

Player Name

Character Name: **Beyrk Verkunder** | Level: **1** | Class: **Bard** | Paragon Path: | Epic Destiny: | Total XP: **0**
 Race: **Hobgoblin** | Size: **Medium** | Age: | Gender: **Male** | Height: **6'2"** | Weight: **230lbs** | Alignment: **Unaligned** | Deity: | Adventuring Company: | RPGA Number:

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
2			2
CONDITIONAL MODIFIERS			

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/1/2 LVL	ABIL	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
10	STR Strength	0	0
18	CON Constitution	4	4
10	DEX Dexterity	0	0
10	INT Intelligence	0	0
8	WIS Wisdom	-1	-1
20	CHA Charisma	5	5

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
14	FORT	10	4						
CONDITIONAL BONUSES									

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
12	REF	10					1	1	
CONDITIONAL BONUSES									

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
16	WILL	10	5					1	
CONDITIONAL BONUSES									

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
10	Passive Insight	10	+ 0	
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	MISC	
+3	0	0		3					
ABILITY: Ranged Basic Attack - Sling									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+2	0	0		2					

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
30	15	7	11
CURRENT HIT POINTS		CURRENT SURGE USES	

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

DAMAGE WORKSPACE					
ABILITY	Melee Basic Attack - Longsword				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				
ABILITY: Ranged Basic Attack - Sling					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6	0				

SECOND WIND 1/ENCOUNTER		USED
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES		
SAVING THROW MODS		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

RACE FEATURES	
Battle Ready	+2 to initiative
Hobgoblin Resilience	Use hobgoblin resilience as an encounter power

BASIC ATTACKS				
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE	
3	vs AC	Longsword	1d8	
2	vs AC	Sling	1d6	
0	vs AC	Unarmed (Melee)	1d4	
0	vs AC	Unarmed (Range)	1d4	

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

FEATS	
Ritual Caster	Master and perform rituals
Strength of Valor	Virtue of Valor also grants +2 damage

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Misdirected Mark
War Song Strike

ENCOUNTER POWERS

Hobgoblin Resilience	<input type="checkbox"/>
Majestic Word	<input type="checkbox"/> <input type="checkbox"/>
Words of Friendship	<input type="checkbox"/>
Shout of Triumph	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Slayer's Song	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Longsword (E)
Ritual Book
Chainmail (E)
Light Shield (E)
Horn
Sling
Sling Bullets (20)

COINS AND OTHER WEALTH

Money on hand: 16 gp
Stored money: 0 gp
Encumbrance: 94 / 100

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>

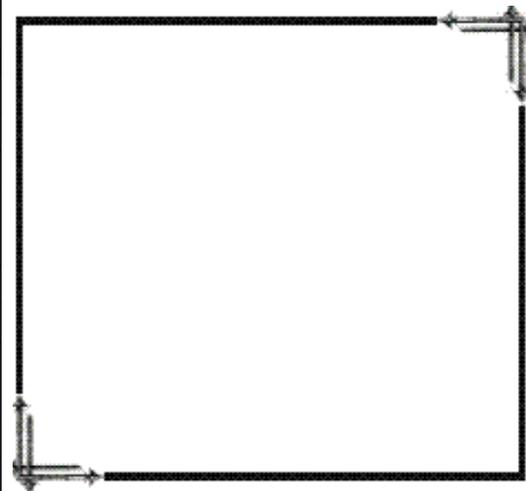
Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

Traveler's Chant
Brew Potion

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Beyrk Verkunder

PLAYER NAME

RACE **Hobgoblin** CLASS **Bard** LEVEL **1**

HP 30	STR 10	AC 17
Spd 5	CON 18	Fort 14
Init +2	DEX 10	Ref 12
	INT 10	Will 16
	WIS 8	
	CHA 20	
10 Passive Insight	10 Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



Second Wind

KEYWORDS _____ USED

Standard	⬇️ ⬅️ ⬆️	Personal
ACTION	⬅️ ⬆️	RANGE
vs		Self
ATTACK	DEFENSE	TARGET

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*

ENCOUNTER ACTION



Misdirected Mark

KEYWORDS **Arcane, Implement** USED

Standard	⬆️ ⬅️ 10	Ranged 10
ACTION	⬅️ ⬆️	RANGE
5 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier (+5) 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 (+5) damage.

ADDITIONAL EFFECTS

CLASS **Bard** LEVEL **1** BOOK *PH2*

AT-WILL POWER



War Song Strike

KEYWORDS **Arcane, Weapon** USED

Standard	* ⬆️ ⬅️	Melee weapon
ACTION	⬅️ ⬆️	RANGE
8 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+5) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier (+4).
Level 21: 2[W] + Charisma modifier (+5) damage.

Longsword: +8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS **Bard** LEVEL **1** BOOK *PH2*

AT-WILL POWER



Hobgoblin Resilience

KEYWORDS _____ USED

Imm Reacti	⬆️ ⬅️	Personal
ACTION	⬅️ ⬆️	RANGE
vs		
ATTACK	DEFENSE	TARGET

Trigger: You suffer an effect that a save can end
Effect: You make a saving throw against the effect.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL * BOOK *MM*

ENCOUNTER POWER



Majestic Word

KEYWORDS **Arcane, Healing** USED

Minor	⬆️ ⬅️	Close burst 5 (10 at 11th level, 15
ACTION	⬅️ ⬆️ 5	RANGE
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 (+5). You also slide the target 1 square.
Level 6: 1d6 + Charisma modifier (+5) additional hit points.
Level 11: 2d6 + Charisma modifier (+5) additional hit points.
Level 16: 3d6 + Charisma modifier (+5) additional hit points.
Level 21: 4d6 + Charisma modifier (+5) additional hit points.
Level 26: 5d6 + Charisma modifier (+5) 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
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 _____ BOOK *PH2*

ENCOUNTER POWER



Shout of Triumph

KEYWORDS **Arcane, Implement, Thunder** USED

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

Attack: Charisma vs. Fortitude
Hit: 1d6 + Charisma modifier (+5) 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 (+4).

ADDITIONAL EFFECTS

CLASS **Bard** LEVEL **1** BOOK *PH2*

ENCOUNTER POWER



Slayer's Song

KEYWORDS		Arcane, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
8	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+5) 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.</p> <p>Longsword: +8 attack, 2d8+5 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Bard	LEVEL	1
		BOOK	PH2

DAILY POWER

