

Character Sheet

0

Total XP

RPGA Number

CHARACTER NAME

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

WIS

8

Will

16

CHA

20

10

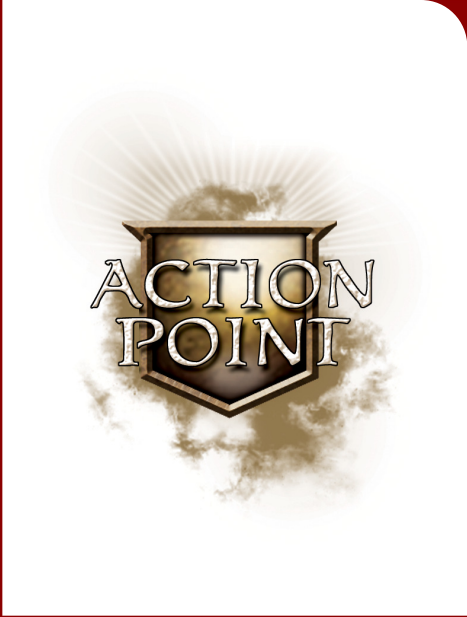
Passive Insight

10

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



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

DUNGEONS & DRAGONS®

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

DUNGEONS & DRAGONS®

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

DUNGEONS & DRAGONS®

Hobgoblin Resilience

KEYWORDS

USED

Imm Reacti

↓

↶

↷

Personal

ACTION

↶

↷

RANGE

vs

Self

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

DUNGEONS & DRAGONS®

Majestic Word

KEYWORDS

Arcane, Healing

USED

Minor

+

↷

Close burst 5 (10 at 11th level, 15 at 16th)

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

DUNGEONS & DRAGONS®

Words of Friendship

KEYWORDS

Arcane, Charm

USED

Minor

+

↷

Personal

ACTION

↶

↷

RANGE

vs

Self

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

DUNGEONS & DRAGONS®

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

DUNGEONS & DRAGONS®

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</p> <p>Hit: 2[W] + Charisma modifier (+5) damage, and the target grants combat advantage to you and your allies (save ends).</p> <p>Miss: Half damage.</p> <p>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		