

# DUNGEONS & DRAGONS

## Character Sheet

Player Name / RPGA Number

4

Level

**Colin MacKinnon**

Good male Dwarf Bard

30 Age   4'6" Height   180lbs. Weight   Medium Size   Deity

3750

Total XP   Next Level at: 5500

### Defenses

<b>19</b> AC	<b>18</b> FORT	<b>17</b> REF	<b>19</b> WILL
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Conditional Bonuses:  
+5 Saving Throws against poison

### Hit Points

<b>Max HP</b> (Bloodied 22) <b>45</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/day	Surges Left
<b>11</b>	<b>11</b>	

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>2</b>
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Conditional Modifiers:

<b>Speed</b>	<b>5</b>
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Special Movement:

<b>Passive Insight</b>	<b>12</b>
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<b>Passive Perception</b>	<b>12</b>
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Special Senses: Low-light

### Action Points

Action Points	Milestones	Action Points
<b>1</b>	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 poison

### Resistances

### Current Conditions and Effects

### Basic Attacks

#### Melee

Echoing Songblade Longsword +1

<b>8</b>	<b>1d8+2</b>
Strength vs. AC	Damage

#### Ranged

<b>2</b>	<b>1d4</b>
Dexterity vs. AC	Damage

### Languages

Common, Dwarven

### Portrait



### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>13</b>	3
<b>CON</b> Constitution	<b>18</b>	6
<b>DEX</b> Dexterity	<b>10</b>	2
<b>INT</b> Intelligence	<b>14</b>	4
<b>WIS</b> Wisdom	<b>8</b>	1
<b>CHA</b> Charisma	<b>18</b>	6

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		2
Arcana	Intelligence	✓	10
Athletics	Strength		3
Bluff	Charisma	✓	13
Diplomacy	Charisma		9
Dungeoneering	Wisdom		4
Endurance	Constitution	✓	12
Heal	Wisdom		2
History	Intelligence		5
Insight	Wisdom		2
Intimidate	Charisma	✓	11
Nature	Wisdom		2
Perception	Wisdom		2
Religion	Intelligence		5
Stealth	Dexterity		2
Streetwise	Charisma	✓	11
Thievery	Dexterity		2

# Colin MacKinnon

Player Name

Character Name



## Racial Features

### Dwarven Weapon Proficiency

Proficient with hammers.

### Cast-Iron Stomach

+5 bonus to saving throws against poison.

### Encumbered Speed

Armor or heavy load doesn't reduce your speed. (Other effects still can.)

### Dwarven Resilience

You have the dwarven resilience power

### Stand Your Ground

Can move 1 less when forced to move.

Immediate saving throw to avoid being knocked prone.

### Dungeoneering Bonus

### Endurance Bonus

## 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.

### Virtue of Valor

When an ally within 5 squares bloodies or reduces a foe to 0 hp, ally gains 1 + your Con mod temporary hp (1/rd) (3 + Con mod at 11th, 5 + Con mod at 21st)

### Majestic Word

Gain majestic word power

### Multiclass Versatility

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

### Skill Versatility

+1 to untrained skill checks

### Song of Rest

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

### Words of Friendship

Gain the words of friendship power

### Versatile Expertise (Heavy Blade)

+1 to attack rolls with Heavy Blades.

### Versatile Expertise (Instrument)

+1 to attack rolls with instruments

## Feats

### Ritual Caster

Master and perform rituals

### Strength of Valor

Virtue of Valor also grants +2 damage

### Improved Defenses

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

### Versatile Expertise

Bonus to attacks with weapons and implements of your choice



Colin MacKinnon

Player Name

Character Name

### Character Details

#### Mannerisms and Appearance

#### Personality Traits

#### Theme

#### Background

Pivotal Event - You Die

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Amulet of Seduction +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Echoing Songblade...

Waist

Armor

Runic Chainmail +1

Feet

Tattoo

Ki Focus

Other Equipment

- 1 Ritual Book
- 1 Glib Limerick
- 1 Traveler's Chant
- 1 Fochlucan Bandore +1

Total Weight (lbs.)

47

Carrying Capacity (lbs.)

Coins and Other Wealth

Normal 130

Heavy 260

Max 650

### Melee Basic Attack

At-Will ♦ Standard Action

**Echoing Songblade Longsword +1:** +8 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:** +2 vs. AC, 1d4 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 (+0) damage.

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

Additional Effects

Basic Attack

### Dwarven Resilience

Encounter ♦ Minor Action

**Personal**

**Effect:** You use your second wind.

Additional Effects

Dwarf Racial Power

Used

### Majestic Word

Encounter (Special) ♦ Minor Action

**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 (+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

### War Song Strike

At-Will ♦ Standard Action

**Echoing Songblade Longsword +1:**

+11 vs. AC, 1d8+5 damage

**Melee** weapon **Target:** One creature

*You sing a song of war and victory, invigorating your allies as they press the attack.*

**Keywords:** Arcane, Weapon

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Cha modifier (+4) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Con modifier (+4).

Additional Effects

Bard Attack 1

### Staggering Note

At-Will ♦ Standard Action

**Echoing Songblade Longsword +1:** +8 vs. Will, 4 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 (+4) 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

### Inspiring Refrain

Encounter ♦ Standard Action

**Echoing Songblade Longsword +1:**

+11 vs. AC, 2d8+5 damage

**Melee** weapon **Target:** One creature

*Your weapon hums with an arcane song that helps guide nearby allies to glory.*

**Keywords:** Arcane, Weapon

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Cha modifier (+4) damage, and each ally within 5 squares of you gains a +1 power bonus to attack rolls until the end of your next turn.

Additional Effects

Bard Attack 1

Used

### Stirring Shout

Daily ♦ Standard Action

**Echoing Songblade Longsword +1:** +8

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

### Inspiring Fortitude

Daily ♦ Standard Action

**Close** burst 5

**Target:** Each ally in the burst

*Inspired by your resilience, your allies find the will to overcome challenges.*

**Requirement:** Your second wind must be available for you to use

**Effect:** You use your second wind, and each target gains temporary hit points equal to 10 + your Con modifier (+4).

**Prerequisite:** You must be trained in Endurance.

Additional Effects

Endurance Utility 2

Used

### Charger's Call

Encounter ♦ Standard Action

**Echoing Songblade Longsword +1:**

+11 vs. AC, 2d8+5 damage

**Melee** weapon **Target:** One creature

*You weave a song of fearless knights and mighty chargers, encouraging your allies to throw themselves into the fray.*

**Keywords:** Arcane, Weapon

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Cha modifier (+4) damage, and each ally within 5 squares of you gains a +2 bonus to attack rolls while charging until the end of your next turn.

**Virtue of Valor:** The bonus to attack rolls equals 1 + your Con modifier (+4).

Additional Effects

Bard Attack 3

Used

### Echoing Songblade...

Weapon ♦ Level 4

**Damage:** 1d8

**Proficiency Bonus:** 3

**Properties:** Versatile

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and if the attack was a bard encounter power, you can use that power one more time on your next turn against a single target with a -2 penalty to the attack roll (you must still use the appropriate action to use the power).

**Property:** Bards can use this weapon as an implement for bard powers and bard paragon path powers.

### Amulet of Seduction +1

Neck Slot Item ♦ Level 5

**Enhancement:** +1 Fortitude, Reflex, and Will

**Property:** You gain a +2 item bonus to Bluff and Diplomacy checks.

When you impose a charm effect that a save can end, the target takes a -2 penalty to the first saving throw against the effect.

**Power (Daily \* Charm):** Standard Action. Make an attack: Close burst 1; one creature in burst; Charisma + the amulet's enhancement bonus vs. Will; on a hit, the target cannot attack you (save ends). While this effect lasts, if the target is adjacent to you when you are targeted by a melee or a ranged attack, the target interposes itself (as an immediate interrupt) and becomes the target of the attack instead. If the target takes damage from any source, the effect of this power ends.

### Fochlucan Bandore +1

Wondrous Item ♦ Level 3

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage

**Property:** Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

**Power (Daily):** Standard Action. Use this power during a short rest. At the end of the short rest, one ally who remained within 20 squares of you during the rest gains a +1 power bonus to weapon damage rolls until the end of his or her next short rest or extended rest.

**Song of Rest:** The power bonus equals +2.

### Runic Chainmail +1

Armor ♦ Level 3

**Armor Bonus:** 6

**Check:** -1

**Speed:** -1

**Enhancement:** +1 AC

**Property:** You gain an item bonus to Arcana checks equal to the armor's enhancement bonus.

When you use your second wind, you also gain a bonus to damage rolls with arcane attack powers equal to the armor's enhancement bonus until the end of your next turn.