

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number Eddy

1

Level

Gwenn

Unaligned Female Human Ardent

20 Age 5'10" Height 140 lb. Weight Medium Size Deity

0

Total XP Next Level at: 2250

Defenses

16	14	11	17
AC	FORT	REF	WILL

Conditional Bonuses:

Hit Points

Max HP (Bloodied 13)	26	Temp HP
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Current Hit Points

Healing Surges	Surge Value	Surges/day	Surges Left
	6	9	

Current Conditions:

Combat Statistics and Senses	Initiative	0
Conditional Modifiers		

Speed	5
Special Movement	

Passive Insight	10
Special Senses	

Normal

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

Carrikal

2	1d8
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Strength vs. AC

Damage

Ranged

Widow's Knife

3	1d4
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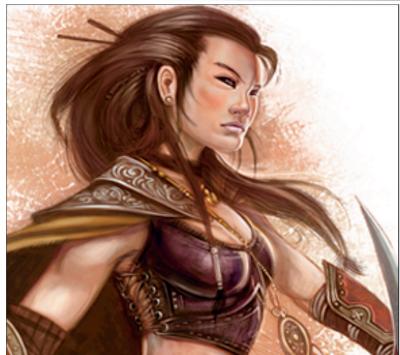
Dexterity vs. AC

Damage

Language(s) known

Common

Portrait



Ability	Score	Check
STR Strength	10	0
CON Constitution	14	2
DEX Dexterity	10	0
INT Intelligence	9	-1
WIS Wisdom	10	0
CHA Charisma	20	5

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		-1
Arcana	Intelligence		-1
Athletics	Strength		-1
Bluff	Charisma	✓	10
Diplomacy	Charisma	✓	10
Dungeoneering	Wisdom		0
Endurance	Constitution		1
Heal	Wisdom	✓	5
History	Intelligence		-1
Insight	Wisdom		0
Intimidate	Charisma		5
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		-1
Stealth	Dexterity		-1
Streetwise	Charisma	✓	10
Thievery	Dexterity	✓	4

Eddy

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Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Class/Other Features

Ardent Mantle

Mantle of Clarity

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

Ardent Surge

Psionic Augmentation

Gain augmentable at-wills instead of encounter powers.

Feats

Bolstering Mantle

When you spend a healing surge an ally in your Ardent Mantle benefits

Mantle of Readiness

You and allies gain +2 speed during the first round

Eddy

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Gwenn

Character Name



Character Details

Adventuring Company

Theme

Dune Trader (Theme)

Background

Road of Kings - Failed Merchant

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

Off Hand Slot

Widow's Knife

Waist Slot

Body Slot

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Widow's Knife

Adventurer's Kit

Thieves' Tools

Filter mask

Other Notes

Total Weight (lbs.)

85

Carrying Capacity (lbs.)

Normal

100

Coins and Other Wealth

4 Gold

Heavy

200

Max

500

<h3>Melee Basic Attack</h3> <p>At-Will ♦ Standard action</p> <p>Carrikal: +2 vs. AC, 1d8 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>	<h3>Ranged Basic Attack</h3> <p>At-Will ♦ Standard action</p> <p>Widow's Knife: +3 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>	<h3>Quick Formation</h3> <p>Encounter ♦ Standard action</p> <p>Carrikal: +7 vs. AC, 1d8+5 damage Melee or Ranged Target: One weapon</p> <p>You lash at your enemies and move your allies into a defensible position.</p> <p>Keywords: Martial, Weapon Attack: Primary ability vs. AC Hit: 1[W] + ability modifier damage, and either you shift 4 squares, or each ally within 5 squares of you can shift 2 squares as a free action.</p> <p>Additional Effects</p>
<h3>Basic Attack</h3> <p>At-Will ♦ Standard action</p> <p>Energizing Strike</p> <p>Carrikal: +7 vs. AC, 1d8+5 damage Melee weapon Target: One creature</p> <p>The energy and emotion you put into your attack flows into your ally.</p> <p>Keywords: Healing, Psionic, Weapon Attack: Charisma vs. AC Hit: 1[W] + Cha modifier (+5) damage, and one ally within 5 squares of you gains temporary hit points equal to one-half your level + your Cha modifier (+5). Augment 1 Hit: 1[W] + Cha modifier (+5) damage, and one dying ally within 5 squares of you regains hit points equal to your Cha modifier (+5). Augment 2 Hit: 2[W] + Cha modifier (+5) damage, and you or one ally within 5 squares of you can spend a healing surge.</p> <p>Additional Effects</p>	<h3>Basic Attack</h3> <p>At-Will ♦ Standard action</p> <p>Ardent Alacrity</p> <p>Carrikal: Close burst 5 Target: Each ally in burst</p> <p>As you take a hit, your emotional energy inspires your allies.</p> <p>Keyword: Psionic Trigger: You are bloodied by an attack Effect: Each target can use a free action either to shift 1 square or to move half his or her speed.</p> <p>Additional Effects</p>	<h3>Dune Trader Feature</h3> <p>Used <input type="checkbox"/></p> <p>Ardent Surge</p> <p>Unarmed: +0 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. Mantle of Clarity: The target gains a +1 bonus to all defenses until the end of your next turn. Mantle of Elation: The target gains a +1 bonus to attack rolls until the end of your next turn. 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.</p> <p>Additional Effects</p>
<h3>Ardent Attack 1</h3> <p>At-Will ♦ Standard action</p> <p>Demoralizing Strike</p> <p>Carrikal: +7 vs. AC, 1d8+5 damage Melee weapon Target: One creature</p> <p>The fury of your assault causes a surge of fear in your foe's heart.</p> <p>Keywords: Augmentable, Fear, Psionic, Weapon Attack: Charisma vs. AC Hit: 1[W] + Cha modifier (+5) damage, and the target takes a -2 penalty to all defenses until the end of your next turn. Augment 1 Hit: 1[W] + Cha modifier (+5) damage, and the target takes a penalty to Will equal to 1 + your Con modifier (+2) until the end of your next turn. Augment 2 Close: burst 1 Target: Each creature in burst Hit: 1[W] + Cha modifier (+5) damage, and the target takes a penalty to all defenses equal to 1 + your Con modifier (+2) until the end of your next turn.</p> <p>Additional Effects</p>	<h3>Ardent Feature</h3> <p>At-Will ♦ Standard action</p> <p>Impetuous Ruin</p> <p>Carrikal: +7 vs. AC, 1d8+5 damage Melee weapon Target: One creature</p> <p>Your strike hobbles your enemy's impulsiveness, preventing it from reacting in the heat of combat.</p> <p>Keywords: Augmentable, Charm, Psionic, Weapon Attack: Charisma vs. AC Hit: 1[W] + Cha modifier (+5) damage, and the target cannot make opportunity attacks against any creature other than you until the end of your next turn. Augment 1 Hit: 1[W] + Cha modifier (+5) damage, and the target cannot make opportunity attacks until the end of your next turn. Augment 2 Hit: 1[W] + Cha modifier (+5) damage, and the target is dazed until the end of your next turn.</p> <p>Additional Effects</p>	<h3>Ardent Feature</h3> <p>Used <input type="checkbox"/> <input type="checkbox"/></p> <p>Recurvive Emotions</p> <p>Daily ♦ Standard action</p> <p>Carrikal: +7 vs. AC, 1d8+5 damage Melee weapon Target: One creature</p> <p>Your foe's attempt to shake off the emotional onslaught of your attack harms other enemies while it restores vigor to your allies.</p> <p>Keywords: Psionic, Psychic, Weapon Attack: Charisma vs. AC Hit: 1[W] + Cha modifier (+5) psychic damage. Miss: Half damage. Effect: The target takes ongoing 5 psychic damage (save ends). Whenever the target makes a saving throw against this effect, one enemy you can see takes psychic damage equal to your Wisdom or Con modifier (+2), and one ally you can see regains the same number of hit points.</p> <p>Additional Effects</p>

Object Projection

At-Will ◆ Minor Action



Personal

Your force of will teleports an object a short distance away.

Keywords: Psionic, Teleportation

Effect: You teleport an object you are holding in one hand to an unoccupied square within 10 squares of you or to a willing creature within 10 squares of you.

Additional Effects

Wild Talent Cantrip