

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

1

Level

Aelar

Unaligned Male Half-Elf Hybrid

Age 5' 8" Height 150 Weight Medium Size Deity

0

Total XP Next Level at: 2250

Defenses

16	13	10	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 Left
	7	11

Current Conditions:

Combat Statistics and Senses	Initiative
Conditional Modifiers	0

Speed	5
Special Movement	

Passive Insight	12
Special Senses	

Passive Perception	10
Low-light	

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.

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

Broadsword

7	1d10+2
Strength vs. AC	Damage

Ranged

Hand Crossbow

2	1d6
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		-1
Arcana	Intelligence		-1
Athletics	Strength		-1
Bluff	Charisma	✓	10
Diplomacy	Charisma	✓	12
Dungeoneering	Wisdom		0
Endurance	Constitution		2
Heal	Wisdom		0
History	Intelligence		-1
Insight	Wisdom		2
Intimidate	Charisma	✓	10
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		-1
Stealth	Dexterity		-1
Streetwise	Charisma		5
Thievery	Dexterity		-1



Aelar

Player Name

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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.

Diplomacy Bonus

Insight Bonus

Group Diplomacy

Allies within 10 get +1 to Diplomacy.

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

Aelar

Player Name

Character Name



Character Details

Adventuring Company

Theme

Wilder (Theme)

Background

Sand Raider

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Main Hand

Broadsword

Waist Slot

Body Slot

Chainmail

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Hand Crossbow

Dagger

Adventurer's Kit

Crossbow Bolts

Desert Clothing

Total Weight (lbs.)

86

Carrying Capacity (lbs.)

Normal 100

Heavy 200

Max 500

Coins and Other Wealth

8 Gold

Melee Basic Attack

At-Will ♦ Standard action



Broadsword: +7 vs. AC, 1d10+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 (+0) damage.

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

Additional Effects

Basic Attack

Spiteful Glamor

Encounter ♦ Standard action



Unarmed: +5 vs. Will, 1d8+5 damage

Ranged 10

Target: One creature

The mere sight of you is anathema to your enemy.

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.

Additional Effects

Warlock Attack 1

Used

Battlemind's Demand

At-Will ♦ Minor Action



Close burst 3

Target: One creature in burst

You draw your foe's concentration, taunting the foe to strike at you.

Keywords: Augmentable, Psionic

Effect: You mark the target until you use this power again or until the end of the encounter.

Augment 1

Target: One or two creatures in burst

Additional Effects

Battlemind Feature

Ranged Basic Attack

At-Will ♦ Standard action



Hand Crossbow: +2 vs. AC, 1d6 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

Ardent Surge

Encounter (Special) ♦ Minor Action



Unarmed: +0 vs. , damage

Close burst 5 (10 at 16th level)

Target: You or one ally

You send a surge of powerful emotion that revives a faltering ally.

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.

Additional Effects

Ardent Feature

Used

Mind Spike

At-Will ♦ Immediate Reaction



Melee 1

Target: The triggering enemy

You force your enemy to feel the pain that it inflicts on your friend.

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.

Additional Effects

Battlemind Feature

Psychic Surge

Encounter ♦ Standard action



Broadsword: +5 vs. Reflex, 1d8+5 damage

Ranged 10

Target: One creature

You unleash a psychic shock wave at your enemy, hoping to harness its energy on your next attack.

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.

Additional Effects

Wilder Feature

Used

Demon Dance

At-Will ♦ Standard action



Broadsword: +5 vs. AC, 1d10+3 damage

Melee weapon

Target: One creature

As you slash your enemy, you implant the image of howling demons into its mind, distracting the foe from making attacks.

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.

Augment 1

Hit: As above, and the target loses threatening reach until the end of your next turn.

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.

Additional Effects

Battlemind Attack 1

Ire Strike

At-Will ♦ Standard action



Melee 1

Target: One enemy

You feel anger rising within you, and you empower a nearby ally to strike.

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.

Augment 1

Effect: As above, but the vulnerability is only to psychic damage and equals 1 + your Cha modifier (+5).

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.

Additional Effects

Ardent Attack 1

Living Fortress

Daily ♦ Standard action



Broadsword: +5 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