

DUNGEONS & DRAGONS

Character Sheet

Player Name / RPGA Number

2

Level

Aisop

Male Eladrin Bard

Medium

0

Age Height Weight Size Deity

Total XP Next Level at: 3750

Defenses

17 AC	12 FORT	15 REF	17 WILL
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Conditional Bonuses:

Hit Points

Max HP (Bloodied 15) 30	Temp HP
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Current Hit Points

Healing Surges	Surges Left
Surge Value Surges/day	
7 8	

Current Conditions:

Combat Statistics and Senses

Initiative	2
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Conditional Modifiers

Speed	6
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Special Movement

Passive Insight	16
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Passive Perception	15
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Special Senses
Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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
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+5 Saving Throws against charm effects

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Magic Dagger +1	5	1d4+1
	Strength vs. AC	Damage

Ranged

Magic Dagger +1	6	1d4+2
	Dexterity vs. AC	Damage

Language(s) known

Common, Elven

Portrait



Ability	Score	Check
STR Strength	10	1
CON Constitution	13	2
DEX Dexterity	12	2
INT Intelligence	16	4
WIS Wisdom	11	1
CHA Charisma	18	5

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		5
Arcana	Intelligence	✓	11
Athletics	Strength		4
Bluff	Charisma	✓	10
Diplomacy	Charisma		9
Dungeoneering	Wisdom		5
Endurance	Constitution		5
Heal	Wisdom		5
History	Intelligence	✓	11
Insight	Wisdom	✓	6
Intimidate	Charisma		9
Nature	Wisdom		7
Perception	Wisdom		5
Religion	Intelligence		8
Stealth	Dexterity		5
Streetwise	Charisma	✓	10
Thievery	Dexterity	✓	6

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Racial Features

Trance Meditate aware 4 hours instead of sleep.	Eladrin Will +1 Will; +5 to saving throws against charm.	Arcana Bonus History Bonus
Eladrin Weapon Proficiency Proficient with longsword.	Fey Step Use fey step as an encounter power.	
Eladrin Education Training in any one additional skill.	Fey Origin Your origin is fey, not natural	

Class/Other Features

Bardic Training Gain Ritual Caster feat and perform one bard ritual per day without expending components	Majestic Word Gain majestic word power	Song of Rest At end of short rest, you and each ally spending a healing surge adds your Cha mod to hp regained
Bardic Virtue Choose a Bardic Virtue option.	Multiclass Versatility Can choose class-specific multiclass feats from more than one class	Words of Friendship Gain the words of friendship power
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).	Skill Versatility +1 to untrained skill checks	

Feats

Ritual Caster Master and perform rituals	Improved Majestic Word Target of majestic word gains temporary hp
Bard of All Trades +3 bonus to untrained skill checks	



Player Name _____

Aisop
Character Name _____

Character Details

Adventuring Company

Theme

Wilder (Theme)

Background

Western Hinterlands - Outcast

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Magic Wand +1

Main Hand

Magic Dagger +1

Waist Slot

Body Slot

Hide Armor

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Ritual Book
Adventurer's Kit
Traveler's Chant
Glib Limerick

Total Weight (lbs.)

62

Carrying Capacity (lbs.)

Coins and Other Wealth

47 Gold

Normal

Heavy

Max

Melee Basic Attack
At-Will ♦ Standard action

Magic Dagger +1: +5 vs. AC, 1d4+1 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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack
At-Will ♦ Standard action

Magic Dagger +1: +6 vs. AC, 1d4+2 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

Psychic Surge
Encounter ♦ Standard action

Magic Dagger +1: +6 vs. Reflex, 1d8+5 damage

Ranged 10 **Target:** One creature

You unleash a psychic shock wave at your enemy, hoping to harness its energy on your next attack.

Keywords: Implement, Psionic, Psychic

Attack: Primary ability vs. Reflex

Hit: 1d8 + ability modifier psychic damage, and your attacks against the target before the end of your next turn can score a critical hit on a roll of 18–20.

Additional Effects

Wilder Feature

Used

Fey Step
Encounter ♦ Move Action

Personal

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Keyword: Teleportation

Effect: Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used

Majestic Word
Encounter (Special) ♦ Minor Action

Unarmed: +1 vs. , damage

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in 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 (+4). You also slide the target 1 square.

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

Bard Feature

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

Misdirected Mark
At-Will ♦ Standard action

Magic Wand +1: +6 vs. Reflex, 1d8+5 damage

Ranged 10 **Target:** One creature

You conceal your arcane attack, tricking your foe into thinking the attack came from one of your allies.

Keywords: Arcane, Implement

Attack: Charisma vs. Reflex

Hit: 1d8 + Cha modifier (+4) damage, and the target is marked by an ally within 5 squares of you until the end of your next turn.

Additional Effects

Bard Attack 1

Vicious Mockery
At-Will ♦ Standard action

Magic Wand +1: +6 vs. Will, 1d6+5 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 (+4) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Bard Attack 1

Blunder
Encounter ♦ Standard action

Magic Wand +1: +6 vs. Will, 1d6+5 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 (+4) 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 (+3).

Additional Effects

Bard Attack 1

Used

Stirring Shout

Daily ♦ Standard action

Magic Wand +1: +6 vs. Will, 2d6+5 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 (+4) 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 (+4).

Additional Effects

Bard Attack 1

Used

Know Direction

At-Will ♦ Minor Action

Personal

With a moment's concentration, you sense which way is true north.

Keyword: Psionic

Effect: You determine which way is north. For 1 hour, you gain a +2 power bonus to checks to navigate natural terrain using either Perception or Nature.

Additional Effects

Wild Talent Cantrip

Arcane Defiling

At-Will ♦ Free Action

Personal

You draw upon the vitality of nearby life to fuel your magic, heedless of the harm you cause to the land and your allies.

Keywords: Arcane, Necrotic

Trigger: You make an attack roll or a damage roll as part of an arcane daily attack power.

Effect: You can reroll the triggering roll but must use the second result. In addition, each ally (willing or unwilling) within 20 squares of you takes necrotic damage equal to half his or her healing surge value. This damage ignores immunities and cannot be reduced in any way.

Special: You can use this effect once for any arcane daily attack power you use, affecting any single attack roll or the damage roll for that power.

Additional Effects

Song of Courage

Daily ♦ Minor Action

Close burst 5

Your magic creates shouts of encouragement, making it seem as though an entire army were cheering on your allies.

Keywords: Arcane, Zone

Effect: The burst creates a zone of inspirational shouts that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to attack rolls.

Sustain Minor: The zone persists.

Additional Effects

Bard Utility 2

Used

Magic Wand +1

Wand ♦ Level 1

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage

Magic Dagger +1

Weapon ♦ Level 1

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-hand

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage