

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number	1					
Aelar Unaligned Male Half-Elf Hybrid						
Age	5' 8"	Height	150	Weight	Medium	Deity
						0
						Total XP
						Next Level at: 2250

Defenses

17	13	8	17
AC	FORT	REF	WILL

Conditional Bonuses:

Hit Points

Max HP (Bloodied 14)	29	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/day	Surges Left
7	11	

Current Conditions:

Combat Statistics and Senses

Initiative	0
Conditional Modifiers	
Speed	5
Special Movement	
Passive Insight	12
Passive Perception	10

Special Senses
Low-light

Action Points

Action Points	Milestones	Action Points
	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.

Power Points 2

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

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Bastard sword

-2

1d10

Strength vs. AC

Damage

Ranged

Unarmed

-2

1d4

Dexterity vs. AC

Damage

Language(s) known

Common, Elven

Portrait



Ability	Score	Check
STR Strength	10	0
CON Constitution	16	3
DEX Dexterity	10	0
INT Intelligence	9	-1
WIS Wisdom	10	0
CHA Charisma	20	5

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		0
Arcana	Intelligence		-1
Athletics	Strength		0
Bluff	Charisma	✓	10
Diplomacy	Charisma	✓	12
Dungeoneering	Wisdom		0
Endurance	Constitution	✓	10
Heal	Wisdom		0
History	Intelligence		-1
Insight	Wisdom		2
Intimidate	Charisma		5
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		-1
Stealth	Dexterity		0
Streetwise	Charisma		5
Thievery	Dexterity		0

Player Name

Aelar

Character Name



Racial 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/Other Features

Ardent Mantle (Hybrid)

Mantle of Clarity (Hybrid)

You and allies within 5 gain Wis modifier bonus against opportunity attacks, +2 to Insight and Perception

Ardent Surge (Hybrid)

Gain ardent surge, usable 1/encounter

Psionic Augmentation (Hybrid)

Psionic Augmentation

Gain augmentable at-wills instead of encounter powers.

Hybrid Ardent Will

Psionic Defense (Hybrid)

Gain either blurred step or mind spike

Feats

Melee Training (Charisma)

Use Charisma for melee basic attacks

Player Name

Aelar

Character Name



Character Details

Adventuring Company

Theme

Wilder (Theme)

Background

Half-Elf - Outcast

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Main Hand

Bastard sword

Off Hand Slot

Light Shield

Feet Slot

Waist Slot

Body Slot

Scale Armor

Tattoo Slot

Ki Slot

Other Equipment

Desert Clothing
Adventurer's Kit

Other Notes

Total Weight (lbs.)

93

Carrying Capacity (lbs.)

Normal

100

Heavy

200

Max

500

Coins and Other Wealth

10 Gold

<p>Melee Basic Attack At-Will ♦ Standard action</p> <p>Bastard sword: +2 vs. AC, 1d10 damage Melee weapon Target: One creature</p> <p>You resort to the simple attack you learned when you first picked up a melee weapon.</p> <p>Keyword: Weapon Attack: Strength vs. AC Hit: 1[W] + Str modifier (+0) damage. Level 21: 2[W] + Str modifier (+0) damage.</p> <p>Additional Effects</p>	<p>Ranged Basic Attack At-Will ♦ Standard action</p> <p>Unarmed: +2 vs. AC, 1d4 damage Ranged weapon Target: One creature</p> <p>You resort to the simple attack you learned when you first picked up a ranged weapon.</p> <p>Keyword: Weapon Attack: Dexterity vs. AC Hit: 1[W] + Dex modifier (+0) damage. Level 21: 2[W] + Dex modifier (+0) damage.</p> <p>Additional Effects</p>	<p>Psychic Surge Encounter ♦ Standard action</p> <p>Bastard sword: +3 vs. Reflex, 1d8+5 damage Ranged 10 Target: One creature</p> <p>You unleash a psychic shock wave at your enemy, hoping to harness its energy on your next attack.</p> <p>Keywords: Implement, Psionic, Psychic Attack: Primary ability vs. Reflex Hit: 1d8 + ability modifier psychic damage, and your attacks against the target before the end of your next turn can score a critical hit on a roll of 18–20.</p> <p>Additional Effects</p>
<p>Basic Attack</p>	<p>Basic Attack</p>	<p>Wilder Feature <input type="checkbox"/></p>
<p>Spiteful Glamor Encounter ♦ Standard action</p> <p>Unarmed: +3 vs. Will, 1d8+5 damage Ranged 10 Target: One creature</p> <p>The mere sight of you is anathema to your enemy.</p> <p>Keywords: Arcane, Implement, Psychic Attack: Charisma vs. Will Hit: 1d8 + Cha modifier (+5) psychic damage, or 1d12 + Cha modifier (+5) psychic damage to a target at maximum hit points.</p> <p>Additional Effects</p>	<p>Ardent Surge Encounter (Special) ♦ Minor Action </p> <p>Unarmed: +2 vs. , damage Close burst 5 (10 at 16th level) Target: You or one ally</p> <p>You send a surge of powerful emotion that revives a faltering ally.</p> <p>Keywords: Healing, Psionic Effect: The target can spend a healing surge and regain 1d6 additional hit points.</p> <p>Mantle of Clarity: The target gains a +1 bonus to all defenses until the end of your next turn.</p> <p>Mantle of Elation: The target gains a +1 bonus to attack rolls until the end of your next turn.</p> <p>Additional Effects</p>	<p>Demon Dance At-Will ♦ Standard action</p> <p>Bastard sword: +1 vs. AC, 1d10+3 damage Melee weapon Target: One creature</p> <p>As you slash your enemy, you implant the image of howling demons into its mind, distracting the foe from making attacks.</p> <p>Keywords: Augmentable, Fear, Psionic, Psychic, Weapon Attack: Constitution vs. AC Hit: 1[W] + Con modifier (+3) psychic damage, and the target takes a –5 penalty to opportunity attack rolls until the end of your next turn.</p> <p>Augment 1 Hit: As above, and the target loses threatening reach until the end of your next turn.</p> <p>Augment 2 Hit: 2[W] + Con modifier (+3) psychic damage, and the target can't make opportunity attacks until the end of your next turn.</p> <p>Additional Effects</p>
<p>Warlock Attack 1 <input type="checkbox"/></p>	<p>Ardent Feature <input type="checkbox"/></p>	<p>Battlemind Attack 1</p>
<p>Battlemind's Demand At-Will ♦ Minor Action </p> <p>Close burst 3 Target: One creature in burst</p> <p>You draw your foe's concentration, taunting the foe to strike at you.</p> <p>Keywords: Augmentable, Psionic Effect: You mark the target until you use this power again or until the end of the encounter.</p> <p>Augment 1 Target: One or two creatures in burst</p> <p>Additional Effects</p>	<p>Mind Spike At-Will ♦ Immediate Reaction </p> <p>Melee 1 Target: The triggering enemy</p> <p>You force your enemy to feel the pain that it inflicts on your friend.</p> <p>Keywords: Force, Psionic, Psychic Trigger: An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target Effect: The target takes force and psychic damage equal to the damage that its attack dealt to your ally.</p> <p>Additional Effects</p>	<p>Ire Strike At-Will ♦ Standard action</p> <p>Melee 1 Target: One enemy</p> <p>You feel anger rising within you, and you empower a nearby ally to strike.</p> <p>Keywords: Augmentable, Psionic Effect: One ally adjacent to you can make a melee basic attack against the target as a free action. If the attack hits, the target has vulnerability 2 to all damage until the end of your next turn.</p> <p>Augment 1 Effect: As above, but the vulnerability is only to psychic damage and equals 1 + your Cha modifier (+5).</p> <p>Augment 2 Effect: One ally within 5 squares of you can use a free action to shift to a square adjacent to the target and then make a melee basic attack against it. If the attack hits, it deals 1d8 extra damage to the target, and the target has vulnerability to all damage equal to 1 + your Cha modifier (+5) until the end of your next turn.</p> <p>Additional Effects</p>
<p>Battlemind Feature</p>	<p>Battlemind Feature</p>	<p>Ardent Attack 1</p>

Living Fortress



Daily ♦ Standard action

Bastard sword: +1 vs. AC, 3d10+3 damage

Melee weapon **Target:** One creature

As you lash out at your foe, a shroud of rock and scree rises from the ground to protect you.

Keywords: Psionic, Weapon

Attack: Constitution vs. AC

Hit: 3[W] + Con modifier (+3) damage.

Miss: Half damage.

Effect: Until the end of the encounter, you and allies adjacent to you have cover. As a minor action, you can end this effect to gain resist 5 to all damage until the start of your next turn.

Additional Effects

Battlemind Attack 1 Used

Telekinetic Grasp



At-Will ♦ Minor Action

Ranged 5

Target: One object that weighs 20 pounds or less and isn't carried by another creature

With your mental strength, you can manipulate nearby objects.

Keyword: Psionic

Effect: You manipulate the target or move it 5 squares to a square within range.

Additional Effects

Wild Talent Cantrip