

CHARACTER NAME
Atrius

PLAYER NAME
hafrogman

RACE Half-ElfCLASS BardLEVEL 6

HP58

STR13

AC20

Spd6

CON16

Fort17

Init+5

DEX14

Ref17

WIS10

CHA19

Will19

16 Passive Insight

14 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS



ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

StandardACTIONvsATTACKDEFENSEATTACKDEFENSETARGET

PersonalRANGESelf

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASSLEVELBOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Guiding Strike

KEYWORDS Arcane, WeaponUSED

StandardACTION13vsAC

Melee weaponRANGEOne creature

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.

Vicious Longsword +2: +13 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS BardLEVEL 1BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

War Song Strike

KEYWORDS Arcane, WeaponUSED

StandardACTION13vsAC

Melee weaponRANGEOne creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier (+4) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier (+3).

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

Vicious Longsword +2: +13 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS BardLEVEL 1BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Majestic Word

KEYWORDS Arcane, HealingUSED

MinorACTION5vs

Close burst 5 (10 at 11th level, 15)RANGERYou or one ally in burst

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.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS BardLEVELBOOKPH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Words of Friendship

KEYWORDS Arcane, CharmUSED

MinorACTIONvs

PersonalRANGETARGET

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

ADDITIONAL EFFECTS

CLASS BardLEVELBOOKPH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Shout of Triumph

KEYWORDS Arcane, Implement, ThunderUSED

StandardACTION3vsFort

Close blast 3RANGEEach enemy in blast

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).

Vicious Longsword +2: +10 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS BardLEVEL 1BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Charger's Call

KEYWORDS Arcane, WeaponUSED

StandardACTION13vsAC

Melee weaponRANGEOne creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier (+4) damage, and each ally within 5 squares of you gains a +2 bonus to attack rolls while charging until the end of your next turn.

Virtue of Valor: The bonus to attack rolls equals 1 + your Constitution modifier (+3).

Vicious Longsword +2: +13 attack, 2d8+8 damage

ADDITIONAL EFFECTS

CLASS BardLEVEL 3BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Eyebite

KEYWORDS

Arcane, Charm, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

10

vs

Will

ATTACK

DEFENSE

TARGET

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.

Vicious Longsword +2: +10 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Slayer's Song

KEYWORDS

Arcane, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

13

vs

AC

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage, and the target grants combat advantage to you and your allies (save ends).
Miss: Half damage.
Effect: Until the end of the encounter, whenever you hit an enemy, that enemy grants combat advantage to you and your allies until the end of your next turn.

Vicious Longsword +2: +13 attack, 2d8+8 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Stirring Shout

KEYWORDS

Arcane, Healing, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

10

vs

Will

ATTACK

DEFENSE

TARGET

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).

Vicious Longsword +2: +10 attack, 2d6+7 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Song of Courage

KEYWORDS

Arcane, Zone

USED

Minor

5

Close burst 5

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: The burst creates a zone of inspirational shouts that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to attack rolls.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

2

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

Mighty Sprint

KEYWORDS

USED

Move

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You move your speed + 4. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks you make as part of the move
Prerequisite: You must be trained in Athletics.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Vicious Longsword +2

1d8

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

7

+2d12 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Versatile

Melee Basic Attack: +13 attack, 1d8+8 damage

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

4

PRICE

2600

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS

Breach Bracers (heroic tier)

AC BONUS

CHECK

SPEED

1

ENHANCEMENT

5

Arms Slot Item

LEVEL

TYPE

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Daily): Free Action. Use this power when you hit with a melee attack. The target of the attack gains vulnerable 5 against the next attack that hits it before the end of your next turn.

ITEM SLOT

Arms

WEIGHT

0

PRICE

1000

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS

Amulet of Health +1

AC BONUS

CHECK

SPEED

1

+1 Fortitude, Reflex, and Will

3

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain resist 5 poison.

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

680

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

AC BONUS

CHECK

SPEED

1

ENHANCEMENT

5

Potion

LEVEL

TYPE

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS