Dungeons & Dragons — Character Sheet

Player Name: TacoSammich1 (Kris)

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Willem Gamwell	1	Bard			

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Human	M	20	M	6 '	150	CG	Avandra	

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
+1	Initiative	1		

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
14	CON Constitution	2	2
12	DEX Dexterity	1	1
13	INT Intelligence	1	1
11	WIS Wisdom	0	0
18	CHA Charisma	4	4

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	ARMOR / CLASS	FEAT	ENH	MISC	MISC
12	AC	10	2					
13	FORT	10	2				1	
12	REF	10	1				1	
15	WILL	10	4				1	

CONDITIONAL BONUSES

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10 +	0
15	Passive Perception	10 +	5

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	SURGE VALUE (1/4 HP)	SURGES/DAY
26	13	6	9

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

- Bonus at will power
- Bonus feat
- Bonus skill
- Human defense Bonus

CLASS / PATH / DESTINY FEATURES

- Bardic Training
- Bardic Virtue (Cunning)
- Majestic Word
- Skill Versatility
- Song of Rest
- Words of Friendship

LANGUAGES KNOWN

- Common
- Elven

ATTACK WORKSPACE

ABILITY: Warsong Strike (Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+4		4					

ABILITY: Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+3		4		3			

DAMAGE WORKSPACE

ABILITY: Warsong Strike (Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5					

ABILITY: Warsong Strike (Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	0				

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
+4	vs	will	Vicious Mock	1d6+4*
+4	vs	will	Blunder	1d6+4
+4	vs	ref	Misdirected M	1d8+4*
+4	vs	will	Stirring Shou	2d6+4

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX	1			
6	Arcana	INT	1	5	n/a	
0	Athletics	STR	0			
9	Bluff	CHA	4	5	n/a	
9	Diplomacy	CHA	4	5	n/a	
0	Dungeoneering	WIS	0		n/a	
2	Endurance	CON	2			
0	Heal	WIS	0		n/a	
1	History	INT	1		n/a	
0	Insight	WIS	0		n/a	
9	Intimidate	CHA	4	5	n/a	
0	Nature	WIS	0		n/a	
5	Perception	WIS	0	5	n/a	
1	Religion	INT	1		n/a	
1	Stealth	DEX	1			
9	Streetwise	CHA	4	5	n/a	
1	Thievery	DEX	1			

FEATS

- Ritual Caster
- Advantage of Cunning
- Action Surge

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POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

- Vicious Mockery
- War Song Strike
- Misdirected Mark

ENCOUNTER POWERS

- Majestic Word ☐
- Words of Friendship ☐
- Blunder ☐

DAILY POWERS

- Stirring Shout ☐

UTILITY POWERS

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	☐
WEAPON	☐
WEAPON	☐
WEAPON	☐
ARMOR	☐
ARMS	☐
FEET	☐
HANDS	☐
HEAD	☐
NECK	☐
RING	☐
RING	☐
WAIST	☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone	☐/☐/☐/☐
Paragon (11-20)	☐☐	Milestone	☐/☐/☐/☐
Epic (21-30)	☐☐☐	Milestone	☐/☐/☐/☐

OTHER EQUIPMENT

- Leather Armor (25g) 15
- Wand (7g)
- Longsword (15g)
- Dagger (1g)
- Adventuring Kit (15g)
- Lute (12g)

RITUALS

- Traveler ’ s Chant
- Create Campsite

COINS AND OTHER WEALTH

25 Gold

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

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