

Player Name

Slim 1 Bard 0  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Half-Elf Medium 33 Male 5'9 140lbs Unaligned  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	6				1	

CONDITIONAL BONUSES

### MOVEMENT

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

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	<b>STR</b> Strength	2	2
16	<b>CON</b> Constitution	3	3
10	<b>DEX</b> Dexterity	0	0
13	<b>INT</b> Intelligence	1	1
8	<b>WIS</b> Wisdom	-1	-1
18	<b>CHA</b> Charisma	4	4

SCORE	DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	<b>FORT</b>	10	3						

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SCORE	DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	<b>REF</b>	10	1	1				1	

CONDITIONAL BONUSES

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SCORE	DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	<b>WILL</b>	10	4	1					

CONDITIONAL BONUSES

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Perception	10 +	0

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	2		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	0	2					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Longsword	1d8+2

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Unarmed (Melee)	1d4+2

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	vs AC	Unarmed (Range)	1d4

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
28	14	7

1/2 HP 1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 2 Cold, Resist 2 Fire, Resist 2 Thunder

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

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

**Bardic Training** - Gain Ritual Caster feat and perform one bard ritual per day without expending components

**Bardic Virtue** - Choose a Bardic Virtue option.

**Virtue of Valor** - When an ally within 10 squares bloodies or reduces a foe to 0 hp, ally gains 1 + your Con mod temporary hp (1/rd) (3 + Con mod at 11th, 5 + Con mod at 21st)

**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 your Cha mod to hp regained

**Words of Friendship** - Gain the words of friendship power

### LANGUAGES KNOWN

Common, Elven, Deep Speech

### FEATS

**Ritual Caster** - Master and perform rituals

**Improved Majestic Word** - Target of majestic word gains temporary hp



CHARACTER NAME

Slim

PLAYER NAME

RACE Half-Elf CLASS LEVEL 1

<b>HP</b> 28	<b>14 STR</b>	<b>AC</b> 17
<b>Spd</b> 5	<b>16 CON</b>	<b>Fort</b> 13
<b>Init</b> +0	<b>10 DEX</b>	<b>Ref</b> 13
	<b>13 INT</b>	<b>Will</b> 15
	<b>8 WIS</b>	
	<b>18 CHA</b>	
<b>12</b> Passive Insight	<b>10</b> Passive Perception	



Second Wind

KEYWORDS USED

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Guiding Strike

KEYWORDS Arcane, Weapon USED

Standard	* +	Melee weapon
<b>ACTION</b>	<b>RANGE</b>	
7 vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Charisma vs. AC  
Hit: 1[W] + Charisma modifier (+4) 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 (+4) damage.

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

AT-WILL POWER



Misdirected Mark

KEYWORDS Arcane, Implement USED

Standard	+ 10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
4 vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Charisma vs. Reflex  
Hit: 1d8 + Charisma modifier (+4) damage, and the target is marked by an ally within 5 squares of you until the end of your next turn.  
Level 21: 2d8 + Charisma modifier (+4) damage.

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

AT-WILL POWER



Eyebite

KEYWORDS Arcane, Charm, Implement, Psychic USED

Standard	+ 10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
4 vs	Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Charisma vs. Will  
Hit: 1d6 + Charisma modifier (+4) psychic damage, and you are invisible to the target until the start of your next turn.  
Increase damage to 2d6 + Charisma modifier (+4) at 21st level.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 1 BOOK PH

ENCOUNTER POWER



Majestic Word

KEYWORDS Arcane, Healing USED

Minor	+ 5	Close burst 5 (10 at 11th level, 15 at 16th level)
<b>ACTION</b>	<b>RANGE</b>	
vs	You or one ally in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Level 6: 1d6 + Charisma modifier (+4) additional hit points.  
Level 11: 2d6 + Charisma modifier (+4) additional hit points.  
Level 16: 3d6 + Charisma modifier (+4) additional hit points.  
Level 21: 4d6 + Charisma modifier (+4) additional hit points.  
Level 26: 5d6 + Charisma modifier (+4) additional hit points.  
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

CLASS Bard LEVEL BOOK PH2

ENCOUNTER POWER



Words of Friendship

KEYWORDS Arcane, Charm USED

Minor	+ Personal
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

ADDITIONAL EFFECTS

CLASS Bard LEVEL BOOK PH2

ENCOUNTER POWER



Shout of Triumph

KEYWORDS Arcane, Implement, Thunder USED

Standard	+ 3	Close blast 3
<b>ACTION</b>	<b>RANGE</b>	
4 vs	Fort	Each enemy in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Charisma vs. Fortitude  
Hit: 1d6 + Charisma modifier (+4) thunder damage, and you push the target 1 square.  
Effect: You slide each ally in the blast 1 square.  
Virtue of Valor: The number of squares you push the target and slide the allies equals your Constitution modifier (+3).

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

ENCOUNTER POWER



# Stirring Shout

KEYWORDS Arcane, Healing, Implement, Psychic USED

Standard	↓ 10 ↘	Ranged 10
<b>ACTION</b>	← ✖	<b>RANGE</b>
<b>4</b> vs <b>Will</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Charisma vs. Will  
Hit: 2d6 + Charisma modifier (+4) psychic damage.  
Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Charisma modifier (+4).

ADDITIONAL EFFECTS

CLASS Bard      LEVEL 1      BOOK PH2