

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

22

Level

Sofentus of the Unceasing Saga

Good male Satyr Bard (Skald)

5'4" 145 lb. Medium Sune
Age Height Weight Size Deity

210000

Total XP 255000

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 75) 150

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

37

11

Current Conditions:

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

2

+2 Saving Throws against charm, fear, or psychic effects

Resistances/Vulnerabilities

Resist 9 Ongoing, Resist 15 Psychic

Current Conditions and Effects

Basic Attacks

Melee

Greater Dancing Longsword +5

29

Strength vs. AC

2d8+15

Damage

Ranged

Unarmed

12

Dexterity vs. AC

2d4+1

Damage

Languages

Common, Draconic, Elven



Abilities

		Check
STR	Strength	13 12
CON	Constitution	18 15
DEX	Dexterity	12 12
INT	Intelligence	20 16
WIS	Wisdom	12 12
CHA	Charisma	24 18

Skills

Acrobatics	Dexterity	16
Arcana	Intelligence	21
Athletics	Strength	16
Bluff	Charisma	28
Diplomacy	Charisma	29
Dungeoneering	Wisdom	16
Endurance	Constitution	19
Heal	Wisdom	17
History	Intelligence	21
Insight	Wisdom	16
Intimidate	Charisma	27
Nature	Wisdom	18
Perception	Wisdom	17
Religion	Intelligence	20
Stealth	Dexterity	16
Streetwise	Charisma	27
Thievery	Dexterity	18

Combat Statistics and Senses

Initiative

20

Conditional Modifiers:

Speed

7

Passive Insight

26

Passive Perception

27

Special Senses: Low-light



Sofentus of the Unceasing Saga

Player Name

Character Name

Character Details

Background

Waterdeep

Theme

Mannerisms and Appearance

Sofentus never stops playing his lute, he sings a saga of his own devising in tribute to a lost love. When he's shouting advice in battle, he still plays his tune. When he's stunned, still his fingers pluck as though possessed.

Personality Traits

Devoted, heartbroken

Adventuring Company

Companions and Allies

Session and Campaign Notes

While infiltrating a grand ball as a spy, Sofentus fell in love with a fair maiden. Their courtship was brief, and she disappeared. Some say she had been a dragon in human guise. Sofentus has been in hiding ever since, writing a saga for his love.

Other Notes

Equipment

Head

Ioun Stone of Perfect Language

Neck

Amulet of Protection +5

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Greater Dancing Longsword +5

Waist

Armor

Nightmare Ward Hide Armor +5

Feet

Tattoo

Ki Focus

Other Equipment

Total Weight (lbs.)

4529

Carrying Capacity (lbs.)

Treasure

225,000 gp
0 gp banked

Normal

130

Heavy

260

Max

650

Sofentus of the

Player Name

Character Name



Racial Features

Fey Origin

Your origin is fey, not natural

Light of Heart

Make saving throws at start and end of your turn against fear effects

Lure of Enchantment

Gain lure of enchantment power

Male Only

All satyrs are male

Pleasant Recovery

Regain 1d8 additional hp for each healing surge you spend during a short rest

Sly Words

Bluff is always a class skill for you

Class/Other Features

Deceptive Duelist

Use Cha instead of Str for melee basic attacks with one-handed weapons

Master of Story and Song

Can use no more than three bard daily attack powers per day, no more than one of a particular level.

Skald's Aura

Gain the skald's aura power

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

Words of Friendship

Gain the words of friendship power

Cling to Your Words

Use the aura's healing benefit as an immediate reaction when an ally drops below 1 HP

Skald's Action

Spend an action point to allow an ally in your skald's aura to take a standard action as a free action

Expert Rejuvenation

Whenever you restore HP to a creature with a healing power, the creature regains 4 additional HP

Destiny Fulfilled

Spend an action point to allow ally within 20 to make an attack; if hit, regain action point.

Feats

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

Superior Fortitude

Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

Bard of All Trades

+3 bonus to untrained skill checks

Weapon Focus (Heavy Blade)

Gain +1 damage per tier with Heavy Blades.

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Fleet-Footed

+1 to speed

Armor Specialization (Hide)

+1 to AC with hide armor, reduce check penalty by 1

Impending Victory

+1 attack with at-will powers against bloodied creatures

Lyric of Rejuvenation

Song of Rest grants extra healing

Resilient Focus

You gain a +2 feat bonus to saving throws.

Superior Initiative

+8 bonus to initiative checks

Martial Mastery

Regain encounter power when spending action point

Sofentus of the Unceasing Saga

Level 22 Satyr Bard (Skald)

HP	SCORE	ABILITY	MOD	AC
150	13	STR	1	36
	18	CON	4	
Spd	12	DEX	1	34
7	20	INT	5	
Init	12	WIS	1	36
+20	24	CHA	7	
				Will
				38

26 Passive Insight

27 Passive Perception

Skills

Acrobatics	Dexterity	16
Arcana	Intelligence	• 21
Athletics	Strength	16
Bluff	Charisma	• 28
Diplomacy	Charisma	29
Dungeoneering	Wisdom	16
Endurance	Constitution	19
Heal	Wisdom	• 17
History	Intelligence	• 21
Insight	Wisdom	16
Intimidate	Charisma	27
Nature	Wisdom	18
Perception	Wisdom	• 17
Religion	Intelligence	20
Stealth	Dexterity	16
Streetwise	Charisma	27
Thievery	Dexterity	18

• indicates a trained skill.

Action Point

Base action points: 1

Skald's Action: When you spend an action point on your turn, you can forgo taking an extra action to allow one ally in your skald's aura to take a standard action as a free action.

Destiny Fulfilled: You can spend an action point to allow an ally within 20 squares of you to make an attack as a free action, instead of taking an extra action yourself. If the ally's attack hits, you regain the action point.

Martial Mastery: When you spend an action point to take an extra action, you also regain the use of a martial encounter power you have used during this encounter.

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

Greater Dancing Longsword +5: +29 vs. AC, 2d8+15 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

+1 to attack rolls against bloodied creatures - Impending Victory.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +12 vs. AC, 2d4+1 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 (+1) damage.

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

Additional Effects

+1 to attack rolls against bloodied creatures - Impending Victory.

Basic Attack

Bolstering Speech

At-Will ♦ Minor Action

Personal

You offer up a story that inspires and reinforces the morale of your allies, urging them to fight past their pain.

Keyword: Martial

Effect: Until the end of the encounter or until you use another bard at-will attack power, your skald's aura gains the following effect: Each time you hit an enemy with a basic attack, one of your allies in the aura gains temporary hit points equal to your Cha modifier (+7).

Additional Effects

Bard Attack 1

Words of Gravity

At-Will ♦ Minor Action

Personal

You tell a story full of danger and violence, urging your allies into a defensive mind-set.

Keyword: Martial

Effect: Until the end of the encounter or until you use another bard at-will attack power, your skald's aura gains the following effect: Each time you hit an enemy with a basic attack, one of your allies in the aura gains a +2 power bonus to all defenses until the end of your next turn.

Additional Effects

Bard Attack 1

Urge to Victory

Encounter ♦ Immediate Reaction

Ranged 10

Target: The triggering ally

You cast a spell of haste and direction on one of your allies, allowing your friend to strike when it seemed as though he or she could not.

Keyword: Arcane

Trigger: An ally within 10 squares of you ends his or her turn without having made an attack.

Effect: The target can either make a basic attack or charge an enemy as a free action, even if the target is dominated or stunned. If the attack hits, it deals 1d10 extra damage.

Additional Effects

Bard Attack 7

Used ☐

Inspiring Success

Encounter ♦ No Action

Special

When you successfully lay waste to an enemy, your allies are bolstered by the inspiring example you set.

Keyword: Martial

Trigger: You hit an enemy with a basic attack using a weapon.

Effect: The enemy takes 2d10 extra damage from the attack. In addition, you and each ally in your skald's aura gain temporary hit points equal to 5 + your Cha modifier (+7) and can make a saving throw against one effect that a save can end.

Additional Effects

Master Skald Attack 11

Used ☐

Flash of Distraction

Encounter ♦ No Action

Special

You create a burst of image and sound that startles your opponent and leaves the distracting visage lingering in its mind for a short time.

Keyword: Arcane

Trigger: You hit an enemy with a basic attack using a weapon.

Effect: The enemy you hit is dazed and takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Bard Attack 13

Used ☐

Greater Seek Weakness

Encounter ♦ Minor Action

Melee 1

Target: One weapon

After you place your hand upon a weapon and enchant it, the weapon seems to point to your enemy's weak spots.

Keyword: Arcane

Effect: Until the end of your next turn, weapon attacks made with the target weapon have combat advantage and gain a +4 power bonus to damage rolls.

Additional Effects

Bard Attack 17

Used ☐

Cautionary Tale

Daily ♦ Minor Action

Personal

Your warning inspires your allies to be vigilant against danger from all sides. Your comrades exercise caution, waiting until one of them can strike with greatest effect.

Keyword: Martial

Effect: Until the end of the encounter, your skald's aura gains the following effect: Allies in the aura do not grant combat advantage while flanked. In addition, once before the end of the encounter, one of your allies in the aura can deal 2d10 extra damage on any one attack that hits an enemy.

Additional Effects

Bard Attack 1

Used ☐

Disruptive Words

Daily ♦ Minor Action

Personal

You call out to your enemies with words that distract and confuse them, drawing their attention away at a critical moment and opening them up to your allies' attacks.

Keyword: Martial

Effect: Until the end of the encounter, your skald's aura gains the following effect: Enemies in the aura grant combat advantage. Once before the end of the encounter, when an enemy in the aura takes damage from any source, you can choose for that enemy to be dazed (save ends).

Additional Effects

Bard Attack 1

Used ☐

Haunting Tune

Daily ♦ Minor Action

Personal

You chant a haunting dirge that seems to reach right into your enemies' psyches, leaving them shaken.

Keywords: Arcane, Fear, Psychic

Effect: Until the end of the encounter, your skald's aura gains the following effect: Enemies that end their turns in the aura take 3 psychic damage. This damage cannot drop an enemy below 1 hit point. If the damage would normally drop an enemy below 1 hit point, that enemy must immediately move up to its speed as a free action if it can, ending the move as far from you as possible.

Additional Effects

Bard Attack 5

Used ☐

Exposure of Weakness

Daily ♦ Minor Action

Personal

You tell a tale that reveals the gaps in your enemies' armor, exposing them for your allies to see.

Keyword: Arcane

Effect: Until the end of the encounter, your skald's aura gains the following effect: Enemies in the aura gain vulnerable 2 to all damage dealt by your allies.

Additional Effects

Bard Attack 9

Used ☐

Song of Solidarity

Daily ♦ Minor Action

Personal

Your words ring out over the battlefield, urging your allies to come to one another's defense.

Keyword: Martial

Effect: Until the end of the encounter, your skald's aura gains the following effect: When an enemy uses a melee attack power against an ally of yours in the aura, that enemy provokes opportunity attacks from any of your allies who are in the aura but not targeted by that attack power.

Additional Effects

Bard Attack 15

Used ☐

Song of Flagging...

Daily ♦ Minor Action

Personal

Your song seems to sap the spirit of your enemies, taking some of the zest of battle out of them.

Keywords: Arcane, Psychic

Effect: Until the end of the encounter, your skald's aura gains the following effect: Twice before the end of the encounter, when you or one of your allies hits an enemy in the aura with an attack, that enemy is weakened and takes ongoing 10 psychic damage (save ends both).

Additional Effects

Bard Attack 19

Used ☐

Death March

Daily ♦ Minor Action

Personal

You sing or speak words that exhort your allies not to fail, for death is all that remains for them if they do.

Keyword: Martial

Effect: Until the end of the encounter, your skald's aura gains the following effect: Once per round, you or an ally in your skald's aura can roll twice for an attack roll and use either result.

Additional Effects

Master Skald Attack 20

Used ☐

Lure of Enchantment

Encounter ♦ Free Action

Special

A softly sung tune causes your enemy to wander as you direct it.

Keyword: Charm

Trigger: You hit an enemy with an attack.

Effect: You slide the enemy up to 3 squares, but not into hindering terrain. The enemy grants combat advantage until the end of your next turn.

Additional Effects

Satyr Utility

Used ☐

Skald's Aura

Encounter ♦ Minor Action

Unarmed:

Personal

You chant, sing, or otherwise inspire your allies with your words, allowing them to draw the strength to battle on from your encouragement.

Keywords: Aura, Healing, Martial

Effect: You activate an aura 5 that lasts until the end of the encounter. If the aura ends prematurely for any reason, you can reactivate it during the encounter as a minor action.

Twice per encounter but only once per turn, you or any ally in the aura can use a minor action to spend a healing surge and regain 1d6 additional hit points. Alternatively, you or any ally can use a minor action to allow an adjacent ally to spend a healing surge and regain the additional hit points.

Level 21: 5d6 additional hit points, and the healing can be used three times per encounter.

Additional Effects

Bard Utility

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 ☐

Canon of Avoidance

Daily ♦ Standard Action

Ranged 10

Target: One ally

Your song of protection trips from ally to ally, cloaking each one in a magical shield.

Keyword: Arcane

Effect: The target gains a +2 power bonus to all defenses until the end of your next turn.

Sustain Minor: The effect persists. When you sustain the effect, you can transfer it to another ally within 10 squares of you.

Additional Effects

Bard Utility 2

Used ☐

Glimpse the Future

Daily ♦ Minor Action

Personal

Just as you uphold the examples of the past, so too do you draw on the future to inspire your companions.

Keyword: Arcane

Effect: Roll a d20 three times and keep the highest roll. Once before the end of the encounter, you can use this roll to replace a d20 roll of an ally within 10 squares of you.

Additional Effects

Bard Utility 6

Used ☐

Project Vitality

Daily ♦ Minor Action

Unarmed:

Close burst 5

Target: You and each ally in the burst

You allow your eyes to slip half-closed, then project both strength and health out to your allies.

Keywords: Arcane, Healing

Effect: Each target regains a number of hit points equal to your Cha modifier (+7). In addition, until the start of your next turn, the healing benefit of your skald's aura can be used as a free action instead of as a minor action (it can still be used only once per turn).

Additional Effects

Bard Utility 10

Used ☐

Assured Skill

Daily ♦ Free Action

Close burst 5

Target: The triggering character in the burst

You provide words of advice that can help turn the most difficult task into something that is within your ally's grasp.

Keyword: Martial

Trigger: You or one ally within 5 squares of you makes a skill check.

Effect: The target can choose either to gain a +5 bonus to that skill check or to reroll the skill check and use either result.

Additional Effects

Master Skald Utility 12

Used ☐

Foes into Friends

Daily ♦ Immediate Interrupt

Ranged 10

Target: The triggering enemy

You draw an enemy back from the brink of death, holding it under your spell.

Keyword: Charm

Trigger: An enemy within 10 squares of you drops below 1 hit point.

Effect: The target instead has 1 hit point, and it is dominated by you until the end of the encounter. The target cannot regain hit points, and a missed attack cannot damage it. If the target still has 1 hit point at the end of the encounter, it drops to 0 hit points. You choose whether it dies or is unconscious.

Additional Effects

Satyr Utility 16

Used ☐

Elegy Unwritten

Daily ♦ Immediate Interrupt

Unarmed:

Close burst 5

Target: The triggering ally in the burst

Your quick word staves off death before it can grasp your friend.

Keywords: Arcane, Healing

Trigger: An ally within 5 squares of you dies

Effect: The target regains hit points as if he or she had spent a healing surge. In addition, the target can stand up and shift 2 squares as a free action.

Additional Effects

Bard Utility 22

Used ☐

Amulet of Protection +5

Neck Slot Item ♦ Level 21

Enhancement: +5 Fortitude, Reflex, and Will

Ioun Stone of Perfect...

Head Slot Item ♦ Level 22

Properties

You gain a +5 item bonus to Bluff, Diplomacy, Intimidate, and Streetwise checks. In addition, you can understand any spoken language, and when you speak, all creatures hear your words in their native language.

Power ♦ Daily (Free Action)

Trigger: You make an Insight check.

Effect: You treat the check as if you rolled a natural 20.

Greater Dancing Longsword...

Weapon ♦ Level 25

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +5 Attack rolls and damage rolls

Critical: +1d8 damage per plus

Utility Power ♦ At-Will (Minor Action)

Effect: The weapon animates and dances in the air in an unoccupied square adjacent to you. You can use a move action to cause the weapon to fly up to 6 squares to a square that you can see. The object occupies 1 square, and it cannot flank. Its defenses equal 10 + its level, although it cannot be harmed by any attack. If an attack hits the weapon, it returns to your hand (or it falls in your space if you don't have a hand free or in the nearest square if it can't reach you), and this power ends. You can use a minor action to end this power if the weapon is adjacent to you, causing the weapon to return to your hand.

While you can see the weapon, you can make weapon attacks with it while it dances, using its square as the origin square of the attacks (including all attack and damage modifiers that you would normally apply).

Attack Power ♦ At-Will (Opportunity Action)

Trigger: An enemy that you can see takes an action that provokes opportunity attacks and is adjacent to the weapon while the weapon's utility power is in effect.

Effect: You make a melee basic attack against that enemy, using the weapon.

Attack Power ♦ Daily (Minor Action)

Requirement: The weapon's utility power must be in effect, and you must be able to see the weapon.

Effect: You make a melee basic attack using the weapon.

Nightmare Ward Hide Armor...

Armor ♦ Level 23

Armor Bonus: 4

Check: -1

Enhancement: +5 AC

Property

- ♦ You gain resist 15 psychic.
- ♦ You gain a +2 item bonus to saving throws against charm, fear, or psychic effects.