

Please note: Boxes with beige backgrounds are calculated. Please do not fill in values there! Report bugs to r.stanton@gmail.com

DUNGEONS & DRAGONS CHARACTER SHEET

Player Name: **Rachael Worthington**

Character Name: **Mischief** Level: **8** Class: **Bard** Paragon Path: **none** Epic Destiny: **none** Total XP: **14985**
 Race: **Tiefling** Size: **M** Age: **25** Gender: **F** Height: **6'** Weight: **175** Alignment: **Unaligned** Deity: **Sehanine** Adventuring Company or Other Affiliations: **none**

INITIATIVE				DEFENSES				MOVEMENT							
SCORE	DEX	1/2 LEVEL	MISC	DEFENSE	10 + 1/2 LVL	ARMOR	CLASS	FEAT	ENH	MISC	SCORE	BASE	ARMOR	ITEM	MISC
4	0	4		23	14	7			2		5		6	-1	
CONDITIONAL MODIFIERS				CONDITIONAL BONUSES				SPECIAL MOVEMENT							

ABILITY SCORES				SENSES										
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL	SCORE	PASSIVE SENSE	BASE	SKILL BONUS							
8	STR	-1	3	15	Passive Insight	10	+5							
12	CON	1	5	15	Passive Perception	10	+5							
11	DEX	0	4	SPECIAL SENSES										
20	INT	5	9	low light vision										
11	WIS	0	4	ATTACK WORKSPACE										
20	CHA	5	9	ABILITY:										
CONDITIONAL BONUSES				ATT BONUS				1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
				+										
				-										
				+										
				-										

HIT POINTS				ACTION POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	MILESTONES	ACTION POINTS		
65	32	16	7	0	1	2	3
CURRENT HIT POINTS				ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS			
65	0						
SECOND WIND 1/ENCOUNTER USED				RACE FEATURES			
0				+1 to attack against bloodied			
				5 + 1/2 level fire resist			
				Infernal wrath encounter			
DEATH SAVING THROW FAILURES				CLASS / PATH / DESTINY FEATURES			
None				Role: Leader / controller			
SAVING THROW MODS				Power Source: Arcane			
None				Armor Prof: cloth, leather, hide, chainmail			
ICES				Light shield			
9 Fire resist				Weapon Prof: simple melée, longsword, Scimitar, short sword, simple ranged			
CURRENT CONDITIONS AND EFFECTS				Military ranged			
None				Bardic virtue of Cunning			
				Implement: wands			
				Bardic training, majestic word, multiple			
				-class versatility skill versatility, song of Rest, Word of friendship			
				LANGUAGES KNOWN			
				Common, Abyssal			

SKILLS				FEATS			
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC		
	Acrobatics	DEX				Advantage of Cunning	
	Arcana	INT		n/a		Bardic Knowledge	
	Athletics	STR				Improved Majestic Word	
	Bluff	CHA		n/a		Distant Advantage	
	Diplomacy	CHA		n/a		Implement expertise: wands	
	Dungeoneering	WIS					
	Endurance	CON					
	Heal	WIS		n/a			
	History	INT		n/a			
	Insight	WIS					
	Intimidate	CHA		n/a			
	Nature	WIS		n/a			
	Perception	WIS		n/a			
	Religion	INT		n/a			
	Stealth	DEX					
	Streetwise	CHA		n/a			
	Thievery	DEX					

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Skill	Bonus	Attribute	Abil Mod + 1/2 level	Trained	Armor Penalty	Misc
Acrobatics		4 Dex	4	1	-1	
Arcana	16	Int	9	5	n/a	2
Athletics	3	Str	3	1	-1	
Bluff	16	Cha	9	5	n/a	2
Diplomacy	10	Cha	9	1	n/a	
Dungeoneering	11	Wis	4	5	n/a	2
Endurance	5	Con	5	1	-1	
Heal	5	Wis	4	1	n/a	
History	12	Int	9	1	n/a	2
Insight	5	Wis	4	1	n/a	
Intimidate	14	Cha	9	5	n/a	
Nature	11	Wis	4	5	n/a	2
Perception	5	Wis	4	1	n/a	
Religion	12	Int	9	1	n/a	2
Stealth	6	Dex	4	1	-1	2
Streetwise	16	Cha	9	5	n/a	2
Thievery	4	Dex	4	1	-1	

POWER INDEX	MAGIC ITEM INDEX	PERSONALITY TRAITS
<p>List your powers below. Check the box when the power is used. Clear the box when the power renews.</p> <p>AT-WILL POWERS</p> <p>Guiding Strike (p. 68) <input type="checkbox"/></p> <p>Vicious Mockeery <input type="checkbox"/></p> <p>ENCOUNTER POWERS</p> <p>Blunder <input type="checkbox"/></p> <p>Cunning Ferocity <input type="checkbox"/></p> <p>Distracting Shout <input type="checkbox"/></p> <p>Infernal Wrath <input type="checkbox"/></p> <p>DAILY POWERS</p> <p>Stirring Shout <input type="checkbox"/></p> <p>Song of Discord <input type="checkbox"/></p> <p>UTILITY POWERS</p> <p>Song of Courage <input type="checkbox"/></p> <p>Song of Conquest <input type="checkbox"/></p> <p>OTHER EQUIPMENT</p> <p>RITUALS</p> <p>none</p>	<p>List your powers below. Check the box when the power is used. Clear the box when the power renews.</p> <p>MAGIC ITEMS</p> <p>WEAPON: Harsh Songblade +2 <input type="checkbox"/></p> <p>WEAPON: <input type="checkbox"/></p> <p>WEAPON: <input type="checkbox"/></p> <p>WEAPON: <input type="checkbox"/></p> <p>WEAPON: <input type="checkbox"/></p> <p>ARMOR: Shared Valor Armor +1 <input type="checkbox"/></p> <p>ARMS: <input type="checkbox"/></p> <p>FEET: <input type="checkbox"/></p> <p>HANDS: <input type="checkbox"/></p> <p>HEAD: <input type="checkbox"/></p> <p>NECK: <input type="checkbox"/></p> <p>RING: <input type="checkbox"/></p> <p>RING: <input type="checkbox"/></p> <p>WAST: <input type="checkbox"/></p> <p>MANNERISMS AND APPEARANCE</p> <p>CHARACTER BACKGROUND</p> <p>COMPANIONS AND ALLIES</p> <p>NAME: _____ NOTES: _____</p> <p>NAME: _____ NOTES: _____</p> <p>NAME: _____ NOTES: _____</p> <p>NAME: _____ NOTES: _____</p> <p>NAME: _____ NOTES: _____</p> <p>NAME: _____ NOTES: _____</p> <p>SESSION AND CAMPAIGN NOTES</p> <p>none</p>	
COINS AND OTHER WEALTH		

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Armor	Armor Bonus	Armor Check	Speed	Type
Shared Valor Chain +2	6	-1	-1	Heavy
Light Shield	1	0	0	Shield

Weapon

	Enhancement	Proficiency	Damage	Range	Group	Properties
Harsh Songblade (longsword)	2	3	1d8		Heavy Blade	Versatile
Sling	0	2	1d6	10/20squares	Sling	Load Free

Powers	Keywords	Action	Range	Trigger	Target	Attack	Hit	Effect	Used	Attack Mod	Damage Roll	Damage Mod	Level	Type
▼ At Will														
Misdirected Mark	Arcane, Implement	Standard	10		one creature	Charisma vs Refle	1d8 + Charisma	the target is marked by an ally within 5 squares of me until the end of my next turn		7	1d8	5	1	Other
Vicious Mockery	Arcane, Charm, Implement, Psychic	Standard	10		one creature	Charisma vs Will	1d6 + Charisma mod psychic dmg	the target takes a -2 penalty to attack rolls till the end of my next turn		7	1d6	7	1	Other
Shared Valor Chain		Triggered		I grant temporary hit points to an ally	self	n/a		I gain temporary hit points equal to half the number granted to that ally.					8	Equipment
Virtue of Cunning	once per round	Triggered	10	an enemy misses an ally	that ally			slide that ally 1 square as a free action. I can also slide an enemy that was adjacent to that ally into the space the ally vacated. (feat)						Class
▼ Encounter														
Majestic Word	arcane, Healing	Minor	close burst 5		you or 1 ally in burst			The target can spend a healing surge and regain additional hit points equal to my charisma modifier, and temporary hit points equal to my Charisma modifier. I also slide the target 1 square. Special: I can use this power twice per encounter, once per round.	<input type="checkbox"/>					Class
Word of Friendship	arcane	Minor	personal		self			You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.	<input type="checkbox"/>					Class
Blunder	Arcane, Charm, Implement	Standard	5		one creature	Charisma vs Will	1d6 + Charisma mod dmg	you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll. Virtue of Cunning: The power Modifier becomes 1 + my int modifier	<input type="checkbox"/>	7	1d6	7	1	Other
Dissonant Strain	Arcane, Implement, Psychic	Standard	5		one creature	Charisma vs Will	2d6 + Charisma mod psychic dmg	the target takes a -2 penalty to attack rolls till the end of my next turn, and an ally within 5 squares of me can make a saving throw	<input type="checkbox"/>	7	2d6	7	3	Other
Distracting Shout	Arcane, Implement, Thunder	Standard	10		one creature	Charisma vs Will	2d8 + Charisma mod thunder dmg	the target takes a -5 penalty to opportunity attack rolls until the end of my next turn. Virtue of Cunning: the penalty to opportunity attack rolls equals 4 + my Int modifier	<input type="checkbox"/>	7		7	7	Other
Song of Conquest	Arcane	Minor	personal		self			Until the end of my next turn, any ally within 5 squares of me who hits an enemy gains temporary hit points equal to 3 + my Con modifier.	<input type="checkbox"/>				6	Utility
Infernal Wrath	Racial	Minor	personal		self	n/a		You can channel your fury to gain a +1 power to your next attack roll against an enemy that hit you since your last turn. If you hit and deal damage, add my Charisma mod as extra dmg.	<input type="checkbox"/>	+1		5		Utility
Second Wind		Standard	personal		self	n/a		Spend a healing surge to regain hit points and gain a +2 bonus to all defenses till the start of my next turn.	<input type="checkbox"/>					Other
▼ Daily														
Stirring Shout	Arcane, Healing, Implement, Psychic	Standard	10		One Creature	Charisma vs Will	2d6 + Charisma mod psychic dmg	Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Charisma Modifier	<input type="checkbox"/>	7	2d6	7	1	Other
Song of Discord	Arcane, Charm, Implement	Standard	10		one creature	Charisma vs Will	the target is dominated until the end of my next turn	the target makes a basic attack against an enemy of my choice as a free action.	<input type="checkbox"/>				5	Other
Song of Courage	Arcane, Zone	Minor	Close burst 5					the burst creates a zone of inspirational shouts that lasts until the end of my next turn. When I move, the zone moves with me, remaining centered on me. While within the zone, any ally gains a +1 power bonus to attack rolls. Sustain minor: the zone persists.	<input type="checkbox"/>				2	Utility
Harsh Songblade	free action	Triggered		I hit an enemy with a bard thunder power using this blade	each enemy within 2 squares of the triggering enemy			each enemy in blast is dazed till end of my next turn.					8	Equipment