

Character Sheet

Player Name/RPGA

Ord Reddina

Good male Human Runepriest

5' 11' 200 lbs. Medium Age Height Weight Size

16500

20500

Check

8

5

19

12

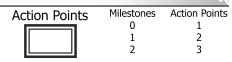
18

Defenses





Action Points

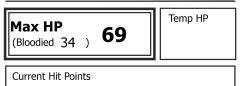


Deity

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.

Total XP

Hit Points



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

8 **DEX** Dexterity 3

INT Intelligence 5

WIS Wisdom 8 CHA Charisma 4 10

Healing Surges

Surge Value 17

Initiative Conditional Modifiers:

Speed

Surges/Day

Combat Statistics and Senses

Current Conditions:

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Magic Bastard sword +3



1d10+7

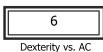
Damage

Ranged

3

6

Distance Crossbow +1



1d8 Damage

18 Passive Insight

18 **Passive Perception**

Special Senses: Normal

Languages

Common, Draconic

Skills

Abilities

STR Strength

CON Constitution

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 Character Name

Player Name

Character Details	Equipment	
Background	Head	
		Neck
Theme	Arms	Healer's Brooch +3
	Bracers of Defense (heroic tier)	Hands
Mannerisms and Appearance		
	Rings	Rings
		Off Hand
		Heavy Shield
Personality Traits	Main Hand	Waist
	Magic Bastard sword +3	
		Armor
Adventuring Company		Tattoo
	Feet	luttoo
		Ki Focus
	Other Equipment	
Companions and Allies	Backpack (empty)	
	Bedroll Flint and Steel	
	Waterskin Writing case	
	Silk Rope (50 ft.) Climber's Kit	
Session and Campaign Notes	Crossbow Dagger	
Isra, Pheonix Sword	Sun Globe Scale Armor of Dogged Grit +2	
	Battle Standard of Might Everlasting Provisions	
	Distance Crossbow +1	
Other Notes		
	_	
	Total Weight (lbs.)	105 Carrying Capacity (lbs.)
	Treasure	Normal 190
	2 pp; 80 gp o gp banked	
		Heavy 380
		M Carrie
	I 1	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

Vicious Advantage

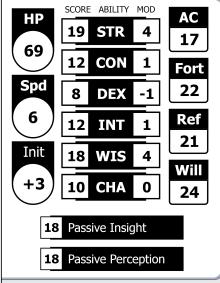
Gain combat advantage against slowed or immobilized targets

Heavy Armor Agility

You ignore the speed penalty for wearing heavy armor.

Ord Redding

Level 9 Human Runepriest



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

Player Name:

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

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

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

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

Basic Attack

Word of Exchange



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

Additional Effects

Basic Attack

Encounter • Standard Action

Executioner's Call

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

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

Additional Effects

Runepriest Attack 1

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







Word of Befuddlement

Encounter • Standard Action

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

Melee weapon Target: One

creature

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 of Iron's Rebuke

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

Melee weapon Target: One

creature

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

Cage of Light

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

damage

Close blast 3 Target: Each enemy

in the blast

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

Runepriest Attack 7

Used □ Runepriest Attack 1

Used ☐ Runepriest Attack 5

Used □

Unconquered Redoubt

Magic Bastard sword +3: +15 vs. Fortitude,

1d10+7 damage Close blast 5

Target: Each enemy

in the blast

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 of Mending

Encounter (Special) • Minor Action

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

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, Runio

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

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

Runepriest Attack 9

Used □

Runepriest Feature

Used ☐ ☐ Human Racial Power

Used □

Shield of Sacrifice

Unarmed:

Close burst 5

Additional Effects

Target: You or one ally in the burst

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...

Ranged sight Target: You and

each ally

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.

Distance Crossbow +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 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

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

Damage: 1d10
Proficiency Bonus: 3
Properties: Versatile

Enhancement: +3 attack rolls and

damage rolls

Critical: +1d6 damage per plus