

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

2

Level

**Mallory Finnegan**

Good female Human Bard

21  
Age

1,75  
Height

65  
Weight

Medium  
Size

Deity

1000

Total XP

2250

### Defenses

<b>15</b>	<b>14</b>	<b>15</b>	<b>16</b>
AC	FORT	REF	WILL

Conditional Bonuses

### 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.

### 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/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Short sword

5

Strength vs. AC

1d6+1

Damage

#### Ranged

Whistling Songbow Shortbow +1

6

Dexterity vs. AC

1d8+3

Damage

### Languages

Common, Elven



### Abilities

Ability	Score	Check
STR Strength	12	2
CON Constitution	15	3
DEX Dexterity	15	3
INT Intelligence	15	3
WIS Wisdom	8	0
CHA Charisma	17	4

### Skills

Acrobatics	Dexterity	✓	8
Arcana	Intelligence	✓	10
Athletics	Strength		3
Bluff	Charisma	✓	9
Diplomacy	Charisma	✓	9
Dungeoneering	Wisdom		3
Endurance	Constitution		4
Heal	Wisdom		1
History	Intelligence		6
Insight	Wisdom		1
Intimidate	Charisma		5
Nature	Wisdom		3
Perception	Wisdom	✓	5
Religion	Intelligence		6
Stealth	Dexterity		4
Streetwise	Charisma	✓	11
Thievery	Dexterity		4

### Hit Points

<b>Max HP</b> (Bloodied 16 )	<b>32</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value Surges/Day

8

9

Current Conditions:

### Combat Statistics and Senses

**Initiative**  3

Conditional Modifiers:

**Speed**  6

**Passive Insight**  11

**Passive Perception**  15

Special Senses: Normal



# Mallory Finnegan

Player Name

Character Name

## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Tattoo

Feet

Ki Focus

### Other Equipment

Total Weight (lbs.)

64

Carrying Capacity (lbs.)

Treasure

Normal

120

Heavy

240

Max

600

# Mallory Finnegan

Player Name

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Bardic Training

Gain Ritual Caster feat and perform one bard ritual per day without expending components

### Bardic Virtue

Choose a Bardic Virtue option.

### Majestic Word

Gain majestic word power

### Multiclass Versatility

Can choose class-specific multiclass feats from more than one class

### Skill Versatility

+1 to untrained skill checks

### Song of Rest

At end of short rest, you and each ally spending a healing surge adds + [Cha mod] to hp regained

### Virtue of Cunning

When an enemy misses an ally within 5 + Int mod squares, slide that ally 1 square as a free action (1/rd).

### Words of Friendship

Gain the words of friendship power

## Feats

### Advantage of Cunning

Slide enemy into ally's vacated space

### Implement Expertise (Bow)

+1/+2/+3 feat bonus to attack rolls with Bows.

### Ritual Caster

Master and perform rituals

### Bardic Knowledge

+2 bonus to several skill checks

# Mallory Finnegan

Level 2 Human Bard

HP	SCORE	ABILITY	MOD	AC
32	12	STR	1	15
Spd	15	CON	2	Fort
6	15	DEX	2	14
Init	15	INT	2	Ref
+3	8	WIS	-1	15
	17	CHA	3	Will
				16

11 Passive Insight

15 Passive Perception

## Skills

Acrobatics	Dexterity	•	8
Arcana	Intelligence	•	10
Athletics	Strength		3
Bluff	Charisma	•	9
Diplomacy	Charisma	•	9
Dungeoneering	Wisdom		3
Endurance	Constitution		4
Heal	Wisdom		1
History	Intelligence		6
Insight	Wisdom		1
Intimidate	Charisma		5
Nature	Wisdom		3
Perception	Wisdom	•	5
Religion	Intelligence		6
Stealth	Dexterity		4
Streetwise	Charisma	•	11
Thievery	Dexterity		4

• indicates a trained skill.

## Action Point

Base action points: 1



**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.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Short sword:** +5 vs. AC, 1d6+1 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 (+1) damage.

**Level 21:** 2[W] + Str modifier (+1) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Whistling Songbow Shortbow +1:** +6 vs. AC, 1d8+3 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 (+2) damage.

**Level 21:** 2[W] + Dex modifier (+2) damage.

Additional Effects

Basic Attack

## Misdirected Mark

At-Will ♦ Standard Action

**Whistling Songbow Shortbow +1:** +6 vs. Reflex, 1d8+4 damage

**Ranged 10** **Target:** One creature

*You conceal your arcane attack, tricking your foe into thinking the attack came from one of your allies.*

**Keywords:** Arcane, Implement

**Attack:** Charisma vs. Reflex

**Hit:** 1d8 + Cha modifier (+3) damage, and the target is marked by an ally within 5 squares of you until the end of your next turn.

Additional Effects

Bard Attack 1

## Vicious Mockery

At-Will ♦ Standard Action

**Whistling Songbow Shortbow +1:** +6 vs. Will, 1d6+4 damage

**Ranged 10** **Target:** One creature

*You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.*

**Keywords:** Arcane, Charm, Implement, Psychic

**Attack:** Charisma vs. Will

**Hit:** 1d6 + Cha modifier (+3) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Bard Attack 1

## Blunder

Encounter ♦ Standard Action

**Whistling Songbow Shortbow +1:** +6 vs. Will, 1d6+4 damage

**Ranged 5** **Target:** One creature

*You fog your foe's mind, causing it to stumble past your allies.*

**Keywords:** Arcane, Charm, Implement

**Attack:** Charisma vs. Will

**Hit:** 1d6 + Cha modifier (+3) damage, and 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 bonus to the attack roll equals 1 + your Int modifier (+2).

Additional Effects

Bard Attack 1

Used

## Burdening Dirge

Daily ♦ Standard Action

**Whistling Songbow Shortbow +1:** +6 vs. Will, 2d8+4 damage

**Ranged 10** **Target:** One creature

*Your dire lament is a heavy weight on your foe's mind, binding that enemy when your allies cause it pain.*

**Keywords:** Arcane, Implement, Psychic

**Attack:** Charisma vs. Will

**Hit:** 2d8 + Cha modifier (+3) psychic damage.

**Effect:** Until the end of the encounter, when an ally attacks the target and hits, the target is slowed until the end of its next turn.

Additional Effects

Bard Attack 1

Used

### Majestic Word

Encounter (Special) ♦ Minor Action

#### Unarmed:

**Close** burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

*You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.*

**Keywords:** Arcane, Healing

**Effect:** The target can spend a healing surge and regain additional hit points equal to your Cha modifier (+3). You also slide the target 1 square.

**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.

Additional Effects

Bard Feature

Used

### Heroic Effort

Encounter ♦ No Action

#### Personal

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

### Words of Friendship

Encounter ♦ Minor Action

#### Personal

*You infuse your words with arcane power, turning even the simplest speech into a compelling oration.*

**Keywords:** Arcane, Charm

**Effect:** You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

Additional Effects

Bard Feature

Used

### Inspire Competence

Encounter ♦ Minor Action

**Close** burst 5 **Target:** You and each ally in the burst

*Your magic channels the skill of ancient experts to help with the task at hand.*

**Keyword:** Arcane

**Effect:** Choose a skill. Until the end of the encounter, each target gains a +2 power bonus to his or her next check using that skill.

Additional Effects

Bard Utility 2

Used

### Whistling Songbow...

Weapon ♦ Level 2

**Damage:** 1d8

**Proficiency Bonus:** 2

**Range:** 15/30

**Properties:** Load Free, Small

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

Bards can use this weapon as an implement for bard powers and bard paragon path powers.

#### Power ♦ Daily (Free Action)

**Trigger:** You attack an enemy with a bard attack power using this weapon.

**Effect:** Each ally within 5 squares of that enemy gains a +2 power bonus to attack rolls against the enemy until the end of your next turn.