

Player Name

Eristenn 1 Ardent 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Half-Elf Medium Female Good Yerth
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL BONUSES

+1 AC against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	0
16	CON Constitution	3	3
12	DEX Dexterity	1	1
10	INT Intelligence	0	0
13	WIS Wisdom	1	1
18	CHA Charisma	4	4

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	10	3	1			

CONDITIONAL BONUSES

+1 Fortitude Defense against opportunity attacks

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	REF	10	1				

CONDITIONAL BONUSES

+1 Reflex Defense against opportunity attacks

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	4	1			

CONDITIONAL BONUSES

+1 Will Defense against opportunity attacks

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	+ 8

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Perception	10	+ 1

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	0		3			

ABILITY: Ranged Basic Attack - Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	1		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
28	14	7	10

 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

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

ABILITY: Ranged Basic Attack - Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Longsword	1d8
3	vs AC	Crossbow	1d8+1
0	vs AC	Unarmed (Melee)	1d4
1	vs AC	Unarmed (Range)	1d4+1

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	1	0	-1	0
0	Arcana	INT	0	0	n/a	0
-1	Athletics	STR	0	0	-1	0
4	Bluff	CHA	4	0	n/a	0
6	Diplomacy	CHA	4	0	n/a	2
1	Dungeoneering	WIS	1	0	n/a	0
7	Endurance	CON	3	5	-1	0
1	Heal	WIS	1	0	n/a	0
0	History	INT	0	0	n/a	0
8	Insight	WIS	1	5	n/a	2
9	Intimidate	CHA	4	5	n/a	0
1	Nature	WIS	1	0	n/a	0
1	Perception	WIS	1	0	n/a	0
0	Religion	INT	0	0	n/a	0
0	Stealth	DEX	1	0	-1	0
9	Streetwise	CHA	4	5	n/a	0
0	Thievery	DEX	1	0	-1	0

CLASS / PATH / DESTINY FEATURES

Ardent Mantle

Mantle of Clarity - You and allies within 5 gain Wis modifier bonus against opportunity attacks, +2 to Insight and Perception

Ardent Surge

Psionic Augmentation - Gain augmentable at-wills instead of encounter powers.

FEATS

Heartening Surge - Ardent surge bonus increases by 1

LANGUAGES KNOWN

Common, Elven, Giant

POWER INDEX

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

AT-WILL POWERS

Focusing Strike	
Energizing Strike	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
War Song Strike	<input type="checkbox"/>
Ardent Surge	<input type="checkbox"/> <input type="checkbox"/>
Ardent Alacrity	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Implanted Suggestion	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Power Points: 2

OTHER EQUIPMENT

Adventurer's Kit
Chainmail (E)
Longsword (E)
Crossbow
Crossbow Bolts (40)

COINS AND OTHER WEALTH

Money on hand: 3 gp
Stored money: 0 gp
Encumbrance: 85 / 110

MAGIC ITEM INDEX

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

MAGIC ITEMS

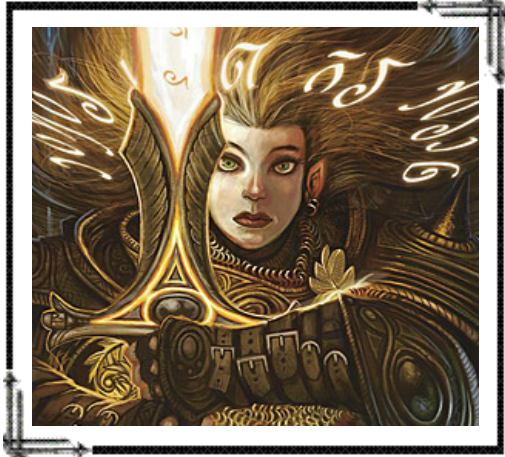
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
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Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Eristenn

PLAYER NAME

RACE Half-Elf CLASS Ardent LEVEL 1

SCORE	ABILITY	MOD
HP 28	STR +0	AC 16
Spd 5	CON +3	Fort 14
Init +1	DEX +1	Ref 11
	INT +0	Will 15
	WIS +1	
	CHA +4	

18 Passive Insight **11** Passive Perception


Skills

0	Acrobatics	DEX
0	Arcana	INT
-1	Athletics	STR
4	Bluff	CHA
6	Diplomacy	CHA
1	Dungeoneering	WIS
7	Endurance	CON (Trained)
1	Heal	WIS
0	History	INT
8	Insight	WIS (Trained)
9	Intimidate	CHA (Trained)
1	Nature	WIS
1	Perception	WIS
0	Religion	INT
0	Stealth	DEX
9	Streetwise	CHA (Trained)
0	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA **DUNGEONS & DRAGONS**

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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS Standard USED

Standard Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Ardent LEVEL 1 BOOK PH

Focusing Strike (Augment 0)

KEYWORDS Augmentable, Psionic, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and you or one ally within 5 squares of you can make a saving throw.

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Ardent LEVEL 1 BOOK PH3

Focusing Strike (Augment 1)

KEYWORDS Augmentable, Psionic, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and you or one ally within 5 squares of you can make a saving throw, and if the saving throw is against a charm or a fear effect, it gains a power bonus equal to your Wisdom modifier (+1).

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Ardent LEVEL 1 BOOK PH3

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Focusing Strike (Augment 2)

KEYWORDS Augmentable, Psionic, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage, and you and each ally within 5 squares of you can make a saving throw.

Longsword: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Ardent LEVEL 1 BOOK PH3

Energizing Strike (Augment 0)

KEYWORDS Augmentable, Healing, Psionic, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and one ally within 5 squares of you gains temporary hit points equal to one-half your level + your Charisma modifier (+4).

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Ardent LEVEL 1 BOOK PH3

Energizing Strike (Augment 1)

KEYWORDS Augmentable, Healing, Psionic, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and one dying ally within 5 squares of you regains hit points equal to your Charisma modifier (+4).

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Ardent LEVEL 1 BOOK PH3

AT-WILL POWER **DUNGEONS & DRAGONS**

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AT-WILL POWER **DUNGEONS & DRAGONS**

Energying Strike (Augment 2)

KEYWORDS		Augmentable, Healing, Psionic, Weapon	USED
Standard	* ⬇ ⬅ ⬆	Melee weapon	
ACTION	⬅ ⬆	RANGE	
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage, and you or one ally within 5 squares of you can spend a healing surge.

Longsword: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Ardent LEVEL 1 BOOK PH3

War Song Strike

KEYWORDS		Arcane, Weapon	USED
Standard	* ⬇ ⬅ ⬆	Melee weapon	
ACTION	⬅ ⬆	RANGE	
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier (+3).
 Level 21: 2[W] + Charisma modifier (+4) damage.

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Ardent Surge

KEYWORDS		Healing, Psionic	USED
Minor	⬇ ⬅ ⬆	Close burst 5 (10 at 16th level)	
ACTION	5 ⬅ ⬆	RANGE	
	vs		You or one ally
ATTACK	DEFENSE	TARGET	

Effect: The target can spend a healing surge and regain 1d6 additional hit points.
 Level 6: 2d6 additional hit points.
 Level 11: 3d6 additional hit points.
 Level 16: 4d6 additional hit points.
 Level 21: 5d6 additional hit points.
 Level 26: 6d6 additional hit points.
Mantle of Clarity: The target gains a +1 bonus to all defenses until the end of your next turn.
Mantle of Elation: The target gains a +1 bonus to attack rolls until the end of your next turn.
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.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Ardent LEVEL BOOK PH3

AT-WILL POWER

ENCOUNTER POWER

ENCOUNTER POWER

Ardent Alacrity

KEYWORDS		Psionic	USED
No Action	⬇ ⬅ ⬆	Close burst 5	
ACTION	5 ⬅ ⬆	RANGE	
	vs		Each ally in burst
ATTACK	DEFENSE	TARGET	

Trigger: You are bloodied by an attack
Effect: Each target can use a free action either to shift 1 square or to move half his or her speed.

ADDITIONAL EFFECTS

CLASS Ardent LEVEL BOOK PH3

Implanted Suggestion

KEYWORDS		Charm, Psionic, Weapon	USED
Standard	* ⬇ ⬅ ⬆	Melee weapon	
ACTION	⬅ ⬆	RANGE	
7	vs	Will	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. Will
Hit: 2[W] + Charisma modifier (+4) damage, and the target is dazed (save ends).
Miss: Half damage.
Effect: The target is affected by your suggestion (save ends). Until the suggestion ends, whenever the target makes an attack, one ally adjacent to the target can make a melee basic attack against it as a free action after the target's attack is resolved.

Longsword: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Ardent LEVEL 1 BOOK PH3

ENCOUNTER POWER

DAILY POWER