

DUNGEONS & DRAGONS

Character Sheet

Player Name Zach

Theren Bard
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Half-Elf Medium Male Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	-1	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR	ABEL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	6				1	1	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

HIT POINTS

MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
49	24	12	10

CURRENT HIT POINTS 1/2 HP 1/4 HP CURRENT SURGE USES

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	3
17	CON Constitution	3	5
8	DEX Dexterity	-1	1
13	INT Intelligence	1	3
13	WIS Wisdom	1	3
19	CHA Charisma	4	6

FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	12	3			1		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+ 10
18	Passive Perception	10	+ 8

SPECIAL SENSES
Low-light Vision

REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	12	1	1		1	1	

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX	1	0	-1 1
8	Arcana	INT	3	5	n/a
3	Athletics	STR	3	0	-1 1
11	Bluff	CHA	6	5	n/a
13	Diplomacy	CHA	6	5	n/a 2
4	Dungeoneering	WIS	3	0	n/a 1
6	Endurance	CON	5	0	-1 2
4	Heal	WIS	3	0	n/a 1
4	History	INT	3	0	n/a 1
10	Insight	WIS	3	5	n/a 2
7	Intimidate	CHA	6	0	n/a 1
4	Nature	WIS	3	0	n/a 1
8	Perception	WIS	3	5	n/a
8	Religion	INT	3	5	n/a
1	Stealth	DEX	1	0	-1 1
7	Streetwise	CHA	6	0	n/a 1
1	Thievery	DEX	1	0	-1 1

RACE FEATURES

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

Diplomacy Bonus

Insight Bonus

CLASS / PATH / DESTINY FEATURES

Bardic Training - Gain Bardic Music bonus feat.

Bardic Virtue

Virtue of Valor

Majestic Word - Gain majestic word power

Multiclass Versatility - Choose multiclass feats from any number of classes

Skill Versatility - +1 on untrained skill checks

Song of Rest - On short rest, you or ally using healing surge adds your Cha mod to hp regained

Words of Friendship

FEATS

Ritual Caster - Master and perform rituals

Melee Training (Charisma) - Use Charisma for melee basic attacks

Weapon Expertise (Heavy Blade) - Gain bonus to attack rolls with heavy blades.

Initiate of the Faith - Cleric: Religion skill, healing word 1/day

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Harsh Songblade Longswor

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		1	1

ABILITY: Melee Basic Attack - Scimitar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	4		2			1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Harsh Songblade Longswor

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	4		1		

ABILITY: Melee Basic Attack - Scimitar

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Harsh Songblade Longswor	1d8+5
9	vs AC	Scimitar	1d8+4
6	vs AC	Unarmed (Melee)	1d4+4
1	vs AC	Unarmed (Range)	1d4-1



POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

War Song Strike	<input type="checkbox"/>
Vicious Mockery	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Commander's Strike	<input type="checkbox"/>
Majestic Word	<input type="checkbox"/>
Words of Friendship	<input type="checkbox"/>
Blunder	<input type="checkbox"/>
Cunning Ferocity	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Slayer's Song	<input type="checkbox"/>
Healing Word	<input type="checkbox"/>
Song of Discord	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Inspire Competence	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 106 / 120

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Harsh Songblade Longsword +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Dwarven Chainmail +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Amulet of Health +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

OTHER EQUIPMENT

- Ritual Book
- Chainmail
- Light Shield (E)
- Scimitar
- Adventurer's Kit
- Alchemical Reagents (Arcana) (20)
- Hammer
- Lyre
- Torch (5)

CHARACTER PORTRAIT



SESSION AND CAMPAIGN NOTES

RITUALS / ALCHEMY

- Glib Limerick
- Traveler's Chant

CHARACTER NAME
Theren

PLAYER NAME
Zach

RACE Half-Elf CLASS Bard LEVEL 5

HP 49	STR 12	AC 20
Spd 5	CON 17	Fort 16
Init +1	DEX 8	Ref 16
	INT 13	Will 18
	WIS 13	
	CHA 19	

20 Passive Insight 18 Passive Perception



Second Wind

KEYWORDS Arcane, Healing

Standard	10	Personal
ACTION	RANGE	
7	vs Will	One creature
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH

War Song Strike

KEYWORDS Arcane, Weapon

Standard	11	Melee weapon
ACTION	RANGE	
11	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier (+3).
Level 21: 2[W] + Charisma modifier (+4) damage.

Harsh Songblade Longsword +1: +11 attack, 1d8 +5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Vicious Mockery

KEYWORDS Arcane, Charm, Implement, Psychic

Standard	10	Ranged 10
ACTION	RANGE	
7	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+4) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2d6 + Charisma modifier (+4) damage.

Harsh Songblade Longsword +1: +7 attack, 1d6 +5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Majestic Word

KEYWORDS Arcane, Healing

Minor	5	Close burst 5 (10 at 11th level, 15 at 16th)
ACTION	RANGE	
5	vs Will	You or one ally in burst
ATTACK	DEFENSE	TARGET

Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier (+4). You also slide the target 1 square.
Level 6: 1d6 + Charisma modifier (+4) additional hit points.
Level 11: 2d6 + Charisma modifier (+4) additional hit points.
Level 16: 3d6 + Charisma modifier (+4) additional hit points.
Level 21: 4d6 + Charisma modifier (+4) additional hit points.
Level 26: 5d6 + Charisma modifier (+4) 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

CLASS Bard LEVEL 1 BOOK PH2

Words of Friendship

KEYWORDS Arcane, Charm

Minor	10	Personal
ACTION	RANGE	
10	vs Will	One creature
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Commander's Strike

KEYWORDS Martial, Weapon

Standard	11	Melee weapon
ACTION	RANGE	
11	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: An ally of your choice makes a melee basic attack against the target
Hit: Ally's basic attack damage + your Intelligence modifier (+1).

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

Blunder

KEYWORDS: Arcane, Charm, Implement

Standard	5	Ranged 5
ACTION		RANGE
7	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
Hit: 1d6 + Charisma 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 Intelligence modifier (+1).
 Harsh Songblade Longsword +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Cunning Ferocity

KEYWORDS: Arcane, Weapon

Standard	*	Melee weapon
ACTION		RANGE
11	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
Hit: 1[W] + Charisma modifier (+4) damage, and each ally within 5 squares of you gains a +2 bonus to damage rolls against the target until the end of your next turn.
Virtue of Cunning: The bonus to damage rolls equals 1 + your Intelligence modifier (+1).
 Harsh Songblade Longsword +1: +11 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 3 BOOK PH2

Slayer's Song

KEYWORDS: Arcane, Weapon

Standard	*	Melee weapon
ACTION		RANGE
11	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage, and the target grants combat advantage to you and your allies (save ends).
Miss: Half damage.
Effect: Until the end of the encounter, whenever you hit an enemy, that enemy grants combat advantage to you and your allies until the end of your next turn.
 Harsh Songblade Longsword +1: +11 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Healing Word

KEYWORDS: Divine, Healing

Minor	5	Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION		RANGE
	vs	You or one ally
ATTACK	DEFENSE	TARGET

Effect: The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.
 Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

Song of Discord

KEYWORDS: Arcane, Charm, Implement

Standard	10	Ranged 10
ACTION		RANGE
7	vs Will	One creature
ATTACK	DEFENSE	TARGET

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.
 Harsh Songblade Longsword +1: +7 attack

ADDITIONAL EFFECTS

CLASS Bard LEVEL 5 BOOK PH2

Inspire Competence

KEYWORDS: Arcane

Minor	5	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Choose a skill. Until the end of the encounter, each target gains a +2 power bonus to his or her next check using that skill.

ADDITIONAL EFFECTS

CLASS Bard LEVEL 2 BOOK PH2

Harsh Songblade Longsword +1

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d8 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

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

Melee Basic Attack: +11 attack, 1d8+5 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Trigger: You hit an enemy with a bard thunder power using this blade. Effect: Each enemy within 2 squares of the triggering enemy is dazed until the end of your next turn.

ITEM SLOT One-hand WEIGHT 4 PRICE 680 BOOK PH

Dwarven Chainmail +1

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		2	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Gain a +1 item bonus to Endurance checks.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT Body WEIGHT 40 PRICE 520 BOOK PH

Amulet of Health +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		3	1
ENHANCEMENT	LEVEL	TYPE	
		Neck Slot Item	

PROPERTIES
Gain resist 5 poison.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 680 BOOK PH

MAGIC ITEM **DUNGEONS & DRAGONS**

the