

Player Name

Ardent 6

6

Ardent

7 500

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Race

Medium

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	Initiative	3	
CONDITIONAL MODIFIERS			

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
13	CON Constitution	1	4
10	DEX Dexterity	0	3
8	INT Intelligence	-1	2
15	WIS Wisdom	2	5
21	CHA Charisma	5	8

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
50	25	12	12	8
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES				
SAVING THROW MODS		+1 to all saving throws		
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatics	DEX 3	0	-1	
2	Arcana	INT 2	0	n/a	
2	Athletics	STR 3	0	-1	
13	Bluff	CHA 8	5	n/a	
15	Diplomacy	CHA 8	5	n/a	2
5	Dungeoneering	WIS 5	0	n/a	
3	Endurance	CON 4	0	-1	
5	Heal	WIS 5	0	n/a	
2	History	INT 2	0	n/a	
7	Insight	WIS 5	0	n/a	2
13	Intimidate	CHA 8	5	n/a	
5	Nature	WIS 5	0	n/a	
5	Perception	WIS 5	0	n/a	
2	Religion	INT 2	0	n/a	
2	Stealth	DEX 3	0	-1	
13	Streetwise	CHA 8	5	n/a	
2	Thievery	DEX 3	0	-1	

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	13	6			1		
CONDITIONAL BONUSES								
+2 AC (Mantle of Clarity) against opportunity attacks								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	13	1	1		2		
CONDITIONAL BONUSES								
+2 Fortitude Defense (Mantle of Clarity) against opportunity attacks								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	13				2		
CONDITIONAL BONUSES								
+2 Reflex Defense (Mantle of Clarity) against opportunity attacks								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	WILL	13	5	1		2		
CONDITIONAL BONUSES								
+2 Will Defense (Mantle of Clarity) against opportunity attacks								

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	

RACE FEATURES

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

CLASS / PATH / DESTINY FEATURES

Ardent Mantle

Mantle of Clarity

Ardent Surge

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

LANGUAGES KNOWN

Common, Elven, Primordial

MOVEMENT

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

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10 +	7

15	Passive Perception	10	+	5
SPECIAL SENSES				
Low-light Vision				

ATTACK WORKSPACE

ABILITY: Guiding Strike - Vicious Greatsword +2									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 14	3	5		3		2	1		

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Vicious Greatsword +2									
DAMAGE	ABIL	FEAT	ENH	MISC	MISC				
1d10+2	0		2						

ABILITY: Guiding Strike - Vicious Greatsword +2									
DAMAGE	ABIL	FEAT	ENH	MISC	MISC				
1d10+7	5		2						

ABILITY: Implanted Suggestion - Vicious Greatsword +2									
DAMAGE	ABIL	FEAT	ENH	MISC	MISC				
2d10+7	5		2						

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Vicious Greatsword +2	1d10+2

FEATS

Human Perseverance - +1 to saving throws

Heartening Surge - Ardent surge bonus increases by 1

Bolstering Mantle - When you spend a healing surge an ally in your Ardent Mantle benefits

Weapon Expertise (Heavy Blade) - Gain bonus to attack rolls with heavy blades.

PLAY DATA **DUNGEONS & DRAGONS**®

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

UTILITY POWER 

AT-WILL POWER **DUNGEONS & DRAGONS**®

AT-WILL POWER **DUNGEONS & DRAGONS**®

AT-WILL POWER **DUNGEONS & DRAGONS®**

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Energizing Strike (Augment 0)

KEYWORDS

Augmentable, Healing, Psionic, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+5) damage, and one ally within 5 squares of you gains temporary hit points equal to one-half your level + your Charisma modifier (+5).

Vicious Greatsword +2: +14 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS

Ardent

LEVEL

1

BOOK

PH3

AT-WILL POWER

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Energizing Strike (Augment 1)

KEYWORDS

Augmentable, Healing, Psionic, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+5) damage, and one dying ally within 5 squares of you regains hit points equal to your Charisma modifier (+5).

Vicious Greatsword +2: +14 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS

Ardent

LEVEL

1

BOOK

PH3

AT-WILL POWER

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Energizing Strike (Augment 2)

KEYWORDS

Augmentable, Healing, Psionic, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+5) damage, and you or one ally within 5 squares of you can spend a healing surge.

Vicious Greatsword +2: +14 attack, 2d10+7 damage

ADDITIONAL EFFECTS

CLASS

Ardent

LEVEL

1

BOOK

PH3

AT-WILL POWER

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Guiding Strike

KEYWORDS

Arcane, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+5) damage, and the target takes a -2 penalty to the defense of your choice until the end of your next turn.
Level 21: 2[W] + Charisma modifier (+5) damage.

Vicious Greatsword +2: +14 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

1

BOOK

PH2

ENCOUNTER POWER

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Ardent Alacrity

KEYWORDS

Psionic



USED

No Action

Close burst 5

ACTION

5  

RANGE

vs

Each ally in burst

ATTACK

DEFENSE

TARGET

Trigger: You are bloodied by an attack
Effect: Each target can use a free action either to shift 1 square or to move half his or her speed.

ADDITIONAL EFFECTS

CLASS

Ardent

LEVEL

BOOK

PH3

ENCOUNTER POWER

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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: +3 attack

ADDITIONAL EFFECTS

CLASS

Ardent

LEVEL

BOOK

PH3

ENCOUNTER POWER

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Implanted Suggestion

KEYWORDS

Charm, Psionic, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

14

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 2[W] + Charisma modifier (+5) damage, and the target is dazed (save ends).
Miss: Half damage.
Effect: The target is affected by your suggestion (save ends). Until the suggestion ends, whenever the target makes an attack, one ally adjacent to the target can make a melee basic attack against it as a free action after the target's attack is resolved.

Vicious Greatsword +2: +14 attack, 2d10+7 damage

ADDITIONAL EFFECTS

CLASS

Ardent

LEVEL

1

BOOK

PH3

DAILY POWER

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Fate Exchange

KEYWORDS

Healing, Psionic, Teleportation



USED

Standard

Close burst 5

ACTION

5  

RANGE

vs

You and one ally in burst

ATTACK

DEFENSE

TARGET

Effect: The targets teleport, swapping positions, and can then each make a basic attack as a free action, with a +2 power bonus to the attack rolls. For each of these attacks that hits, you or one ally you can see can both spend a healing surge and make a saving throw. If both basic attacks miss, you regain the use of this power.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS

Ardent

LEVEL

5

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS®



Dimension Swap

KEYWORDS

Psionic, Teleportation



USED

Move

Close burst 5

ACTION

5  

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: One ally in burst
Effect: You teleport yourself and the target, swapping positions.

ADDITIONAL EFFECTS

CLASS

Ardent

LEVEL

2

BOOK

PH3

UTILITY POWER

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Evade Attack

KEYWORDS

Psionic, Teleportation

USED

Imm Interr

20

Ranged 20

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: An ally is hit by an opportunity attack
Target: The triggering ally
Effect: You teleport the target a number of squares equal to your Charisma modifier (+5).

ADDITIONAL EFFECTS

CLASS

Ardent

LEVEL

6

BOOK

PH3

UTILITY POWER

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Vicious Greatsword +2

1d10

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

7

+2d12 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Melee Basic Attack: +9 attack, 1d10+2 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Two-Hands

WEIGHT

8

PRICE

2600

BOOK

PH

MAGIC WEAPON

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Amulet of Protection +2

1

AC BONUS

CHECK

SPEED

QUANTITY

+2 Fortitude, Reflex, and Will

6

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

1800

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Bold Victory Chainmail +1

6

-1

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

4

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): Free Action. Trigger: You or an ally within 5 squares of you bloodies an enemy. Effect: The attacker gains a +2 power bonus to AC until the end of his or her next turn.

ITEM SLOT

Body

WEIGHT

40

PRICE

840

BOOK

PH

MAGIC ITEM

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