Character Sheet
For Dungeons and Dragons 4th Edition

GNOgaming

Character Name Bjarve Bard | **Player Name** Fredrik | **Deity** Tymora | **Alignment** Good

Race Halfling | **Age** 27 | **Gender** Male | **Size** Small | **Height** 4 fot | **Weight** 41 kg | **Current Experience** 1,020

Class Cunning Bard | **Paragon Path** | **Epic Destiny** | **Level** 3 | **Needed Experience** 1,000

Ability Scores

		Base	Racial	Enhance	Modifier	Mod+1/2 Lvl
STR Strength	8	8	0		-1	0
CON Constitution	13	13	0		1	2
DEX Dexterity	10	8	2		0	1
INT Intelligence	16	16	0		3	4
WIS Wisdom	13	13	0		1	2
CHA Charisma	18	16	2		4	5

Initiative

1 = Dex+1/2 Lvl 1 + Misc

Speed

6 = Base 6 + Armor + Item + Misc | Special Movement

Defenses

		10+1/2 Lvl	Armor	Abil	Class	Feat	Enh	Misc	Misc	Conditional Bonuses
AC	18	11	3	3				1		-1 without shield
	Total	10+1/2 Lvl	Abil	Class	Feat	Enh	Misc.	Misc.		Conditional Bonuses
Fortitude	12	11	1							
Reflex	16	11	3	1				1		-1 without shield
Will	16	11	4	1						

Hit Points & Surges

Max HP 35 | Bloodied (1/2 HP) 17 | Additional Effects while Bloodied | Surges/Day 4 | Surge Value (1/4 HP) 8

Resistance

Saving Throw Bonuses

+5 versus fear

Passive Senses

Passive Insight 17 | Passive Perception 15

Special Senses

Action Points

Additional Effects for Spending Action Points

Attacks & Powers

Weapon or Power	Usage	Attack	Defense	Range	Attack Bonus	1/2 Lvl	Abil	Class	Prof	Feat	Enh	Misc	Damage Dice	Damage Bonus	Abil	Feat	Enh	Misc	Properties (High Crit, Magical Effects, Etc.)
Guided Strike	At-Will	Cha	AC	10	9	1	4		3		1		0	5	4		1		Target takes -2 to the defense of my choice until end of my next turn.
Vicius Mockery	At-Will	Cha	Will	10	6	1	4				1		1d6	5	4		1		Target takes -2 to attack rolls until end of my next turn.
Second Chance	Encounter	-	-	P	1	1								0					Force enemy to reroll the attack.
Majestic Word	Encounter	-	-	CBu 5	1	1								0					Target can spend healing surge and regain Cha extra hit points. Slide target 1 square.
Words of Friendship	Encounter	-	-	P	1	1								0					+5 to next Diplomacy check.
Blunder	Encounter	Cha	Will	5	6	1	4				1		1d6	5	4		1		Slide target 2 squares. During the slide, me or one ally makes basic attack with 1+Int attack roll
Eyebite (Warlock multiclass)	Encounter	Cha	Will	10	6	1	4				1		1d6	5	4		1		Invisible to target until end of turn.
Song of Courage	Daily			CBu 5	1	1								0					+1 attack to all allies within CBu5 centered on me. Sustainable: minor action.
Dissonant Strain	Encounter	Cha	Will	5	6	1	4				1		2d6	5	4		1		-2 to attack ueot and ally within 5 makes a saving throw.
					1	1								0					
					1	1								0					
					1	1								0					
Stirring Shout	Daily	Cha	Will	10	6	1	4				1		2d6	5	4		1		Regain Cha mod hit points on hit of target until end of encounter
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
Melee Basic Attack	Basic Attack	Str	AC	-	3	1	-1		3				1d6	1			1		
Ranged Basic Attack	Basic Attack	Str	AC	5/10	4	1	0		3				1d4	0					

Wealth

Astral Diamonds	
Platinum Pieces (pp)	
Gold Pieces (gp)	65 gp
Silver Pieces (sp)	
Copper Pieces (cp)	

Gems & Jewelry

Ritual Components (gp value)

Alchemical Reagents................	
Sanctified Incense.....................	
Mystic Salves............................	
Rare Herbs.................................	
Residuum.....................................	

Languages

Common
Elven
Primordial

Other Valuables

Item	Value (gp)	Item	Value (gp)	Item	Value (gp)	Item	Value (gp)

Equipment

Item	Qty	Weight	Location
Ritual book			
Harsch songblade +1			
Kobold wand			
Creax luta			
Månskära			
Wand Ray of Enfeeblement +2			

Total Weight

Equipment (not on person)

Item	Qty	Weight	Location

Total Weight 0.0

Companion

Name | Level & Role

Size, Origin, & Type

Initiative | Senses

Aura

AC | HP | Bloodied 0 | Damage | Speed | AP

Defenses

	Total		Base		Bonus
Fort	0	=		+	
Ref	0	=		+	
Will	0	=		+	

Ability Scores

	Score	Mod		Score	Mod
Str		-5	Int		-5
Con		-5	Wis		-5
Dex		-5	Cha		-5

Abilities

Skills

Equipment

Alignment: Good

Languages

Racial Features

+2 Dex, Cha

- Second Chance Power
- Nimble Reactions: +2 vs Opportunity Attacks
- Bold: +5 to ST versus fear

Class, Path, & Destiny Features

- Bardic training: One free bard ritual per day
- Bardic Virtue of Cunning: Use when enemy misses an attack. Slide an ally within 5+Int squares one square. Usable once per turn.
- Majestic Word Power. Song of Rest power.
- Multiclass Versatility: Can take any number of multiclass feats.
- Skill versatility: +1 bonus to all untrained skills.

AP: Cloth, leather, hide, chain, light shield
WP: Simple melee, longsword, scimitar, short sword, simple ranged, military ranged

Feats

- Ritual Caster

- Pact Initiate - Multiclass Warlock
Fey pact. Gain 1 extra trained Warlock class skill and Eyebite as encounter power.

- Jack of all Trades - +2 feat bonus to all untrained skills

Skills

Skill Name	Key Ability	Total Bonus		Abil + 1/2 Lvl		Trnd (+5)		Misc	Armor Penalty
Acrobatics	Dex	7	=	1	+	X	+	2	-1
Arcana	Int	9	=	4	+	X	+		
Athletics	Str	2	=	0	+		+	3	-1
Bluff	Cha	10	=	5	+	X	+		
Diplomacy	Cha	10	=	5	+	X	+		
Dungeoneering	Wis	5	=	2	+		+	3	
Endurance	Con	4	=	2	+		+	3	-1
Heal	Wis	5	=	2	+		+	3	
History	Int	9	=	4	+	X	+		
Insight	Wis	7	=	2	+	X	+		
Intimidate	Cha	8	=	5	+		+	3	
Nature	Wis	5	=	2	+		+	3	
Perception	Wis	5	=	2	+		+	3	
Religion	Int	7	=	4	+		+	3	
Stealth	Dex	3	=	1	+		+	3	-1
Streetwise	Cha	8	=	5	+		+	3	
Thievery	Dex	5	=	1	+		+	5	-1

Additional Information

Rituals:
Make whole (lvl 1)
Glib Limerick (lvl 1)
Last Sight Vision (lvl 2)