

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Melody Abedinejad

10

Level

### Festivus

Good male Dragonborn Bard

20 Age    6'4" Height    300 lbs. Weight    Medium Size    Deity

20500

Total XP

26000

### Defenses

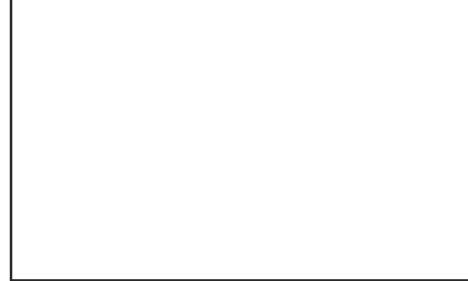


Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied )	<b>73</b>	Temp HP
------------------------------	-----------	---------

Current Hit Points



### Healing Surges

Surge Value	Surges/Day
21	10

Current Conditions:



### Combat Statistics and Senses

Initiative	<b>11</b>
Conditional Modifiers:	
Speed	<b>5</b>
Passive Insight	<b>19</b>
Passive Perception	<b>20</b>

Special Senses: Normal

### 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)



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

+2 Saving Throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Harmonic Songblade Longsword +1

<b>11</b>	<b>1d8+2</b>
Strength vs. AC	Damage

#### Ranged

Longbow

<b>9</b>	<b>1d10+2</b>
Dexterity vs. AC	Damage

### Languages

Common, Draconic, Elven



### Abilities

STR Strength	<b>12</b>	Check 6
CON Constitution	<b>16</b>	8
DEX Dexterity	<b>14</b>	7
INT Intelligence	<b>16</b>	8
WIS Wisdom	<b>10</b>	5
CHA Charisma	<b>20</b>	10

### Skills

Acrobatics	Dexterity	<b>10</b>
Arcana	Intelligence	✓ <b>15</b>
Athletics	Strength	<b>9</b>
Bluff	Charisma	<b>16</b>
Diplomacy	Charisma	<b>15</b>
Dungeoneering	Wisdom	<b>9</b>
Endurance	Constitution	<b>11</b>
Heal	Wisdom	✓ <b>10</b>
History	Intelligence	✓ <b>17</b>
Insight	Wisdom	<b>9</b>
Intimidate	Charisma	<b>16</b>
Nature	Wisdom	<b>9</b>
Perception	Wisdom	✓ <b>10</b>
Religion	Intelligence	<b>12</b>
Stealth	Dexterity	<b>10</b>
Streetwise	Charisma	✓ <b>17</b>
Thievery	Dexterity	<b>11</b>



Melody Abedinejad

Player Name

## Festivus

Character Name

### Character Details

#### Background

Eldritch Harlequin

#### Theme

#### Mannerisms and Appearance

Festivus is an overtly, flamboyous homosexual dragonborn with transsexual intent.

#### Personality Traits

Festivus is surly, driven by self-loathing and bitterness at life's unfairness; but he usually softens his caustic edge with a jovial, "fruity" veneer.

#### Adventuring Company

Dusk Wardens

#### Companions and Allies

As longtime companion to Kallista, Festivus was pulled into an ongoing dalliance with alcoholism.

#### Session and Campaign Notes

Feeling as if he was born "on the wrong side of the scale" (in dragonborn terms), he adventures in search of the fabled "cursed" Girdle of Masculinity/Feminity rumoured to be able to set things right.

#### Other Notes

### Equipment

#### Head

Gem of Colloquy (heroic tier)

#### Neck

Amulet of Physical Resolve +1

#### Arms

(empty box)

#### Hands

Resplendent Gloves (heroic tier)

#### Rings

(empty box)

#### Rings

(empty box)

#### Off Hand

Wand of Psychic Ravaging +1

#### Main Hand

Harmonic Songblade...

#### Waist

(empty box)

#### Feet

(empty box)

#### Tattoo

(empty box)

#### Ki Focus

(empty box)

### Other Equipment

Ritual Book

Adventurer's Kit

Dagger

Longbow

Arrows (90)

Floating Lantern

Potion of Healing (2)

Residuum (Any) (290)

Polyglot Gem

Harp

Disguise Kit

Jar of glowworms (5)

Hammock

Everburning Slippers

Scroll of Preservation

Scroll of Comprehend Language

Mountebank's Deck

Alchemist's Frost (level 1) (18)

Tenser's Circular Shield

Total Weight (lbs.)

122

Carrying Capacity  
(lbs.)

Treasure

12 pp; 447 gp; 4 sp  
0 gp banked

Normal

120

Heavy

240

Max

600

Melody Abedinejad

Player Name

## Festivus

Character Name



### Racial Features

#### Draconic Heritage

Add + [Con mod] to healing surge value

#### Dragon Breath

Use dragon breath as an encounter power.

#### Dragon Breath Acid

Dragon Breath deals acid damage

#### Dragon Breath Constitution

Use CON for Dragon Breath

#### Dragonborn Fury

+1 to attacks while bloodied.

#### Dragonborn Racial Power

Gain a dragonborn racial power.

#### Powerful Breath Charisma

Use CHA for Dragon Breath

### 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.

#### Majestic Word

Gain majestic word power

#### Multiclass Versatility

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

#### Ritual Beneficiary

Once per day you can have a ritual with component cost of 150 gp or less cast for free while in a community with a non-hostile ritual caster (cannot create permanent items)

#### Signs of Influence

Gain two Signs of Influence options at 1st level and additional options at 13th and 17th levels

#### Skill Versatility

+1 to untrained skill checks

#### Song of Rest

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

#### 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).

#### Welcome Guest

Obtain room and board for yourself and up to 7 allies at inns where bards are revered

#### Words of Friendship

Gain the words of friendship power

#### Versatile Expertise (Heavy Blade)

+1/+2/+3 feat bonus to attack rolls with Heavy Blades.

#### Versatile Expertise (Wand)

+1/+2/+3 feat bonus to attack rolls with wands.

### Feats

#### Bardic Knowledge

+2 bonus to several skill checks

#### Ritual Caster

Master and perform rituals

#### Powerful Breath

Choose an ability score for attack and damage using dragon breath

#### Bard of All Trades

+3 bonus to untrained skill checks

#### Improved Initiative

+4 to initiative checks

#### Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

#### Dual Implement Spellcaster

Add off-hand implement enhancement to damage rolls

## Festivus

Level 10 Dragonborn Bard

HP	Score	Ability Mod	AC
73	12	STR 1	22
Spd	16	CON 3	Fort 19
5	14	DEX 2	Ref 20
Init +11	16	INT 3	Will 22
	10	WIS 0	
	20	CHA 5	

19 Passive Insight

20 Passive Perception

Player Name: Melody Abedinejad

### Melee Basic Attack

At-Will ♦ Standard Action



**Harmonic Songblade Longsword +1:** +11 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

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

### Basic Attack

### War Song Strike

At-Will ♦ Standard Action



**Harmonic Songblade Longsword +1:** +15 vs. AC, 1d8+6 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 (+5) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Con modifier (+3).

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

## Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	• 15
Athletics	Strength	9
Bluff	Charisma	16
Diplomacy	Charisma	15
Dungeoneering	Wisdom	9
Endurance	Constitution	11
Heal	Wisdom	• 10
History	Intelligence	• 17
Insight	Wisdom	9
Intimidate	Charisma	16
Nature	Wisdom	9
Perception	Wisdom	• 10
Religion	Intelligence	12
Stealth	Dexterity	10
Streetwise	Charisma	• 17
Thievery	Dexterity	11

• indicates a trained skill.

## Action Point

Base action points: 1



**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

### Vicious Mockery

At-Will ♦ Standard Action



**Harmonic Songblade Longsword +1:** +12 vs. Will, 1d6+10 damage

**Wand of Psychic Ravaging +1:** +12 vs. Will, 1d6+10 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 (+5) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

### Bard Attack 1

### Eyebite

Encounter ♦ Standard Action



**Wand of Psychic Ravaging +1:** +12 vs. Will, 1d6+9 damage

**Ranged** 10 **Target:** One creature

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

**Keywords:** Arcane, Charm, Implement, Psychic

**Attack:** Charisma vs. Will

**Hit:** 1d6 + Cha modifier (+5) psychic damage, and you are invisible to the target until the start of your next turn.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

<p><b>Dissonant Strain</b></p> <p>Encounter ♦ Standard Action</p> <p><b>Harmonic Songblade Longsword +1:</b> +12 vs. Will, 2d6+10 damage <b>Wand of Psychic Ravaging +1:</b> +12 vs. Will, 2d6+10 damage</p> <p><b>Ranged 5</b>      <b>Target:</b> One creature</p> <p>You sing in two pitches at once, creating a song that harms your foe while helping your ally.</p> <p><b>Keywords:</b> Arcane, Implement, Psychic</p> <p><b>Attack:</b> Charisma vs. Will</p> <p><b>Hit:</b> 2d6 + Cha modifier (+5) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. In addition, an ally within 5 squares of you can make a saving throw.</p> <p><b>Additional Effects</b> +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<p><b>Drums of the Wild Hunt</b></p> <p>Encounter ♦ Standard Action</p> <p><b>Harmonic Songblade Longsword +1:</b> +12 vs. Fortitude, 1d10+7 damage <b>Wand of Psychic Ravaging +1:</b> +12 vs. Fortitude, 1d10+7 damage</p> <p><b>Close burst 1</b>      <b>Target:</b> One, two, or three creatures in the burst</p> <p>You mimic the pounding beat that drives the fury of the Wild Hunt, imparting its savagery to your allies.</p> <p><b>Keywords:</b> Arcane, Implement, Teleportation, Thunder</p> <p><b>Attack:</b> Charisma vs. Fortitude</p> <p><b>Hit:</b> 1d10 + Cha modifier (+5) thunder damage. You can teleport an ally within 10 squares of you to a square adjacent to the target. If you do, that ally gains a +3 power bonus to its next attack roll against the target before the end of your next turn.</p> <p><b>Additional Effects</b> +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<p><b>Stirring Shout</b></p> <p>Daily ♦ Standard Action</p> <p><b>Harmonic Songblade Longsword +1:</b> +12 vs. Will, 2d6+10 damage <b>Wand of Psychic Ravaging +1:</b> +12 vs. Will, 2d6+10 damage</p> <p><b>Ranged 10</b>      <b>Target:</b> One creature</p> <p>Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.</p> <p><b>Keywords:</b> Arcane, Healing, Implement, Psychic</p> <p><b>Attack:</b> Charisma vs. Will</p> <p><b>Hit:</b> 2d6 + Cha modifier (+5) psychic damage.</p> <p><b>Effect:</b> Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Cha modifier (+5).</p> <p><b>Additional Effects</b> +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>
<p>Bard Attack 3      Used <input type="checkbox"/></p> <p><b>Vigorous Cadence</b></p> <p>Daily ♦ Standard Action</p> <p><b>Harmonic Songblade Longsword +1:</b> +12 vs. Fortitude, 2d6+7 damage <b>Wand of Psychic Ravaging +1:</b> +12 vs. Fortitude, 2d6+7 damage</p> <p><b>Ranged 10</b>      <b>Target:</b> One creature</p> <p>Your chant inspires health and valor. With each of your enemy's attacks, an ally's wounds are mended.</p> <p><b>Keywords:</b> Arcane, Healing, Implement</p> <p><b>Attack:</b> Charisma vs. Fortitude</p> <p><b>Hit:</b> 2d6 + Cha modifier (+5) damage.</p> <p><b>Miss:</b> Half damage.</p> <p><b>Effect:</b> Until the end of the encounter, the first time the target makes an attack roll during each of its turns, your ally nearest to it regains hit points equal to your Cha modifier (+5).</p> <p><b>Additional Effects</b> +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<p>Bard Attack 7      Used <input type="checkbox"/></p> <p><b>Saga of Vengeance</b></p> <p>Daily ♦ Standard Action</p> <p><b>Longbow:</b> +12 vs. AC, 3d10+5 damage</p> <p><b>Ranged weapon</b>      <b>Target:</b> One creature</p> <p>You punctuate a tale of bloody vengeance with your shot, each word inspiring your allies.</p> <p><b>Keywords:</b> Arcane, Healing, Weapon</p> <p><b>Attack:</b> Charisma vs. AC</p> <p><b>Hit:</b> 3[W] + Cha modifier (+5) damage.</p> <p><b>Miss:</b> Half damage.</p> <p><b>Effect:</b> Until the end of the encounter, whenever an ally hits the target with an attack, that ally can choose to roll a saving throw or to regain hit points equal to your Cha modifier (+5).</p> <p><b>Additional Effects</b> +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<p>Bard Attack 1      Used <input type="checkbox"/></p> <p><b>Majestic Word</b></p> <p>Encounter (Special) ♦ Minor Action</p> <p><b>Unarmed:</b></p> <p><b>Close burst 5</b> (10 at 11th level, 15 at 21st level)      <b>Target:</b> You or one ally in the burst</p> <p>You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.</p> <p><b>Keywords:</b> Arcane, Healing</p> <p><b>Effect:</b> The target can spend a healing surge and regain additional hit points equal to your Cha modifier (+5). You also slide the target 1 square. Level 6: 1d6 + Cha modifier (+5) additional hit points.</p> <p><b>Special:</b> 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.</p> <p><b>Additional Effects</b> +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>
<p>Bard Attack 5      Used <input type="checkbox"/></p> <p><b>Dragon Breath</b></p> <p>Encounter ♦ Minor Action</p> <p><b>Unarmed:</b> +12 vs. Reflex, 1d6+5 damage</p> <p><b>Close blast 3</b>      <b>Target:</b> Each creature in the blast</p> <p>As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.</p> <p><b>Keyword:</b> Varies</p> <p><b>Attack:</b> Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.</p> <p><b>Hit:</b> 1d6 + Con modifier (+3) damage.</p> <p><b>Special:</b> When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.</p> <p><b>Additional Effects</b> +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<p>Bard Attack 9      Used <input type="checkbox"/></p> <p><b>Words of Friendship</b></p> <p>Encounter ♦ Minor Action</p> <p><b>Personal</b></p> <p>You infuse your words with arcane power, turning even the simplest speech into a compelling oration.</p> <p><b>Keywords:</b> Arcane, Charm</p> <p><b>Effect:</b> You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.</p> <p><b>Additional Effects</b></p>	<p>Bard Feature      Used <input type="checkbox"/> <input type="checkbox"/></p> <p><b>Inspire Competence</b></p> <p>Encounter ♦ Minor Action</p> <p><b>Close burst 5</b>      <b>Target:</b> You and each ally in the burst</p> <p>Your magic channels the skill of ancient experts to help with the task at hand.</p> <p><b>Keyword:</b> Arcane</p> <p><b>Effect:</b> 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.</p> <p><b>Additional Effects</b></p>

<h3>Insightful Warning</h3> <p>Encounter ♦ Immediate Interrupt</p> <p><b>Personal</b></p> <p><i>As your foe unleashes its attack, you realize that you have read about this sort of danger and shout a warning to your friends.</i></p> <p><b>Trigger:</b> A creature you can see makes an attack roll for an area or a close attack that includes you as a target</p> <p><b>Effect:</b> You and each ally included as a target of the triggering attack gain a +2 power bonus to all defenses against it.</p> <p><b>Prerequisite:</b> You must be trained in Arcana.</p> <p>Additional Effects</p>	<h3>Illusory Erasure</h3> <p>Encounter ♦ Minor Action</p> <p><b>Ranged 10</b>      <b>Target:</b> One ally</p> <p><i>Your magic song makes an ally abruptly disappear, giving him or her a chance to sneak up on foes.</i></p> <p><b>Keywords:</b> Arcane, Illusion</p> <p><b>Effect:</b> The target becomes invisible until the end of your next turn, and you slide the target 2 squares.</p> <p>Additional Effects</p>	<h3>Everburning Slippers</h3> <p>Gear ♦ Level</p>
<p>Arcana Utility 6      Used <input type="checkbox"/></p> <h3>Polyglot Gem</h3> <p>Wondrous Item ♦ Level 6</p> <p>Umbral</p> <p><b>Properties</b></p> <p>Each polyglot gem contains the knowledge of one language, chosen when the item is created. As long as you carry the gem on your person, you are able to speak, read, and write that language fluently.</p> <p>If you carry more than one polyglot gem on your person, none of them function.</p>	<p>Bard Utility 10      Used <input type="checkbox"/></p> <h3>Wand of Psychic Ravaging +1</h3> <p>Wand ♦ Level 3</p> <p><b>Enhancement:</b> +1 attack rolls and damage rolls</p> <p><b>Critical:</b> +1d8 psychic damage per plus</p> <p><b>Properties</b></p> <p>Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and psychic keywords.</p> <p><b>Power</b> (Arcane, Charm, Implement, Psychic) ♦ <b>Encounter</b> (Standard Action)</p> <p>As the warlock's eyebite power.</p>	<p><b>Gem of Colloquy (heroic tier)</b></p> <p>Head Slot Item ♦ Level 2</p> <p><b>Properties</b></p> <p>Gain a +1 item bonus to Bluff and Diplomacy checks. Understand and speak 1 additional language, chosen at the time of the gem's creation.</p>
<p>Tenser's Circular Shield</p> <p>Wondrous Item ♦ Level 4</p> <p><b>Properties</b></p> <p>You can use this item as an optional focus for the Tenser's Floating Disk ritual. When you do, a force bubble over the disk prevents creatures other than you from moving anything on the disk without your express mental permission, and objects gain resist 20 to all damage while on the disk.</p>	<p>Floating Lantern</p> <p>Wondrous Item ♦ Level 3</p> <p><b>Properties</b></p> <p>This lantern casts light in a 10-square radius, and it never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.</p> <p>Any creature holding the floating lantern or adjacent to it can set its light to be bright (10-square radius), dim (5-square radius), or off as a minor action.</p> <p>As a move action, the last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from the commanding creature.</p>	<p>Potion of Healing</p> <p>Consumable ♦ Level 5</p> <p><b>Power</b> (Healing) ♦ <b>Consumable</b> (Minor Action)</p> <p>Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</p>

<b>Hammock</b> Gear ♦ Level	<b>Amulet of Physical Resolve +1</b> Neck Slot Item ♦ Level 2 <b>Enhancement:</b> +1 Fortitude, Reflex, and Will <b>Properties</b> Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.	<b>Alchemist's Frost (level 1)</b> Alchemical Item ♦ Level 1 <b>Power (Cold) ♦ Consumable (Standard Action)</b> Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the target takes 1d10 cold damage and is slowed until the end of your next turn; on miss, the target takes half damage and is not slowed.
<b>Mountebank's Deck</b> Wondrous Item ♦ Level 1 <b>Properties</b> You can attune this deck of cards to yourself by shedding six drops of blood on it during a short rest. From that point forward, whenever you draw or deal a card from this deck, it is of a suit and value of your choice. Anyone else who interacts with the deck finds it to be a normal deck of whatever game it is designed for. Only one creature can be attuned to the deck at a time.	<b>Versatile Chainmail +1</b> Armor ♦ Level 3 <b>Armor Bonus:</b> 6 <b>Check:</b> -1 <b>Speed:</b> -1 <b>Enhancement:</b> +1 AC <b>Power ♦ (Minor Action)</b> You take a -1 AC penalty but ignore penalties to speed and checks caused by armor. This persists until you use a minor action to return the armor to normal.	<b>Harmonic Songblade...</b> Weapon ♦ Level 2 <b>Damage:</b> 1d8 <b>Proficiency Bonus:</b> 3 <b>Properties:</b> Versatile <b>Enhancement:</b> +1 attack rolls and damage rolls <b>Critical:</b> +1d6 damage per plus <b>Properties</b> Bards can use this weapon as an implement for bard powers and bard paragon path powers. <b>Power ♦ Daily (Minor Action)</b> 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.
<b>Resplendent Gloves (heroic...)</b> Hands Slot Item ♦ Level 5 <b>Properties</b> When you hit an enemy with an attack power that targets Will, the attack deals 2 extra damage. If it's an illusion attack, one target you hit (your choice) also grants combat advantage to you until the end of your next turn.		