

# 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

<b>16</b>	<b>13</b>	<b>10</b>	<b>17</b>
AC	FORT	REF	WILL

Conditional Bonuses:

### Hit Points

<b>Max HP</b> (Bloodied 14)	<b>29</b>	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

<b>Initiative</b>	0
Conditional Modifiers	
<b>Speed</b>	5
Special Movement	
<b>Passive Insight</b>	12
<b>Passive Perception</b>	
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

#### 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

Greatsword

8	1d10+2
Strength vs. AC	Damage

#### Ranged

Sling

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	✓	9
Heal	Wisdom		0
History	Intelligence		-1
Insight	Wisdom		2
Intimidate	Charisma		5
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		-1
Stealth	Dexterity		-1
Streetwise	Charisma		5
Thievery	Dexterity		-1

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

Other Notes

## Equipment

#### Head Slot

#### Neck Slot

#### Arm Slot

#### Hand Slot

#### Ring Slot

#### Ring Slot

#### Main Hand

Greatsword

#### Off Hand Slot

#### Feet Slot

#### Waist Slot

#### Body Slot

Chainmail

#### Tattoo Slot

#### Ki Slot

#### Other Equipment

Adventurer's Kit

Sling

Sling Bullets

Total Weight (lbs.)

86

Carrying Capacity (lbs.)

Normal 100

Heavy 200

Max 500

Coins and Other Wealth

13 Gold

<p><b>Melee Basic Attack</b> At-Will ♦ Standard action</p> <p><b>Greatsword:</b> +8 vs. AC, 1d10+2 damage <b>Melee weapon</b>      <b>Target:</b> One creature</p> <p>You resort to the simple attack you learned when you first picked up a melee weapon.</p> <p><b>Keyword:</b> Weapon <b>Attack:</b> Strength vs. AC <b>Hit:</b> 1[W] + Str modifier (+0) damage. <b>Level 21:</b> 2[W] + Str modifier (+0) damage.</p> <p>Additional Effects</p>	<p><b>Ranged Basic Attack</b> At-Will ♦ Standard action</p> <p><b>Sling:</b> +2 vs. AC, 1d6 damage <b>Ranged weapon</b>      <b>Target:</b> One creature</p> <p>You resort to the simple attack you learned when you first picked up a ranged weapon.</p> <p><b>Keyword:</b> Weapon <b>Attack:</b> Dexterity vs. AC <b>Hit:</b> 1[W] + Dex modifier (+0) damage. <b>Level 21:</b> 2[W] + Dex modifier (+0) damage.</p> <p>Additional Effects</p>	<p><b>Psychic Surge</b> Encounter ♦ Standard action</p> <p><b>Greatsword:</b> +5 vs. Reflex, 1d8+5 damage <b>Ranged 10</b>      <b>Target:</b> One creature</p> <p>You unleash a psychic shock wave at your enemy, hoping to harness its energy on your next attack.</p> <p><b>Keywords:</b> Implement, Psionic, Psychic <b>Attack:</b> Primary ability vs. Reflex <b>Hit:</b> 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</p> <p>Used <input type="checkbox"/></p>
<p><b>Spiteful Glamor</b> Encounter ♦ Standard action</p> <p><b>Unarmed:</b> +5 vs. Will, 1d8+5 damage <b>Ranged 10</b>      <b>Target:</b> One creature</p> <p>The mere sight of you is anathema to your enemy.</p> <p><b>Keywords:</b> Arcane, Implement, Psychic <b>Attack:</b> Charisma vs. Will <b>Hit:</b> 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><b>Ardent Surge</b> Encounter (Special) ♦ Minor Action</p> <p><b>Unarmed:</b> +0 vs. , damage <b>Close burst 5</b> (10 at 16th level)      <b>Target:</b> You or one ally</p> <p>You send a surge of powerful emotion that revives a faltering ally.</p> <p><b>Keywords:</b> Healing, Psionic <b>Effect:</b> The target can spend a healing surge and regain 1d6 additional hit points.</p> <p><b>Mantle of Clarity:</b> The target gains a +1 bonus to all defenses until the end of your next turn.</p> <p><b>Mantle of Elation:</b> The target gains a +1 bonus to attack rolls until the end of your next turn.</p> <p>Additional Effects</p>	<p><b>Demon Dance</b> At-Will ♦ Standard action</p> <p><b>Greatsword:</b> +6 vs. AC, 1d10+3 damage <b>Melee weapon</b>      <b>Target:</b> 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><b>Keywords:</b> Augmentable, Fear, Psionic, Psychic, Weapon <b>Attack:</b> Constitution vs. AC <b>Hit:</b> 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><b>Augment 1</b> <b>Hit:</b> As above, and the target loses threatening reach until the end of your next turn.</p> <p><b>Augment 2</b> <b>Hit:</b> 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</p> <p>Used <input type="checkbox"/></p>	<p>Ardent Feature</p> <p>Used <input type="checkbox"/></p>	<p>Battlemind Attack 1</p>
<p><b>Battlemind's Demand</b> At-Will ♦ Minor Action</p> <p><b>Close burst 3</b>      <b>Target:</b> One creature in burst</p> <p>You draw your foe's concentration, taunting the foe to strike at you.</p> <p><b>Keywords:</b> Augmentable, Psionic <b>Effect:</b> You mark the target until you use this power again or until the end of the encounter.</p> <p><b>Augment 1</b> <b>Target:</b> One or two creatures in burst</p> <p>Additional Effects</p>	<p><b>Mind Spike</b> At-Will ♦ Immediate Reaction</p> <p><b>Melee 1</b>      <b>Target:</b> The triggering enemy</p> <p>You force your enemy to feel the pain that it inflicts on your friend.</p> <p><b>Keywords:</b> Force, Psionic, Psychic <b>Trigger:</b> An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target <b>Effect:</b> The target takes force and psychic damage equal to the damage that its attack dealt to your ally.</p> <p>Additional Effects</p>	<p><b>Ire Strike</b> At-Will ♦ Standard action</p> <p><b>Melee 1</b>      <b>Target:</b> One enemy</p> <p>You feel anger rising within you, and you empower a nearby ally to strike.</p> <p><b>Keywords:</b> Augmentable, Psionic <b>Effect:</b> 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><b>Augment 1</b> <b>Effect:</b> As above, but the vulnerability is only to psychic damage and equals 1 + your Cha modifier (+5).</p> <p><b>Augment 2</b> <b>Effect:</b> 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

**Greatsword:** +6 vs. AC, 3d10+3 damage

**Melee weapon**      **Target:** One creature

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*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.

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Additional Effects

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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

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*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.

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Additional Effects

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Wild Talent Cantrip