

Player Name

Character Name: **Kelbun** | Level: **1** | Class: **Ardent** | Paragon Path: **Good** | Epic Destiny: **Yerth** | Total XP: **0**
 Race: **Kalashtar** | Size: **Medium** | Age: **Male** | Alignment: **Good** | Deity: **Yerth**
 Adventuring Company: **Yerth** | RPGA Number: **0**

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUS

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	10	1	1				

CONDITIONAL BONUS

REF

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

CONDITIONAL BONUS

WILL

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

CONDITIONAL BONUS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+ 10

Passive Perception

SCORE	BASE	SKILL BONUS
13	10	+ 3

SPECIAL SENSES
telepathy 5

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Crossbow

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

ABILITY: Melee Basic Attack - Longsword

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
25	12	6	8

1/2 HP: **12** | 1/4 HP: **6**

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	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dual Soul - Make saves vs. dazed and dominated at the start of your turn instead of the end.

Bastion of Mental Clarity - You have the bastion of mental clarity power.

Telepathy 5 - Two way telepathic communication within 5.

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0	0			

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0	0			

BASIC ATTACKS

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

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Ardent Mantle

Mantle of Elation - You and allies within 5 gain your Con modifier bonus to opportunity attack damage rolls and +2 to Diplomacy and Intimidate

Ardent Surge

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

FEATS

Heartening Surge - Ardent surge bonus increases by 1

LANGUAGES KNOWN

Common

Energying Strike (Augment 2)

KEYWORDS		Augmentable, Healing, Psionic, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	5 ← ✖	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

AT-WILL POWER

Bastion of Mental Clarity

KEYWORDS			USED
Imm Interr	↓ ↘	Close burst 5	
ACTION	5 ← ✖	RANGE	
	vs		You and each ally in burst
ATTACK	DEFENSE	TARGET	

Trigger: An enemy hits or misses you with an attack against your Will
Effect: Each target gains a +4 power bonus to Will until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK EPG

ENCOUNTER POWER

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

ENCOUNTER POWER

Ardent Outrage

KEYWORDS		Psionic	USED
No Action	↓ ↘	Close burst 5	
ACTION	5 ← ✖	RANGE	
	vs		Each enemy in burst
ATTACK	DEFENSE	TARGET	

Trigger: You are bloodied by an attack
Effect: Each target grants combat advantage until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Ardent LEVEL BOOK PH3

ENCOUNTER POWER

Mental Turmoil

KEYWORDS		Psionic, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	7 ← ✖	RANGE	
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage, and the target takes a penalty to attack rolls equal to your Wisdom modifier (+3) (save ends).
Miss: Half damage, and the target takes a penalty to attack rolls equal to half your Wisdom modifier (+3) (save ends).
Effect: Until the end of the encounter, whenever the target misses with a melee attack, you or one ally adjacent to you gains temporary hit points equal to 5 + one-half your level.

Longsword: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Ardent LEVEL 1 BOOK PH3

DAILY POWER