

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

drothgery

12

Level

### Sariel (no Dragon)

Lawful Good female Eladrin Warlord (Marshal)

30 Age    5' 5" Height    130 lb. Weight    Medium Size    Corellon (Forgotten Realms) Deity

32000

Total XP 39000

### Defenses

<b>29</b>	<b>25</b>	<b>28</b>	<b>28</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 40 )	<b>81</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
<b>20</b>	<b>9</b>

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>15</b>
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Conditional Modifiers:

<b>Speed</b>	<b>6</b>
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<b>Passive Insight</b>	<b>16</b>
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<b>Passive Perception</b>	<b>16</b>
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Special Senses: Low-light

### Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	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 charm effects

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Harmonic Songblade Rapier +1

<b>9</b>	<b>1d8</b>
Strength vs. AC	Damage

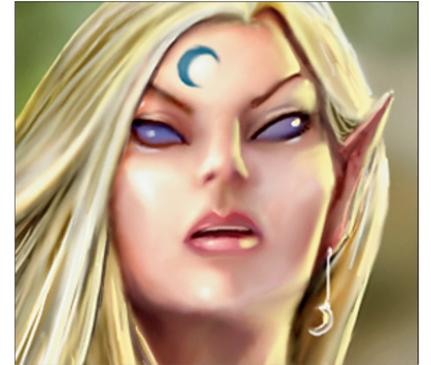
#### Ranged

Distance Crossbow +1

<b>9</b>	<b>1d8+1</b>
Dexterity vs. AC	Damage

### Languages

Common, Elven



### Abilities

Ability	Score	Check
STR Strength	9	5
CON Constitution	14	8
DEX Dexterity	11	6
INT Intelligence	22	12
WIS Wisdom	11	6
CHA Charisma	20	11

### Skills

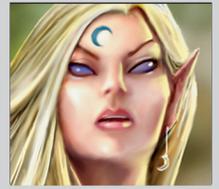
Acrobatics	Dexterity	6
Arcana	Intelligence	19 ✓
Athletics	Strength	4
Bluff	Charisma	16 ✓
Diplomacy	Charisma	16 ✓
Dungeoneering	Wisdom	6
Endurance	Constitution	7
Heal	Wisdom	11 ✓
History	Intelligence	19 ✓
Insight	Wisdom	6
Intimidate	Charisma	11
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	17 ✓
Stealth	Dexterity	5
Streetwise	Charisma	11
Thievery	Dexterity	5

drothgery

Player Name

Sariel (no Dragon)

Character Name



### Character Details

#### Background

Occupation - Scholar

#### Theme

Sidhe Lord

#### Mannerisms and Appearance

She tends to elegant -- and very expensive-looking clothes, which only enhance her beauty.

#### Personality Traits

Sariel tends to talk fast under stress, and often thinks she knows better than anyone else, but manages to charm most people anyway.

#### Adventuring Company

Lief's Revenge of the Giants

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Helm of Battle (heroic tier)

Neck

Cloak of Resistance +3

Arms

Hands

Rings

Rings

Off Hand

Light Shield

Main Hand

Harmonic Songblade Rapier +1

Waist

Cord of Divine Favor

Armor

Feytouched Earthhide Armor +3

Feet

Acrobat Boots

Tattoo

Ki Focus

#### Other Equipment

Adventurer's Kit  
Battle Standard of Healing  
Residium (Any) (500)  
Fine Clothing  
Ritual Book (2)  
Gray Rain Cloak  
Flute  
Distance Crossbow +1

Total Weight (lbs.)

86

Carrying Capacity (lbs.)

Treasure

5 pp  
0 gp banked

Normal

90

Heavy

180

Max

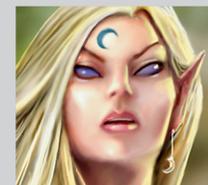
450

drothgery

Player Name

## Sariel (no Dragon)

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### Racial Features

#### Eladrin Education

Training in any one additional skill.

#### Eladrin Weapon Proficiency

Proficient with longsword.

#### Eladrin Will

+1 Will; +5 to saving throws against charm.

#### Fey Origin

Your origin is fey, not natural

#### Fey Step

Use fey step as an encounter power.

#### Trance

Meditate aware 4 hours instead of sleep.

### Class/Other Features

#### Bardic Training

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

#### Combat Leader

You, and allies within 10 that see and hear you, gain +2 to initiative.

#### Commanding Presence

Choose a Presence benefit; provides bonuses with certain powers.

#### Inspiring Word

Use inspiring word as an encounter (special) power, minor action.

#### Resourceful Presence

Ally who sees you and spends action point to attack gets damage bonus (1/2 level + Int mod); if attack hits no targets, ally gains temp hp (1/2/ level + Cha mod)

#### Sidhe Lord Starting Feature

Gain the summon Sidhe ally power

#### Sidhe Lord Level 5 Feature

Receive free lodging for yourself and up to 8 allies in a city that recognizes your house's prestige

#### Sidhe Lord Level 10 Feature

When adjacent to your Sidhe house guard using its teleportation power you can teleport with the guard

#### Battle Action

When you spend action point to take action, allies get +1 to attack until start of your next turn if they see and hear you

#### Cry Havoc

First round (plus surprise round if any), allies that start turn within 10 get +2 to attacks

### Feats

#### Bardic Ritualist

Bard: Training in Arcana, Bardic Training, bard implements.

#### Ritual Caster

Master and perform rituals

#### Improved Inspiring Word

Add Cha modifier to inspiring word hp restored

#### Improved Defenses

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

#### Improved Resources

Ally gains +2 damage and temporary hp from Resourceful Presence

#### Lend Might

+1 to attack rolls of attacks you grant

#### Lend Strength

Ally gains +2 damage with basic attack you grant

#### Combat Commander

Bonus to Combat Leader equals Cha or Int modifier

#### Fight On

Gain one additional use of inspiring word as encounter power

# Sariel (no Dragon)

Level 12 Eladrin Warlord (Marshal)

<b>HP</b> 81	SCORE	ABILITY	MOD	<b>AC</b> 29
	9	STR	-1	
<b>Spd</b> 6	14	CON	2	<b>Fort</b> 25
	11	DEX	0	
<b>Init</b> +15	22	INT	6	<b>Ref</b> 28
	11	WIS	0	
	20	CHA	5	<b>Will</b> 28

- 16 Passive Insight
- 16 Passive Perception

## Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	• 19
Athletics	Strength	4
Bluff	Charisma	• 16
Diplomacy	Charisma	• 16
Dungeoneering	Wisdom	6
Endurance	Constitution	7
Heal	Wisdom	• 11
History	Intelligence	• 19
Insight	Wisdom	6
Intimidate	Charisma	11
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	• 17
Stealth	Dexterity	5
Streetwise	Charisma	11
Thievery	Dexterity	5

• indicates a trained skill.

## Action Point

Base action points: 1

**Battle Action:** When you spend an action point to take an extra action, your allies gain a +1 bonus to attack rolls until the start of your next turn. To gain this bonus an ally has to see and hear you when you spend the action point.



**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

Player Name: drothgery

### Melee Basic Attack

At-Will ♦ Standard Action

**Harmonic Songblade Rapier +1:** +9 vs. AC, 1d8 damage

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

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*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.

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Additional Effects

Basic Attack

### Ranged Basic Attack

At-Will ♦ Standard Action

**Distance Crossbow +1:** +9 vs. AC, 1d8+1 damage

**Ranged** weapon      **Target:** One creature

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*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.

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Additional Effects

Basic Attack

### Commander's Strike

At-Will ♦ Standard Action

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

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*With a shout, you command an ally to attack.*

**Keywords:** Martial, Weapon

**Effect:** One of your allies can take a free action to make a melee basic attack against the target. The ally gains a bonus to the damage roll equal to your Int modifier (+6).

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Additional Effects

Warlord Attack 1

### Direct the Strike

At-Will ♦ Standard Action

**Ranged** 5      **Target:** One ally

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*You direct an ally to attack as an enemy lowers its guard.*

**Keyword:** Martial

**Effect:** The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

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Additional Effects

Warlord Attack 1

### Powerful Warning

Encounter ♦ Immediate Interrupt

**Close** burst 5      **Target:** The triggering ally in the burst

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*You shout a warning that alerts your ally to an enemy attack, allowing your comrade to dodge and riposte.*

**Keyword:** Martial

**Trigger:** An ally within 5 squares of you is hit by an enemy

**Effect:** The target gains a +2 power bonus to all defenses against the attack. The target can make a melee basic attack against the enemy as a free action.

**Insightful Presence:** The bonus to your ally's defenses equals 1 + your Wis modifier (+0) or Cha modifier (+5).

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Additional Effects

Warlord Attack 1

Used

### Inspire Resilience

Encounter ♦ Standard Action

**Harmonic Songblade Rapier +1:** +9 vs. AC, 2d8 damage

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

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*You deliver a powerful hit that bolsters your ally or encourages your comrade to unleash an equally devastating blow.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (-1) damage.

**Effect:** One ally adjacent to you chooses either to gain a power bonus to damage rolls equal to your Int modifier (+6) until the end of your next turn or to gain temporary hit points equal to your Cha modifier (+5).

**Resourceful Presence:** Instead of one ally, each ally adjacent to you either gains the bonus or gains temporary hit points.

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Additional Effects

Warlord Attack 3

Used

### General's Gift

Encounter ♦ Standard Action

**Harmonic Songblade Rapier +1:** +9 vs. AC, 2d8 damage

**Melee** or Ranged weapon **Target:** One creature

*You are generous as well as brave. Your presence alone keeps an ally from surrendering to weariness and wounds.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (-1) damage.

**Effect:** Until the end of your next turn, whenever an ally would spend a healing surge, you spend a healing surge on that ally's behalf as a free action. You regain no hit points from spending the healing surge, and the ally gains the benefit as if he or she had spent the healing surge.

Additional Effects

Warlord Attack 7

Used

### Force Retreat

Encounter ♦ Standard Action

**Harmonic Songblade Rapier +1:** +9 vs. Reflex, 1d8+1 damage

**Melee** weapon

*You hurl yourself into your adversary, knocking him back into his allies and causing them all to stumble away from you.*

**Keywords:** Martial, Weapon

**Primary Target:** One creature

**Primary Attack:** Strength vs. Reflex

**Hit:** 1[W] damage, and you push the target a number of squares up to your Int modifier (+6). Make the secondary attack.

**Secondary Target:** Each enemy that was adjacent to the primary target before the push, is its size or smaller, and is within your melee reach

**Secondary Attack:** Strength vs. Fortitude

**Hit:** 2d6 + Str modifier (-1) damage, and you can push the secondary target 1 square.

Additional Effects

Battle Captain Attack 11

Used

### Lead by Example

Daily ♦ Standard Action

**Harmonic Songblade Rapier +1:** +9 vs. AC, 2d8 damage

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

*You step forward to attack, showing your allies how it's done—and whom to hit next.*

**Keywords:** Martial, Weapon

**Effect:** Before the attack, you can shift 1 square.

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (-1) damage, and your allies gain combat advantage against the target until the start of your next turn.

**Miss:** Two allies within 5 squares of you can each shift 1 square and make a basic attack as a free action.

Additional Effects

Warlord Attack 1

Used

### Scent of Victory

Daily ♦ Standard Action

**Close** burst 5 **Target:** Each ally in the burst

*As your enemies stagger from their wounds, you can smell victory. Your allies respond with a furious assault.*

**Keyword:** Martial

**Special:** Each target can make a melee basic attack as a free action against a bloodied enemy adjacent to him or her.

Additional Effects

Warlord Attack 5

Used

### Warlord's Recovery

Daily ♦ Standard Action

**Close** burst 5 **Target:** One ally in the burst

*You point out an opportunity perfect for an ally's attacks, renewing your own determination to end this fight.*

**Keyword:** Martial

**Effect:** As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

Additional Effects

Warlord Attack 9

Used

### Inspiring 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 level)

*You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.*

**Keywords:** Healing, Martial

**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.  
Level 11: 3d6 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.

Additional Effects

Warlord 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

### Adaptive Stratagem

Encounter ♦ Minor Action

**Close** burst 10 **Target:** One ally in the burst

*Your companion has the ability and the will. You provide the plan and the motivation.*

**Keyword:** Martial

**Effect:** Until the end of your next turn, the ally gains his or her choice of a power bonus to damage rolls equal to your Int modifier (+6) or a power bonus to saving throws equal to your Cha modifier (+5).

**Resourceful Presence:** The ally gains both bonuses.

Additional Effects

Warlord Utility 2

Used

### Reorient the Axis

Encounter ♦ Move Action

**Close** burst 5 **Target:** Each ally in the burst

*You realize that your allies need to adjust their formation, so you order several to move to new locations.*

**Keyword:** Martial

**Effect:** Each target can shift a number of squares equal to your Int modifier (+6) as a free action.

Additional Effects

Warlord Utility 6

Used

### Tactical Orders

Encounter ♦ Minor Action

**Close** burst 3 **Target:** You and one ally in the burst

*You bark orders at your allies, commanding them to move into formation.*

**Keyword:** Martial

**Effect:** Each target shifts his or her speed as a free action.

Additional Effects

Warlord Utility 10

Used

### Summon Sidhe Ally

Daily ♦ Minor Action

**Ranged** 5

*You summon an ally of your noble house, bound to obey you.*

**Keywords:** Arcane, Summoning

**Effect:** You summon a Sidhe house guard in an unoccupied space within range. The guard is an ally to you and your allies.

The guard lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the guard's description. You must have line of effect to the guard to command it. When you command the guard, you and the guard share knowledge but not senses. If you use a move action to move yourself, you can also command the guard to move up to its speed.

When the guard makes an attack roll or a check, you make the roll using your statistics, not including any temporary bonuses or penalties.

The guard lasts until it drops below 1 hit point, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, the guard lasts until you dismiss it as a minor action or until you use this power again.

Additional Effects

Sidhe Lord Utility

Used

### Bolt of Genius

Daily ♦ Standard Action

**Ranged** 5 **Target:** One ally

*You share a moment of brilliant clarity with a close comrade.*

**Keyword:** Martial

**Effect:** The target regains the use of an encounter attack power that he or she has already used during this encounter.

Additional Effects

Battle Captain Utility 12

Used

### Cord of Divine Favor

Waist Slot Item ♦ Level 13

**Power** (Healing) ♦ **Encounter** (Free Action)

Use this power when you use healing word on an ally or use another power that grants an ally the use of a healing surge. You can spend a healing surge as well and regain hit points equal to your healing surge value.

### Cloak of Resistance +3

Neck Slot Item ♦ Level 12

**Enhancement:** +3 Fortitude, Reflex, and Will

**Power** ♦ **Daily** (Minor Action)

Gain resist 10 to all damage until the start of your next turn.

### Distance Crossbow +1

Weapon ♦ Level 1

**Damage:** 1d8

**Proficiency Bonus:** 2

**Range:** 15/30

**Properties:** Load Minor

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

**Critical:** None

**Properties**

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

### Acrobat Boots

Feet Slot Item ♦ Level 2

**Properties**

You gain a +1 item bonus to Acrobatics checks.

**Power** ♦ **At-Will** (Minor Action)

You stand up from prone.

### Helm of Battle (heroic tier)

Head Slot Item ♦ Level 9

**Properties**

You and each ally within 5 squares of you gain a +1 item bonus to initiative checks.

### Battle Standard of Healing

Wondrous Item ♦ Level 3

**Power** (Healing, Zone) ♦ **Encounter** (Standard Action)

When you plant the battle standard in your space or an adjacent square, it creates a zone of healing energy in a close burst 5. Whenever you or an ally spends a healing surge while in the zone, you and all allies in the zone regain 1 hit point.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

### Feytouched Earthhide Armor...

Armor ♦ Level 12

**Armor Bonus:** 3

**Check:** -1

**Special:** +1 Fortitude

**Enhancement:** +3 AC

#### Properties

Gain an item bonus to initiative checks equal to the armor's enhancement bonus.

**Power** (Illusion) ♦ **Encounter** (Standard Action)

You become invisible until the end of your next turn.

### Harmonic Songblade Rapier...

Weapon ♦ Level 2

**Damage:** 1d8

**Proficiency Bonus:** 3

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

**Critical:** +1d6 damage per plus

#### Properties

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

**Power** ♦ **Daily** (Minor Action)

One ally within 5 squares of you gains a +2 power bonus to attack rolls and all defenses until the start of your next turn.