

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

**Khiira**  
Good female Drow Bard

Medium

Age Height Weight Size Deity

Total XP 1000

### Defenses

<b>16</b>	<b>11</b>	<b>14</b>	<b>15</b>
AC	FORT	REF	WILL

Conditional Bonuses

### 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**

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Dagger

Strength vs. AC

Damage

#### Ranged

Hand crossbow

Dexterity vs. AC

Damage

### Languages

Common, Elven



### Abilities

Ability	Score	Check
STR Strength	8	-1
CON Constitution	12	1
DEX Dexterity	12	1
INT Intelligence	16	3
WIS Wisdom	12	1
CHA Charisma	18	4

### Skills

Skill	Ability	Modifier	Score
Acrobatics	Dexterity		1
Arcana	Intelligence	✓	8
Athletics	Strength		-1
Bluff	Charisma	✓	10
Diplomacy	Charisma	✓	9
Dungeoneering	Wisdom	✓	6
Endurance	Constitution		1
Heal	Wisdom		2
History	Intelligence		4
Insight	Wisdom		2
Intimidate	Charisma		7
Nature	Wisdom		2
Perception	Wisdom		2
Religion	Intelligence		4
Stealth	Dexterity		4
Streetwise	Charisma	✓	9
Thievery	Dexterity		1

### Hit Points

<b>Max HP</b> (Bloodied 12 ) <b>24</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value Surges/Day

<input type="text" value="6"/>	<input type="text" value="8"/>
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Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<input type="text" value="1"/>
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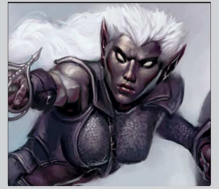
Conditional Modifiers:

<b>Speed</b>	<input type="text" value="5"/>
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<b>Passive Insight</b>	<input type="text" value="12"/>
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<b>Passive Perception</b>	<input type="text" value="12"/>
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Special Senses: Darkvision



Khiira  
Character Name

Player Name

### Character Details

#### Background

Fugitive from a Vengeful Rival

#### Theme

Underdark Envoy

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Wand Implement

Main Hand

Hand crossbow

Waist

Armor

Chainmail

Tattoo

Feet

Ki Focus

#### Other Equipment

Ritual Book  
Adventurer's Kit  
Dagger

Total Weight (lbs.)

79

Carrying Capacity (lbs.)

Treasure

12 gp  
0 gp banked

Normal

80

Heavy

160

Max

400

# Khiira

Player Name

Character Name



## Racial Features

### Darkfire Charisma

Use CHA for Darkfire

### Fey Origin

Your origin is fey, not natural

### Lolthtouched

You have your choice of either the cloud of darkness or darkfire power

### Trance (Drow)

Meditate aware 4 hours instead of sleep.

## Class/Other Features

### Bardic Training

Gain Ritual Caster feat and perform one bard ritual per day without expending components

### Bardic Virtue

Choose a Bardic Virtue option.

### Majestic Word

Gain majestic word power

### Multiclass Versatility

Can choose class-specific multiclass feats from more than one class

### 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

### Underdark Envoy Starting Feature

Gain the insidious commentary power

### Virtue of Cunning

When an enemy misses an ally within 5 + Int mod squares, slide that ally 1 square as a free action (1/rd).

### Words of Friendship

Gain the words of friendship power

## Feats

### Friendly Deception

Apply words of friendship bonus to Bluff check

### Ritual Caster

Master and perform rituals

# Khiira

Level 1 Drow Bard

HP 24	SCORE	ABILITY	MOD	AC 16
	8	STR	-1	
Spd 5	12	CON	1	Fort 11
	12	DEX	1	
Init +1	16	INT	3	Ref 14
	12	WIS	1	
	18	CHA	4	Will 15

- 12 Passive Insight
- 12 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	• 8
Athletics	Strength	-1
Bluff	Charisma	• 10
Diplomacy	Charisma	• 9
Dungeoneering	Wisdom	• 6
Endurance	Constitution	1
Heal	Wisdom	2
History	Intelligence	4
Insight	Wisdom	2
Intimidate	Charisma	7
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	4
Stealth	Dexterity	4
Streetwise	Charisma	• 9
Thievery	Dexterity	1

• indicates a trained skill.

## Action Point

Base action points: 1



**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

**Dagger:** +2 vs. AC, 1d4-1 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

Basic Attack

### Ranged Basic Attack

At-Will ♦ Standard Action

**Hand crossbow:** +3 vs. AC, 1d6+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

Basic Attack

### Jinx Shot

At-Will ♦ Standard Action

**Hand crossbow:** +6 vs. AC, 1d6+4 damage

**Ranged weapon**      **Target:** One creature

*Your expert shot renders your foe unaccountably clumsy.*

**Keywords:** Arcane, Weapon

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Cha modifier (+4) damage. The first time the target misses with an attack before the end of your next turn, it falls prone.

Additional Effects

Bard Attack 1

### Misdirected Mark

At-Will ♦ Standard Action

**Wand Implement:** +4 vs. Reflex, 1d8+4 damage

**Ranged 10**      **Target:** One creature

*You conceal your arcane attack, tricking your foe into thinking the attack came from one of your allies.*

**Keywords:** Arcane, Implement

**Attack:** Charisma vs. Reflex

**Hit:** 1d8 + Cha modifier (+4) damage, and the target is marked by an ally within 5 squares of you until the end of your next turn.

Additional Effects

Bard Attack 1

### Insidious Commentary

Encounter ♦ Minor Action

**Unarmed:** +6 vs. Will, The+0 damage

**Ranged 5**      **Target:** One creature

*Your words are disarming to a potential foe and give you just enough of an opportunity to make an effective attack.*

**Keyword:** Martial

**Attack:** Charisma + 2 vs. Will

**Hit:** The target grants combat advantage until the end of your next turn, and your next attack against the target this turn deals 1d6 extra damage on a hit.

Additional Effects

Underdark Envoy Attack

Used

### Blunder

Encounter ♦ Standard Action

**Wand Implement:** +4 vs. Will, 1d6+4 damage

**Ranged 5**      **Target:** One creature

*You fog your foe's mind, causing it to stumble past your allies.*

**Keywords:** Arcane, Charm, Implement

**Attack:** Charisma vs. Will

**Hit:** 1d6 + Cha modifier (+4) damage, and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll.

**Virtue of Cunning:** The power bonus to the attack roll equals 1 + your Int modifier (+3).

Additional Effects

Bard Attack 1

Used

## Arrow of Warning

Daily ♦ Immediate Interrupt

**Hand crossbow:** +6 vs. Reflex, 3d6+4 damage

**Ranged** weapon

**Target:** The triggering enemy

*Your shot hinders an enemy and gives its would-be target the perfect opportunity.*

**Keywords:** Arcane, Weapon

**Trigger:** An enemy within range makes an attack roll against an ally

**Attack:** Charisma vs. Reflex

**Hit:** 3[W] + Cha modifier (+4) damage. The ally who was attacked by the triggering enemy can make an at-will attack against that enemy as a free action. The ally gains a bonus to this attack roll equal to your Wis modifier (+1) (minimum 1).

**Miss:** Half damage.

Additional Effects

Bard Attack 1

Used

## Majestic Word

Encounter (Special) ♦ Minor Action

**Unarmed:**

**Close** burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

*You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.*

**Keywords:** Arcane, Healing

**Effect:** The target can spend a healing surge and regain additional hit points equal to your Cha modifier (+4). You also slide the target 1 square.

**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.

Additional Effects

Bard Feature

Used

## Darkfire

Encounter ♦ Minor Action

**Unarmed:** +8 vs. Reflex

**Ranged** 10

**Target:** One creature

*A flickering halo of purple light surrounds the target, making it easier to hit.*

**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex. You gain a +4 bonus to the attack roll.

**Hit:** Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

**Special:** When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

Additional Effects

Drow Racial Power

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