement, Psychic

Attack: Charisma vs. Will

Hit: 2d6 + Cha modifier (+5) psychic damage.

Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Cha modifier (+5).

Additional Effects

Bard Attack 1

Used ☐

Song of Discord

Daily ♦ Standard Action

Accurate staff of Sleep and Charm +3: +19 vs. Will

Ranged 10

Target: One creature

You foster distrust in one of your foes, causing it to strike out at its allies.

Keywords: Arcane, Charm, Implement

Attack: Charisma vs. Will

Hit: The target is dominated until the end of your next turn.

Effect: The target makes a basic attack against an enemy of your choice as a free action.

Additional Effects

Bard Attack 5

Used ☐

Counterpoint

Daily ♦ Standard Action

Accurate staff of Sleep and Charm +3: +17 vs. Will, 2d8+8 damage

Ranged 10

Target: One creature

Your song mimics the beat of your foe's attacks, so that your allies match them strike for strike.

Keywords: Arcane, Implement

Attack: Charisma vs. Will

Hit: 2d8 + Cha modifier (+5) damage.

Miss: Half damage.

Effect: Whenever the target misses with an attack, it provokes opportunity attacks from you and your allies (save ends).

Additional Effects

Bard Attack 9

Used ☐

Majestic Word

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.

Keywords: Arcane, Healing

Effect: The target can spend a healing surge and regain additional hit points equal to your Cha modifier (+5). You also slide the target 1 square. Level 11: 2d6 + Cha modifier (+5) additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

Additional Effects

Fade Away

Encounter ♦ Immediate Reaction

Personal

You turn invisible in response to harm.

Keyword: Illusion

Trigger: You take damage.

Effect: You are invisible until you attack or until the end of your next turn.

Additional Effects

Ghost Sound

Encounter ♦ Minor Action

Ranged 10

Target: One object or unoccupied square

With a wink, you create an illusory sound that emanates from a distant location.

Keywords: Arcane, Illusion

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Additional Effects

Use Vulnerability

Encounter ♦ Free Action

Personal

You know the strengths and weaknesses of the creature you're facing.

Keyword: Arcane

Trigger: You succeed on a monster knowledge check against a monster that you can see or hear.

Effect: If your check result meets or exceeds the hard DC for the monster's level, you gain a +4 power bonus to all defenses against the monster's attacks until the end of your next turn. Additionally, until the end of your next turn, you gain a power bonus to damage rolls against the target equal to your Int modifier (+5), but not when you deal damage that the target resists.

If your check result does not meet or exceed the hard DC, your attacks against the target deal only half damage until the end of your next turn.

Additional Effects

Scholar Utility

Used ☐

Words of Friendship

Encounter ♦ Minor Action

Personal

You infuse your words with arcane power, turning even the simplest speech into a compelling oration.

Keywords: Arcane, Charm

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

Additional Effects

Bard Feature

Used ☐

Moment of Escape

Encounter ♦ Move Action

Ranged 10

Target: One ally

You distract your enemies with a quick refrain, giving your embattled ally a chance to get away.

Keyword: Arcane

Effect: You slide the target 4 squares.

Additional Effects

Bard Utility 2

Used ☐

Revitalizing Incantation

Encounter ♦ Minor Action

Unarmed:

Ranged 5

Target: You or one ally

You whisper a few phrases in a secret language, urging your ally's body to mend itself.

Keywords: Arcane, Healing

Effect: The target can spend a healing surge. Additionally, the target gains temporary hit points equal to his or her healing surge value.

Additional Effects

Bard Utility 6

Used ☐

Trickery's Reward

Encounter ♦ Immediate Interrupt

Unarmed:

Close burst 10

Target: The ally that was hit by the triggering attack

With words of cunning wisdom, you guide your ally's defenses, foiling your enemies' attack one way or another.

Keywords: Arcane, Healing

Trigger: An attack hits an ally within 10 squares of you

Effect: The target gains a bonus to all defenses that the triggering attack targets equal to your Int modifier (+5). If the triggering attack misses, the target gains the bonus to those defenses until the end of your next turn. If the triggering attack hits, the target regains hit points as if he or she had spent a healing surge.

Additional Effects

Cunning Prevaricator Utility 12

Used ☐

Defensive Lore

Daily ♦ Minor Action

Close burst 2

You pronounce a word or name that is disruptive to creatures of a particular origin, causing their existence to falter for a few moments.

Keywords: Arcane, Zone

Effect: The burst creates a zone that lasts until the end of your next turn. Choose aberrant, fey, elemental, immortal, natural, or shadow. Until the end of your next turn, creatures of that origin take a -2 penalty to attack rolls and to all defenses while in the zone, and attacks by such creatures deal only half damage to targets inside the zone.

Sustain Minor: The zone persists until the end of your next turn.

Prerequisite: Scholar

Additional Effects

Scholar Utility 10

Used ☐

Gloves of the Healer...

Hands Slot Item ♦ Level 12

Properties

When you use a power that lets one or more creatures spend a healing surge to regain hit points, one target regains an extra 1d6 hit points.

Power (Healing) ♦ **Daily** (Standard Action)

Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

Coif of Mindiron (heroic tier)

Head Slot Item ♦ Level 8

Power ♦ **Encounter** (Immediate Interrupt)

Use this power when you would be dazed by an attack that targets your Will defense. You are not dazed by the attack.

Boots of Stealth (heroic tier)

Feet Slot Item ♦ Level 3

Properties

Gain a +2 item bonus to Stealth checks.

Tactician's Ring Mail +2

Armor ♦ Level 10

Armor Bonus: 3

Check: -1

Special: Durable 2

Enhancement: +2 AC

Properties

When a power or class feature calls on your Intelligence modifier to determine a value other than your attack bonus, add 1 to that value. This does not change your Intelligence modifier for any other purpose.

Belt of Vim (heroic tier)

Waist Slot Item ♦ Level 8

Properties

Gain a +1 bonus to Fortitude defense.

Timeless Locket +3

Neck Slot Item ♦ Level 14

Enhancement: +3 Fortitude, Reflex, and Will

Properties

You gain an item bonus to initiative checks equal to the locket's enhancement bonus.

Power ♦ Daily (Minor Action)

You take a standard action, which you cannot use to make an attack.

Accurate staff of Sleep and...

Staff ♦ Level 13

Proficiency Bonus: 2

Properties: Accurate

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

You gain a +2 item bonus to attack rolls with arcane charm or sleep attack powers.