

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

drothgery

12

Level

Sariel

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

29	25	28	28
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 40)	81	Temp HP
---------------------------------	-----------	---------

Current Hit Points

Healing Surges

Surge Value	Surges/Day
20	9

Current Conditions:

Combat Statistics and Senses

Initiative	15
-------------------	-----------

Conditional Modifiers:

Speed	6
--------------	----------

Passive Insight	16
------------------------	-----------

Passive Perception	16
---------------------------	-----------

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

9	1d8
Strength vs. AC	Damage

Ranged

Bard's Songbow Crossbow +1

9	1d8+1
Dexterity vs. AC	Damage

Languages

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



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

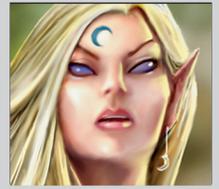
Acrobatics	Dexterity	6
Arcana	Intelligence	19 ✓
Athletics	Strength	4
Bluff	Charisma	16 ✓
Diplomacy	Charisma	16 ✓
Dungeoneering	Wisdom	11 ✓
Endurance	Constitution	7
Heal	Wisdom	11 ✓
History	Intelligence	19 ✓
Insight	Wisdom	6
Intimidate	Charisma	11
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence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

drothgery

Sariel

Player Name

Character Name



Character Details

Background

Occupation - Scholar

Theme

Scholar

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
Bard's Songbow Crossbow +1
Flute

Total Weight (lbs.)

86

Carrying Capacity (lbs.)

Treasure

5 pp
0 gp banked

Normal

90

Heavy

180

Max

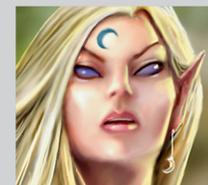
450

drothgery

Player Name

Sariel

Character Name



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)

Scholar Starting Feature

Gain one additional language; gain Use Vulnerability 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

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

Level 12 Eladrin Warlord (Marshal)

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

16 Passive Insight

16 Passive Perception

Player Name: drothgery

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	• 19
Athletics	Strength	4
Bluff	Charisma	• 16
Diplomacy	Charisma	• 16
Dungeoneering	Wisdom	• 11
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

Melee Basic Attack

At-Will ♦ Standard Action

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

Bard's Songbow Crossbow +1: +9 vs. AC, 1d8+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 (+0) damage.

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

Additional Effects

Basic Attack

Commander's Strike

At-Will ♦ Standard Action

Melee weapon **Target:** One creature

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).

Additional Effects

Warlord Attack 1

Direct the Strike

At-Will ♦ Standard Action

Ranged 5 **Target:** One ally

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.

Additional Effects

Warlord Attack 1

Powerful Warning

Encounter ♦ Immediate Interrupt

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

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).

Additional Effects

Warlord Attack 1

Used

Battering Command

Encounter ♦ Standard Action

Harmonic Songblade Rapier +1: +9 vs. Fortitude

Melee weapon **Target:** One creature

You slam your weapon into your foe's gut and cause the creature to double over, enabling an ally to smash it.

Keywords: Martial, Weapon

Attack: Strength vs. Fortitude

Hit: You knock the target prone.

Effect: One ally adjacent to the target can make a melee basic attack against it as a free action.

Additional Effects

Warlord Attack 3

Used

Friendly Fire

Encounter ♦ Immediate Reaction

Close burst 10 **Target:** The triggering enemy

Such is your presence that you panic an enemy into accidentally hitting one of its allies.

Keyword: Martial

Trigger: An enemy misses you or an ally you can see with a melee or ranged attack.

Effect: The target repeats the attack as a free action against a creature you choose within 2 squares of the target of its original attack. The new target must still be legal for the attack.

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

Destructive Surprise

Daily ♦ Standard Action

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

You motivate an ally to strike true at just the right moment.

Keywords: Martial, Weapon

Effect: The target can use the power Destructive Surprise Attack.

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

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

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 (+6), 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

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

Destructive Surprise...

Daily ♦ Free Action

Harmonic Songblade Rapier +1: +10 vs. Reflex
Bard's Songbow Crossbow +1: +9 vs. Reflex

Melee or Ranged weapon

Target: One creature

Keywords: Martial, Weapon

Requirement: The power Destructive Surprise must be active in order to use this power.

Effect: The ally shifts 2 squares.

Attack: Strength or Dexterity vs. Reflex

Hit: 3[W] + Str modifier (-1) or Dex modifier (+0).

Miss: Half damage.

Additional Effects

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

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.

Bard's Songbow Crossbow +1

Weapon ♦ Level 1

Damage: 1d8

Proficiency Bonus: 2

Range: 15/30

Properties: Load Minor

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.

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.

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.

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.

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.

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.

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.