CHARACTER SHEET
For Dungeons and Dragons 4th Edition

GNOgaming

CHARACTER NAME Princess Pie **PLAYER NAME** **DEITY** **ALIGNMENT** Unaligned

RACE Pixie **AGE** 400 **GENDER** Female **SIZE** Tiny **HEIGHT** 1" **WEIGHT** 3 **CURRENT EXPERIENCE**

CLASS Bard - Skald **PARAGON PATH** Master Skald **EPIC DESTINY** **LEVEL** 1 **NEEDED EXPERIENCE**

Ability Scores

	Score	Base	Racial	Enhance	Modifier	Mod+1/2 Lvl
STR Strength	12	12			1	1
CON Constitution	12	12			1	1
DEX Dexterity	19	17	2		4	4
INT Intelligence	18	18			4	4
WIS Wisdom	15	15			2	2
CHA Charisma	20	18	2		5	5

Initiative

4 = Dex+1/2 Lvl 4 + Misc

Speed

6 = Base 6 + Armor + Item + Misc Special Movement: fly (alt 1)

Defenses

AC 19 = 10+1/2 Lvl 10 + Armor 5 + Abil 4 + Class + Feat + Enh + Misc + Misc **Conditional Bonuses** Teeny Target

	Total	10+1/2 Lvl	Abil	Class	Feat	Enh	Misc.	Misc.	Conditional Bonuses
FORTITUDE	11	10	1						
REFLEX	15	10	4	1					
WILL	16	10	5	1					

Conditions

Resistance

Hit Points

MAX HP 24 **CURRENT** 24 **DAMAGE** **Add. Effects while Bloodied**

DEATH SAVE FAILURES ☐☐☐ **TEMP HP** **BLOODIED (1/2 HP)** 12

Surges 8

SURGES 8 **SURGES USED** ☐☐☐☐☐ ☐☐☐☐☐

SURGE VALUE (1/4 HP) **SECOND WIND (1/Encounter)** ☐

Saving Throw Bonuses

Passive Senses

PASSIVE INSIGHT 13 **PASSIVE PERCEPTION** 13 **SPECIAL SENSES**

Action Points

CURRENT 0 **ACTION POINTS USED** ☐☐☐☐☐ **MILESTONES** ☐☐☐☐☐

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.)
long bow	Basic Attack	Dex	vs AC		6	0	4		2				1d10 +	4	4				
dagger	Basic Attack	Dex	vs AC		7	0	4		3				1d4 +	4	4				
			vs		0	0							+	0					
			vs		0	0							+	0					
			vs		0	0							+	0					
			vs		0	0							+	0					

Equipment

Item	Qty	Weight	Location
long bow			
quiver with 20 arrows			
dagger			
wand			
standard adventuring kit			
hurdy gurdy			

TOTAL WEIGHT

Skills

Skill Name	Ability	Total	Abil+1/2 Lvl	Trained (+5)	Misc	Armor
ACROBATICS	DEX	5	4		1	
ARCANA	INT	9	4	X		
ATHLETICS	STR	2	1		1	
BLUFF	CHA	10	5	X		
DIPLOMACY	CHA	10	5	X		
DUNGEONEERING	WIS	3	2		1	
ENDURANCE	CON	2	1		1	
HEAL	WIS	3	2		1	
HISTORY	INT	9	4	X		
INSIGHT	WIS	3	2		1	
INTIMIDATE	CHA	6	5		1	
NATURE	WIS	4	2		2	
PERCEPTION	WIS	3	2		1	
RELIGION	INT	5	4		1	
STEALTH	DEX	11	4	X	2	
STREETWISE	CHA	6	5		1	
THIEVERY	DEX	9	4	X		

Languages

Common, Elven

Feats

Armor: C,L,H,Ch,lt.shield
Weapon: simple melee and ranged, military ranged, short and long sword, scimitar
Implement: Wands
Teeny Target - partial coverage by ally

At-Will Powers

Vicious Mockery
Misdirected Mark
Song of Savagery

Racial Features

Pixie (HOTF 28) - Fey
Low light vision
Speak with Beasts-Natural & Fey
Wee Warrior -5 Str Checks

Encounter Powers

Pixie Dust
Shrink
Skald's Aura
Words of Friendship
Fast Friends

Class/Path/Destiny

Bard - Skald (HOTF 54)
Arcane, Leader
Master of Story & Song (56)
Song of Rest - surges gain +Cha
Skill Versatility
Sidhe Lord (HOTF 109)

Daily Powers

Dirge of the Damned
Summon Sidhe Ally

Wealth

ASTRAL DIAMOND
PLATINUM PIECES
GOLD PIECES 50 gp
SILVER PIECES
COPPER PIECES
GEMS/JEWELRY*
* GOLD PIECE VALUE

Other Valuables

MAGICAL ITEMS
For Dungeons and Dragons 4th Edition

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MAGICAL ITEMS

ITEM NAME	QTY	WEIGHT	LOCATION	VALUE	LEVEL	DESCRIPTION
magic wand						
feyweave cloth armor						+1 AC, +4 bonus

POTIONS

POTION NAME	QTY	LOCATION	VALUE	LEVEL	DESCRIPTION

RITUAL SCROLLS

RITUAL NAME	QTY	LEVEL	TIME	DURATION	COMP COST	KEY SKILL	VALUE	EFFECT
						Arcana		
						Arcana		
						Arcana		
						Arcana		
						Arcana		
						Arcana		
						Arcana		
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						Arcana		
						Arcana		
						Arcana		
						Arcana		

MISCELLANEOUS ITEMS

ITEM NAME	QTY	LOCATION	VALUE	DESCRIPTION

Character Name	Princess Pie	Campaign		Player's Name		Level	

POWER NAME Vicious Mockery

			ATTACK	DEFENSE	LEVEL
			Cha vs	Will	1

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	N/A	Charm	Implement	Bard

ACTION	RANGE	TARGET
Standard	Ranged [10]	1 creature

RESULT

You unleash a string of insult at your foe, weaving them with bardic magic to send the creature into a blind rage.

Hit 1d6 + Cha damage and -2 to hit until end of next turn

PHB2 69

POWER NAME Misdirected Mark

			ATTACK	DEFENSE	LEVEL
			Cha vs	Ref	1

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	Psychic	Charm	Implement	Bard

ACTION	RANGE	TARGET
Standard	Ranged [10]	1 creature

RESULT

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

1d8 + Cha damage and target is marked by an ally with 5 squares until end of next turn

PHB2 69

POWER NAME Song of Savagery

			ATTACK	DEFENSE	LEVEL
			vs		

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Martial	N/A	N/A	N/A	Skald

ACTION	RANGE	TARGET
Minor	Ranged [5]	

RESULT

You sing a song that imparts a tale of violence and savagery, driving your allies in a frenzy.

Until the end of the encounter, each time you hit, an ally gains +4 to damage.

HOTF 59

POWER NAME

			ATTACK	DEFENSE	LEVEL
			vs		

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

			ATTACK	DEFENSE	LEVEL
			vs		

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

			ATTACK	DEFENSE	LEVEL
			vs		

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

			ATTACK	DEFENSE	LEVEL
			vs		

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

			ATTACK	DEFENSE	LEVEL
			vs		

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

			ATTACK	DEFENSE	LEVEL
			vs		

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

			ATTACK	DEFENSE	LEVEL
			vs		

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

ENCOUNTER POWERS
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Character Name	Princess Pie	Campaign		Player's Name		Level	

POWER NAME Pixie Dust

	ATTACK vs	DEFENSE	LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Fey	N/A	N/A	N/A	Pixie

ACTION	RANGE	TARGET
Move	Ranged [10]	1 ally

RESULT

You hurl a bright globe of fey magic at an ally, allowing them to fly up to 6 squares as a free action.

HOTF 28

POWER NAME Shrink

	ATTACK vs	DEFENSE	LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	Pixie

ACTION	RANGE	TARGET
Minor	Melee [1]	

RESULT

At your touch, an object shrinks to your wee size, or is restored to its original size.

POWER NAME Skald's Aura

	ATTACK vs	DEFENSE	LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Martial	N/A	Healing	N/A	Skald

ACTION	RANGE	TARGET
Minor	Ranged [5]	Personal

RESULT

You sing to inspire allied.
Activate an Aura of radius 5, surges provide additional d6 HP

HOTF 56

POWER NAME Words of Friendship

	ATTACK vs	DEFENSE	LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	N/A	Charm	N/A	Skald

ACTION	RANGE	TARGET
Minor	Ranged [5]	Personal

RESULT

You infuse your words with arcane power.

+5 to next Diplomacy check

POWER NAME Fast Friends

	ATTACK ChA vs	DEFENSE Will	LEVEL 1

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	N/A	Charm	Implement	Bard

ACTION	RANGE	TARGET
Standard	Ranged [5]	1 creature

RESULT

You sing a tune of false friendship, leaving your foe in a reverie.

Choose yourself or an ally. The target cannot attack that character until the end of your next turn or until you attack.

PHB2 69

POWER NAME

	ATTACK vs	DEFENSE	LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

	ATTACK vs	DEFENSE	LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

	ATTACK vs	DEFENSE	LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

	ATTACK vs	DEFENSE	LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME

	ATTACK vs	DEFENSE	LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

DAILY POWERS
For Dungeons and Dragons 4th Edition

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Character Name: Princess Pie   Campaign: Player's Name: Level:

POWER NAME Dirge of the Damned   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Martial	N/A	Charm	N/A	Skald

ACTION	RANGE	TARGET
Minor	Ranged [5]	Allies

RESULT

You begin chanting a dirge that makes every strike from your allies cut just that much deeper into your doomed enemies.

Until the end of the encounter, allies gain +2 damage or +4 damage vs bloodied

HOTF 60

POWER NAME Summon Sidhe Ally   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	N/A	Conjuration	Implement	Sidhe Lord

ACTION	RANGE	TARGET
Minor	Ranged [5]	

RESULT

You summon an ally from your noble house to obey you. (HOTF 109)
The guard acts instead of you. Your action is mentally commanding it.
HP: surge heal value, Defenses=same, Speed=6
Attack: Melee 1, your level+7 vs AC, damage = 1d8+highest ability modifier
Move: Guard teleports up to 6 squares
Immediate interrupt: you are hit, guard dives/teleports and takes the hit.

POWER NAME   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT

POWER NAME   ATTACK vs DEFENSE   LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION	RANGE	TARGET
Standard	Melee Weapon	

RESULT