

Aislinn Easnadh - Kalashtar (Basilisk's Gaze) Bard 4

Player: Mowgli
 Female; Age: 20; Height: 5' 6"; Weight: 125lb.; Alignment: Good; Deity: Boldrei; Total XP: 3750



Initiative

Score	Dex	1/2 Lvl	Misc
+1	-1	+2	-

Attributes

Score	Ability	Ability Mod	Mod + 1/2 Lvl
10	STR	+0	+2
12	CON	+1	+3
8	DEX	-1	+1
14	INT	+2	+4
19	WIS	+4	+6
19	CHA	+4	+6

Hit Points

Max HP	Bloodied (1/2 HP)	Surge Value (1/4 HP)	Surges per Day
39	19 hp	9 hp	8

Current HP / Surges:

Second Wind (1 / encounter)

Temporary HP:

Death Saving Throw Failures

Saving Throws: **10+**

Resistances:

Current Conditions and Effects:

Skills

Score	Skill	Abil + 1/2 Lvl	Trained (+5)	Armor Penalty	Misc
+4	Acrobatics	DEX	+1	-	+3
+11	Arcana	INT	+4	ü	+2
+5	Athletics	STR	+2	-	+3
+9	Bluff	CHA	+6	-	+3
+13	Diplomacy	CHA	+6	ü	+2
+9	Dungeoneering	WIS	+6	-	+3
+6	Endurance	CON	+3	-	+3
+9	Heal	WIS	+6	-	+3
+7	History	INT	+4	-	+3
+15	Insight	WIS	+6	ü	+4
+9	Intimidate	CHA	+6	-	+3
+9	Nature	WIS	+6	-	+3
+19	Perception	WIS	+6	ü	+8
+11	Religion	INT	+4	ü	+2
+4	Stealth	DEX	+1	-	+3
+13	Streetwise	CHA	+6	ü	+2
+4	Thievery	DEX	+1	-	+3

Defenses

Score	Defense	10 + 1/2 Lvl	Armor / Ability	Class	Feat	Enhance	Misc
17	AC	12	+5	-	-	-	-

Conditional Bonuses:

14	Fort	12	+1	-	-	+1	-
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Conditional Bonuses:

16	Ref	12	+2	+1	-	+1	-
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Conditional Bonuses:

18	Will	12	+4	+1	-	+1	-
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Conditional Bonuses:

Action Points

1	Action Points	Milestones, +1 AP each:
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Race Features

Dual Soul At the start of your turn, you can make a saving throw against each effect currently rendering you dazed or dominated. If you fail the saving throw, you do not make a saving throw against the effect at the end of your turn.

Skill Bonus: Perception Gives a +2 bonus to the selected skill.

Telepathy 5 You can communicate with any other creature that has a language and is within line of sight and within 5 squares of you; this allows for two-way communication

Class, Path & Destiny Features

Bardic Training You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You own a ritual book, and it contains two rituals of your choice that you have mastered: one 1st-level ritual that has bard as a prerequisite and another 1st-level ritual.

In addition, you can perform one bard ritual per day of your level or lower without expending components, although you must pay any other costs and use any focus required by the ritual. At

Bardic Virtue: Virtue of Prescience Bards praise many virtues in their stories, telling tales of people whose particular qualities set them above common folk. The valor of dauntless heroes and the cunning of great minds are among these virtues, and a bard can choose to emphasize either quality.

Choose one of the following options. The choice you make gives you the benefit described below and also provides bonuses to certain bard

Multiclass Versatility You can choose class-specific multiclass feats from more than one class.

Skill Versatility You gain a +1 bonus to untrained skill checks.

Movement

Score	Base	Item	Armor	Misc
6	Speed	6	-	-

Special Movement:

Senses

Score	Passive Sense	Base	Skill Bonus
25	Passive Insight	10	+15
29	Passive Perception	10	+19

Special Senses: **Normal**

Attacks

A Basic Melee

+2 [Str] vs. AC; +2 vs. Armor Class, 1[W] +0 (Str)

A Basic Ranged

+4 [Dex] vs. AC; (Aftershock Longbow +1) +4 vs. AC, 1d10

A Jinx Shot

+9 [Cha] vs. AC; (Aftershock Longbow +1) +9 vs. AC, 1d10+5

A Misdirected Mark

+6 [Cha] vs. Ref; +6 vs. Reflex, 1d8 +4 (Cha)+4

B Avenging Light

+6 [Wis] vs. Fort; +6 vs. Fortitude, 1d10 +4 (Wis)+4

B Prophesied Strike

+9 [Cha] vs. AC; (Aftershock Longbow +1) +9 vs. AC, 1d10+5

B Rhyme of the Blood-Seeking Blade

+9 [Cha] vs. Ref; (Aftershock Longbow +1) +9 vs. Ref, 1d10+5

D Arrow of Warning

+9 [Cha] vs. Ref; (Aftershock Longbow +1) +9 vs. Ref, 3d10+5

Feats

Acolyte of Divine Secrets You gain training in Religion. Choose a 1st-level invoker at-will attack power. You can use that power once per encounter.

In addition, you can wield invoker implements.

Alertness You cannot be surprised.

Also, you gain a +2 feat bonus to Perception checks.

Mark of Detection When you make a Perception check, you make two rolls and use the higher result. You can also sense the presence of magic as if you were trained in Arcana. You can use Perception instead of Arcana for the check. You can master and perform rituals in the divination category as if you had the Ritual Caster feat. In addition, you can master and perform the Banish Illusions, Eavesdropper's Foil, and Scry Trap rituals as if

Ritual Caster You can master and perform rituals of your level or lower. See Chapter 10 for information on acquiring, mastering, and performing rituals. Even though some rituals use the Heal skill or the Nature skill, the Arcana skill or the Religion skill is required to understand how to perform rituals.

At-Will Powers

Basic Melee
 Basic Ranged
 Jinx Shot
 Misdirected Mark

Encounter Powers

Avenging Light
 Bastion of Mental Clarity
 Majestic Word (Feature)
 Prophesied Strike
 Rhyme of the Blood-Seeking Blade
 Words of Friendship (Feature)

Daily Powers

Arrow of Warning

Utility Powers

Words of Protective Fate

Gear (Cash: 143 gp)

Adventurer's Kit
 Aftershock Longbow +1
 60x Arrows
 Backpack
 Bedroll
 Belt Pouch
 Flint and Steel
 Ioun's Revelation (L3)
 Lucky Charm +1
 Shadowdance Leather Armor +1

Class, Path & Destiny Features

Song of Rest When you play an instrument or sing during a short rest, you and each ally who can hear you are affected by your Song of Rest. When an affected character spends healing surges at the end of the rest, that character regains additional hit points equal to your Charisma modifier with each healing surge. A character can be affected by only one Song of Rest at a time.

Languages Known

Common

Weapons

Range Attack Damage

Aftershock Longbow +1 **20/40** **+3** **1d10+1**
 Military 2-Handed Bow; Load free; Crit Bonus
 Unarmed Strike **+0** **1d4**
 Improvised Unarmed

Armor

Shadowdance Leather Armor +1, AC +3

Magic Items

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 Ioun's Revelation (L3)
 Armor
 Shadowdance Leather Armor +1
 Neck
 Lucky Charm +1
 Weapon
 Aftershock Longbow +1

Daily Magic Item Uses

Heroic (1 use)
 +1 per Milestone

Magic Item Powers

Ioun's Revelation (Daily)
 Lucky Charm (Daily)
 Shadowdance Armor (Daily)

Rituals

Traveler's Camouflage [Bonus]
 Traveler's Chant [Bonus]

A Basic Melee At-Will Weapon	
Standard Action - Melee Weapon Target: One creature Attack: +2 vs. Armor Class, 1[W] +0 (Str) (Strength vs. AC) A basic melee attack.	Str vs. AC +2 1[W] +0 (Str) 1[W] 

E Rhyme of the Blood-Seeking Blade Encounter (Bard 3) - Arcane, Weapon	
Immediate Interrupt - Ranged Weapon Target: The target of the triggering ally's attack Attack: (Aftershock Longbow +1) +9 vs. Ref, 1d10+5 (Charisma vs. Ref) Hit: 1[W] + Charisma modifier damage. The target takes a -4 penalty to all defenses against the triggering ally's attack. Virtue of Prescience: The target's penalty to all defenses equals 3 + your Wisdom modifier. Appears In: Arcane Power	Cha vs. Ref +6 1[W] +4 (Cha)+4 1[W] 

A Basic Ranged At-Will Weapon	
Standard Action - Ranged Weapon Target: One creature Attack: (Aftershock Longbow +1) +4 vs. AC, 1d10 (Dexterity vs. AC) A basic ranged attack.	Dex vs. AC +1 1[W] -1 (Dex)-1 1[W] 

E Words of Friendship Encounter (Bard) - Arcane, Charm	
Minor Action - Personal Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn. Appears In: Player's Handbook 2	

A Jinx Shot At-Will (Bard 1) - Arcane, Weapon	
Standard Action - Ranged Weapon Target: One creature Attack: (Aftershock Longbow +1) +9 vs. AC, 1d10+5 (Charisma vs. AC) Hit: 1[W] + Charisma modifier damage. The first time the target misses with an attack before the end of your next turn, it falls prone. Level 21: 2[W] + Charisma modifier damage. Appears In: Arcane Power	Cha vs. AC +6 1[W] +4 (Cha)+4 1[W] 

D Arrow of Warning Daily (Bard 1) - Arcane, Weapon	
Immediate Interrupt - Ranged Weapon Target: The triggering enemy Attack: (Aftershock Longbow +1) +9 vs. Ref, 3d10+5 (Charisma vs. Ref) Hit: 3[W] + Charisma modifier damage. The ally who was attacked by the triggering enemy can make an at-will attack against that enemy as a free action. The ally gains a bonus to this attack roll equal to your Wisdom modifier (minimum 1). Miss: Half damage. Appears In: Arcane Power	Cha vs. Ref +6 3[W] +4 (Cha)+4 3[W] 

A Misdirected Mark At-Will (Bard 1) - Arcane, Implement	
Standard Action - Ranged 10 Target: One creature Attack: +6 vs. Reflex, 1d8 +4 (Cha)+4 (Charisma vs. Ref) Hit: 1d8 + Charisma modifier 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 damage. Appears In: Player's Handbook 2	Cha vs. Ref +6 1d8 +4 (Cha)+4 1d8 

D Ioun's Revelation Daily (Magic Item) -	
Minor Action - Magic Item Daily (1 use total) Until the end of the encounter, you and your allies gain a +1 bonus to skill checks with a single skill of your choice.	

E Avenging Light	
Encounter (Bard 1) - Divine, Implement, Radiant	
<p>Standard Action - Ranged 10 Special: You can use this power as a ranged basic attack. Target: One creature Attack: +6 vs. Fortitude, 1d10 +4 (Wis)+4 (Wisdom vs. Fort) Hit: 1d10 + Wisdom modifier radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier. Level 21: 2d10 + Wisdom modifier radiant damage.</p>	<p>Wis vs. Fort +6 1d10 +4 (Wis)+4 1d10</p> 
Appears In: Player's Handbook 2	

D Lucky Charm
Daily (Magic Item) -
<p>No Action - Magic Item Daily (1 use total) <i>Trigger:</i> You miss with an attack or fail a skill check, ability check, or saving throw. <i>Effect:</i> Roll a d6 and add the result to the attack roll, skill check, ability check, or saving throw.</p>


E Bastion of Mental Clarity
Encounter (Race) -
<p>Immediate Interrupt - Close Burst 5 Target: You and each ally in burst Effect: Each target gains a +4 power bonus to Will until the end of your next turn.</p>


D Shadowdance Armor
Daily (Magic Item) -
<p>Free Action - Magic Item Daily (1 use total) <i>Trigger:</i> You move more than 3 squares. <i>Effect:</i> In bright light, your space and all adjacent squares become shrouded in dim light until the end of your next turn. If you were already in dim light, your space and all adjacent squares become dark, blocking line of sight, until the end of your next turn. You can see perfectly in this area of dim light or darkness.</p>


E Majestic Word
Encounter (Bard) - 2 uses - Arcane, Healing
<p>Minor Action - Close Burst 5 (10 at 11th level, 15 at 21st level) 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. Target: You or one ally in the burst Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier. You also slide the target 1 square. Level 6: 1d6 + Charisma modifier additional hit points. Level 11: 2d6 + Charisma modifier additional hit points. Level 16: 3d6 + Charisma modifier additional hit points. Level 21: 4d6 + Charisma modifier additional hit points. Level 26: 5d6 + Charisma modifier additional hit points.</p>

Appears In: Player's Handbook 2

D Words of Protective Fate
Daily (Bard 2) - Arcane
<p>Minor Action - Close Burst 10 Target: You and each ally in the burst Effect: Until the end of the encounter, whenever a critical hit is scored on the target, you roll a d20. If you roll a 10 or higher, the attack hits but is not a critical hit.</p>
Appears In: Arcane Power


E Prophesied Strike	
Encounter (Bard 1) - Arcane, Weapon	
<p>Standard Action - Ranged Weapon Target: One creature Attack: (Aftershock Longbow +1) +9 vs. AC, 1d10+5 (Charisma vs. AC) Hit: 1[W] + Charisma modifier damage. The next time you or an ally attacks the target before the end of your next turn, the attacker rolls a d20 twice and uses either result.</p>	<p>Cha vs. AC +6 1[W] +4 (Cha)+4 1[W]</p> 
Appears In: Arcane Power	

M Ioun's Revelation (L3)
Magic Item
<p><i>Ioun rewards study and the relentless pursuit of knowledge. Supporters who earn her favor gain the ability to master any task, no matter how daunting.</i></p>
<p>Level: 3 Price: 680 gp Cost: - Weight: -</p>
<p>Price: 680 gp Divine Boon Property: Gain a +2 item bonus to skill checks.</p>
<p>Power (Daily): Minor Action. Until the end of the encounter, you and your allies gain a +1 bonus to skill checks with a single skill of your choice.</p>
Appears In: Dungeon Master's Guide 2
