

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

9  
Level

### Ord Redding

Good male Human Rune Priest

24 5' 11" 200 lbs. Medium  
Age Height Weight Size Deity

16500  
Total XP 20500

### Defenses

AC 17 FORT 22 REF 21 WILL 24

Conditional Bonuses

### Hit Points

Max HP (Bloodied 34 ) 69 Temp HP

Current Hit Points

### Healing Surges

Surge Value 17 Surges/Day 8

Current Conditions:

### Combat Statistics and Senses

Initiative 3

Conditional Modifiers:

Speed 6

Passive Insight 18

Passive Perception 18

Special Senses: Normal

### 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 0

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Magic Bastard sword +3

15 1d10+7

Strength vs. AC

Damage

#### Ranged

Distance Crossbow +1

6 1d8

Dexterity vs. AC

Damage

### Languages

Common, Draconic



### Abilities

Ability	Score	Check
STR Strength	19	8
CON Constitution	12	5
DEX Dexterity	8	3
INT Intelligence	12	5
WIS Wisdom	18	8
CHA Charisma	10	4

### Skills

Skill	Ability	Score
Acrobatics	Dexterity	1
Arcana	Intelligence	5
Athletics	Strength	11
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	8
Endurance	Constitution	8
Heal	Wisdom	13
History	Intelligence	10
Insight	Wisdom	8
Intimidate	Charisma	4
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	10
Stealth	Dexterity	1
Streetwise	Charisma	4
Thievery	Dexterity	1



# Ord Redding

Player Name

Character Name

## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Isra, Pheonix Sword

### Other Notes

## Equipment

### Head

### Neck

Healer's Brooch +3

### Arms

Bracers of Defense (heroic tier)

### Hands

### Rings

### Rings

### Off Hand

Heavy Shield

### Main Hand

Magic Bastard sword +3

### Waist

### Armor

### Tattoo

### Ki Focus

### Feet

## Other Equipment

Backpack (empty)  
Bedroll  
Flint and Steel  
Waterskin  
Writing case  
Silk Rope (50 ft.)  
Climber's Kit  
Crossbow  
Dagger  
Sun Globe  
Scale Armor of Dogged Grit +2  
Battle Standard of Might  
Everlasting Provisions  
Distance Crossbow +1

Total Weight (lbs.)

105

Carrying Capacity (lbs.)

### Treasure

2 pp; 80 gp  
0 gp banked

Normal 190

Heavy 380

Max 950

# Ord Redding

Player Name

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Defiant Word

Gain bonus to damage rolls equal to Wis modifier when enemy misses you

### Rune Master

Gain either Rune of Destruction or Rune of Protection rune state

### Rune of Destruction

Allies gain +1 to attack against enemies adjacent to you or others in rune state

### Rune of Mending

Gain rune of mending power

### Rune of Protection

Allies adjacent to you gain resist 2/all, 4/all at 11th level, 6/all at 21st level

### Runic Artistry

Follow path of Defiant Word, way of Wrathful Hammer or tradition of the Serene Blade

## Feats

### Shield Proficiency: Heavy

Proficiency with heavy shields

### Weapon Proficiency (Bastard sword)

Gain proficiency with the Bastard sword.

### Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

### Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

### Vicious Advantage

Gain combat advantage against slowed or immobilized targets

### Heavy Armor Agility

You ignore the speed penalty for wearing heavy armor.

## Ord Redding

Level 9 Human Rune Priest

HP	SCORE	ABILITY	MOD	AC
69	19	STR	4	17
	12	CON	1	Fort
Spd	8	DEX	-1	22
6	12	INT	1	Ref
Init	18	WIS	4	21
+3	10	CHA	0	Will
				24

18 Passive Insight

18 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	5
Athletics	Strength	• 11
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	8
Endurance	Constitution	• 8
Heal	Wisdom	• 13
History	Intelligence	• 10
Insight	Wisdom	8
Intimidate	Charisma	4
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	• 10
Stealth	Dexterity	1
Streetwise	Charisma	4
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

**Magic Bastard sword +3:** +15 vs. AC, 1d10+7 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 (+4) damage.

**Level 21:** 2[W] + Str modifier (+4) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Distance Crossbow +1:** +6 vs. AC, 1d8 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

## Word of Binding

At-Will ♦ Standard Action

**Magic Bastard sword +3:** +15 vs. AC, 4 damage

**Melee weapon**      **Target:** One creature

*You tap your foe with your weapon and draw on the rune of binding. Divine power coils around the foe, holding it in place.*

**Keywords:** Divine, Runic, Weapon

**Attack:** Strength vs. AC

**Hit:** Str modifier (+4) damage, and the target is immobilized until the end of your next turn or until you aren't adjacent to it.

**Rune of Destruction:** Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wis modifier (+4).

**Rune of Protection:** One ally adjacent to either you or the target gains a power bonus to AC equal to your Wis modifier (+4) until the end of your next turn.

Additional Effects

Rune Priest Attack 1

## Word of Exchange

At-Will ♦ Standard Action

**Magic Bastard sword +3:** +15 vs. AC, 1d10+7 damage

**Melee weapon**      **Target:** One creature

*The rune of exchange embodies the opposing forces contained within the divine runic alphabet. What one creature gains, another must lose.*

**Keywords:** Divine, Runic, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage.

**Rune of Destruction:** Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wis modifier (+4), and the ally gains temporary hit points equal to your Wis modifier (+4).

**Rune of Protection:** The target takes a -2 penalty to all defenses until the end of your next turn, and the next ally to hit the target before the end of your next turn gains a power bonus to AC equal to your Wis modifier (+4). The bonus lasts until the end of your next turn.

Additional Effects

Basic Attack

## Executioner's Call

Encounter ♦ Standard Action

**Magic Bastard sword +3:** +15 vs. AC, 1d10+7 damage

**Melee weapon**      **Target:** One creature

*Your weapon batters your foe, branding it with the rune of the executioner.*

**Keywords:** Divine, Runic, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage. Your allies gain a +2 bonus to damage rolls against the target until the end of your next turn.

**Rune of Destruction:** One ally within 5 squares of you gains a +4 power bonus to the next attack roll he or she makes against the target before the start of your next turn.

**Rune of Protection:** The target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Basic Attack

## Beacon of Vengeance

Encounter ♦ Standard Action

**Magic Bastard sword +3:** +15 vs. AC, 1d10+7 damage

**Melee weapon**      **Target:** One creature

*You invoke a rune of avenging light that burns the image of one of your allies from your foe's mind.*

**Keywords:** Divine, Radiant, Runic, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) radiant damage, and one ally adjacent to the target becomes invisible to it until the end of your next turn.

**Rune of Destruction:** If the ally's next attack against the target before the end of your next turn is against AC, it is against Reflex instead if that defense is lower.

**Rune of Protection:** The ally can use a free action to shift a number of squares equal to your Wis modifier (+4).

Additional Effects

Rune Priest Attack 1

### Word of Befuddlement

Encounter ♦ Standard Action

**Magic Bastard sword +3:** +15 vs. Will, 2d10+7 damage

**Melee weapon**      **Target:** One creature

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*You craft a cunning runic phrase and invoke it as you strike your opponent, smashing its intellect. It fights like a wild beast, lashing out in pain when injured.*

**Keywords:** Divine, Runic, Weapon

**Attack:** Strength vs. Will

**Hit:** 2[W] + Str modifier (+4) damage.

**Rune of Destruction:** Until the end of your next turn, the first time any of your allies hits the target, the target makes a melee basic attack as a free action against an enemy of your choice.

**Rune of Protection:** Until the end of your next turn, the target takes a -5 penalty to attack rolls against your allies who aren't adjacent to it.

Additional Effects

Rune Priest Attack 7      Used

### Rune of Iron's Rebuke

Daily ♦ Standard Action

**Magic Bastard sword +3:** +15 vs. AC, 2d10+7 damage

**Melee weapon**      **Target:** One creature

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*The rune of iron's rebuke was first inscribed during the performance of a great ritual that bound the golem Talos within the depths of the Elemental Chaos.*

**Keywords:** Divine, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+4) damage, and the target is slowed and cannot shift (save ends both).

**Miss:** Half damage, and the target is slowed and cannot shift until the end of your next turn.

**Effect:** Until the end of the encounter, while the target is adjacent to you, it takes damage equal to your Str modifier (+4) when any attack misses it and deals no damage on a miss.

Additional Effects

Rune Priest Attack 1      Used

### Cage of Light

Daily ♦ Standard Action

**Magic Bastard sword +3:** +15 vs. Will, 2d10+7 damage

**Close blast 3**      **Target:** Each enemy in the blast

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*You slam your weapon into the ground, imprinting a rune of imprisonment that causes light to wash over your enemies.*

**Keywords:** Divine, Radiant, Weapon, Zone

**Attack:** Strength vs. Will

**Hit:** 2[W] + Str modifier (+4) radiant damage.

**Miss:** Half damage.

**Effect:** The blast creates a zone that lasts until the end of your next turn. Leaving the zone costs enemies 2 extra squares of movement. Any enemy that attacks an ally who is within the zone grants combat advantage (save ends).

**Sustain Minor:** The zone persists.

Additional Effects

Rune Priest Attack 5      Used

### Unconquered Redoubt

Daily ♦ Standard Action

**Magic Bastard sword +3:** +15 vs. Fortitude, 1d10+7 damage

**Close blast 5**      **Target:** Each enemy in the blast

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*With a mighty swing, you place the rune of the unconquered redoubt into the ground. The blast knocks your enemies back as your magic weaves a defense.*

**Keywords:** Divine, Radiant, Weapon, Zone

**Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Str modifier (+4) radiant damage, and you push the target 4 squares.

**Miss:** Half damage, and you push the target 1 square.

**Effect:** The blast creates a zone that lasts until the end of your next turn. While within the zone, you and your allies gain a +2 power bonus to AC and resist 5 to all damage against close attacks and area attacks.

**Sustain Minor:** The zone persists.

Additional Effects

Rune Priest Attack 9      Used

### Rune of Mending

Encounter (Special) ♦ Minor Action

**Unarmed:**

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

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*The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.*

**Keywords:** Divine, Healing, Runic

**Effect:** The target can spend a healing surge. Level 6: The target regains 1d6 additional hit points.

**Rune of Destruction:** You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.

**Rune of Protection:** You and each ally in the burst gain a +1 bonus to all defenses 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.

Additional Effects

Rune Priest Feature      Used

### Heroic Effort

Encounter ♦ No Action

**Personal**

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power      Used

### Shield of Sacrifice

Daily ♦ Minor Action

**Unarmed:**

**Close burst 5**      **Target:** You or one ally in the burst

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*You invoke the rune of sacrifice, ensuring that he or she who gives strength in the name of the gods will also receive their protection.*

**Keywords:** Divine, Healing

**Effect:** The target loses a healing surge. One or two allies within 5 squares of the target regain hit points as if they had each spent a healing surge. The target and each ally who regained hit points gain a +5 power bonus to AC until the end of your next turn.

Additional Effects

### Rune of Meritorious...

Daily ♦ Free Action

**Ranged sight**      **Target:** You and each ally

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*As battle begins, you invoke the rune of meritorious alacrity, bringing your friends instantly to readiness.*

**Keyword:** Divine

**Trigger:** You roll initiative

**Effect:** Each target gains a +10 bonus to his or her initiative check.

Additional Effects

### Distance Crossbow +1

Weapon ♦ Level 1

**Damage:** 1d8

**Proficiency Bonus:** 2

**Range:** 15/30

**Properties:** Load Minor

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** None

**Properties**

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

### Sun Globe

Wondrous Item ♦ Level 1

#### Properties

You can command this item to shed bright or dim light either 5 or 10 squares in all directions as a free action (or to shed no light).

### Everlasting Provisions

Wondrous Item ♦ Level 4

#### Properties

After an extended rest, you open the basket, creating enough food and water to feed five Medium or Small creatures (or one Large creature) for 24 hours.

### Bracers of Defense (heroic...)

Arms Slot Item ♦ Level 7

#### Power ♦ Daily (Immediate Interrupt)

*Trigger:* You are hit by a melee attack.

*Effect:* Reduce the damage dealt to you by the attack by 10.

### Scale Armor of Dogged Grit...

Armor ♦ Level 7

**Armor Bonus:** 7

**Speed:** -1

**Enhancement:** +2 AC

#### Properties

Whenever you take 20 or more damage from an attack, you gain 5 temporary hit points at the end of the current turn.

### Healer's Brooch +3

Neck Slot Item ♦ Level 14

**Enhancement:** +3 Fortitude, Reflex, and Will

#### Properties

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

### Battle Standard of Might

Wondrous Item ♦ Level 4

#### Power (Zone) ♦ Encounter (Standard Action)

When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +1 power bonus on damage rolls. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

### Magic Bastard sword +3

Weapon ♦ Level 11

**Damage:** 1d10

**Proficiency Bonus:** 3

**Properties:** Versatile

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus