

Player Name hafrogman

 Atrius
 Character Name
 Half-Elf
 Race
 Medium
 Size
 24
 Age
 Male
 Gender
 5'10"
 Height
 190 lb.
 Weight
 Unaligned
 Alignment
 Bard
 Class
 Paragon Path
 Epic Destiny
 Total XP
 7,500

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5	2	3	

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
20	AC	13	5			2			

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	4
16	CON Constitution	3	6
14	DEX Dexterity	2	5
10	INT Intelligence	0	3
10	WIS Wisdom	0	3
19	CHA Charisma	4	7

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
17	FORT	13	3			1			

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
16	Passive Insight	10	+	6
14	Passive Perception	10	+	4

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
17	REF	13	2	1		1			

ATTACK WORKSPACE				
ABILITY:	Melee Basic Attack - Vicious Longsword +2			
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF
+ 13	3	4		3

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
19	WILL	13	4	1		1			

ATTACK WORKSPACE				
ABILITY:	Ranged Basic Attack - Dagger			
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF
+ 8	3	2		3

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	
58	29	14	10
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
DEATH SAVING THROW FAILURES			
RESISTANCES Resist 5 Poison			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	
1	2	
2	3	

DAMAGE WORKSPACE					
ABILITY:	Melee Basic Attack - Vicious Longsword +2				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+8	4	1	2	1	

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.
Diplomacy Bonus	
Insight Bonus	

DAMAGE WORKSPACE					
ABILITY:	Ranged Basic Attack - Dagger				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

SKILLS						
BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
9	Acrobatics	DEX	5	5	-1	
8	Arcana	INT	3	5	n/a	
8	Athletics	STR	4	5	-1	
12	Bluff	CHA	7	5	n/a	
10	Diplomacy	CHA	7	0	n/a	3
4	Dungeoneering	WIS	3	0	n/a	1
6	Endurance	CON	6	0	-1	1
4	Heal	WIS	3	0	n/a	1
4	History	INT	3	0	n/a	1
6	Insight	WIS	3	0	n/a	3
12	Intimidate	CHA	7	5	n/a	
4	Nature	WIS	3	0	n/a	1
4	Perception	WIS	3	0	n/a	1
4	Religion	INT	3	0	n/a	1
5	Stealth	DEX	5	0	-1	1
8	Streetwise	CHA	7	0	n/a	1
5	Thievery	DEX	5	0	-1	1

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
Arcane Implement Proficiency (heavy blade group)	

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Vicious Longsword +2	1d8+8
10	vs AC	Dagger (Melee)	1d4+4
8	vs AC	Dagger (Range)	1d4+2
7	vs AC	Unarmed (Melee)	1d4+4

LANGUAGES KNOWN	
Common, Elven, Draconic	

FEATS	
Ritual Caster	Master and perform rituals
Arcane Implement Proficiency	Gain new arcane implement
Melee Training (Charisma)	Use Charisma for melee basic attacks
Toughness	Gain 5 additional hit points per tier
Focused Expertise (Longsword)	Gain bonus to attack rolls with Longswords.
Mounted Combat	Gain access to the special abilities of your mount
Weapon Focus (Heavy Blade)	Gain +1 damage per tier with Heavy Blades.

CHARACTER NAME
Atrius

PLAYER NAME
hafrogman

RACE Half-Elf CLASS Bard LEVEL 6

HP 58	STR 13	AC 20
Spd 6	CON 16	Fort 17
Init +5	DEX 14	Ref 17
	INT 10	Will 19
	WIS 10	
	CHA 19	

16 Passive Insight **14** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Arcane, Healing USED

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

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

CLASS Bard LEVEL 6 BOOK PH

ENCOUNTER ACTION DUNGEONS & DRAGONS

Guiding Strike

KEYWORDS Arcane, Weapon USED

Standard	Melee weapon
ACTION	RANGE
13 vs AC	One creature
ATTACK	DEFENSE
	TARGET

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 Bard LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

War Song Strike

KEYWORDS Arcane, Weapon USED

Standard	Melee weapon
ACTION	RANGE
13 vs AC	One creature
ATTACK	DEFENSE
	TARGET

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 Bard LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Majestic Word

KEYWORDS Arcane, Healing USED

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

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 Bard LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Words of Friendship

KEYWORDS Arcane, Charm USED

Minor	Personal
ACTION	RANGE
vs	
ATTACK	DEFENSE
	TARGET

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 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Shout of Triumph

KEYWORDS Arcane, Implement, Thunder USED

Standard	Close blast 3
ACTION	RANGE
3 vs Fort	Each enemy in blast
ATTACK	DEFENSE
	TARGET

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 Bard LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Charger's Call

KEYWORDS Arcane, Weapon USED

Standard	Melee weapon
ACTION	RANGE
13 vs AC	One creature
ATTACK	DEFENSE
	TARGET

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 Bard LEVEL 3 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Eyebite

KEYWORDS Arcane, Charm, Implement, Psychic USED

Standard	10	Ranged 10
ACTION	RANGE	
10	vs Will	One creature
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	One creature
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	One creature
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	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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 Move USED

Move	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT One-hand WEIGHT 4 PRICE 2600 BOOK PH

MAGIC WEAPON DUNGEONS & DRAGONS

Breach Bracers (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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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

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		3	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain resist 5 poison.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT Neck WEIGHT 0 PRICE 680 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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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