

Player Name

Blay Hendricks 3 Bard
 Character Name Level Class
 Human Medium Male
 Race Size Age Gender

Paragon Path Epic Destiny Total XP
 Good 2,250

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
2	1	1	

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC
18	AC	11	6			1	

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
5	Speed (Squares)	6	-1

ABILITY SCORES		
SCORE	ABILITY	MOD + 1/2 LVL
10	STR Strength	1
13	CON Constitution	2
12	DEX Dexterity	2
16	INT Intelligence	4
11	WIS Wisdom	1
16	CHA Charisma	4

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
13	FORT	11	1				1

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

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
35	17	8	8

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
16	REF	11	3	1			1

ATTACK WORKSPACE							
ABILITY	MELEE BASIC ATTACK	SHORT SWORD	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF
	Melee Basic Attack - Short sword		+4	1	0		3

ACTION POINTS			
ACTION POINTS	MILESTONES	0	1
		2	3

DAMAGE WORKSPACE							
ABILITY	MELEE BASIC ATTACK	SHORT SWORD	DAMAGE	ABIL	FEAT	ENH	MISC
	Melee Basic Attack - Short sword		1d6	0			

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

RACE FEATURES		
Bonus Feat	-	Choose an extra feat at 1st level.
Bonus Skill	-	Trained in one additional class skill.
Bonus At-Will Power	-	Know one extra 1st-level attack power from your class.

DAMAGE WORKSPACE							
ABILITY	MELEE BASIC ATTACK	UNARMED	DAMAGE	ABIL	FEAT	ENH	MISC
	Melee Basic Attack - Unarmed		1d4	0			

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

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Short sword	1d6
1	vs AC	Unarmed (Melee)	1d4
2	vs AC	Unarmed (Range)	1d4+1

LANGUAGES KNOWN						
Common, Elven						

FEATS	
Bardic Knowledge	+2 bonus to several skill checks
Ritual Caster	Master and perform rituals
Combat Medic	Stabilize the dying as minor action, +2 to Heal checks
Improved Majestic Word	Target of majestic word gains temporary hp

POWER INDEX

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

AT-WILL POWERS

War Song Strike	
Guiding Strike	
Vicious Mockery	

ENCOUNTER POWERS

Majestic Word	<input type="checkbox"/>
Words of Friendship	<input type="checkbox"/>
Blunder	<input type="checkbox"/>
Dissonant Strain	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Stirring Shout	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Song of Courage	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Adventurer's Kit
Short sword (E)

COINS AND OTHER WEALTH

Money on hand: 520 gp
Stored money: 0 gp
Encumbrance: 88 lb. / 100 lb.

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		
ARMOR	Luring Withdrawal Chainmail +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET	Wavestrider Boots (heroic tier) (E)	<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"/>
	Fochlucan Bandore +1 (One-hand) (E)	<input type="checkbox"/>
		<input type="checkbox"/>

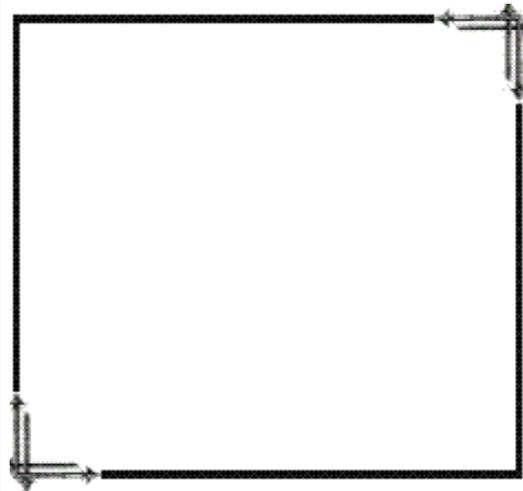
Daily Item Powers Per Day

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

Glib Limerick
Lullaby

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Blay Hendricks

PLAYER NAME

RACE Human CLASS LEVEL 3

HP 35	STR 10	AC 18
Spd 5	CON 13	Fort 13
Init +2	DEX 12	Ref 16
	INT 16	Will 16
	WIS 11	
	CHA 16	

16 Passive Insight	16 Passive Perception
---------------------------	------------------------------



Second Wind

KEYWORDS USED

Standard	Melee weapon	Personal
ACTION	RANGE	RANGE
7 vs AC	One creature	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS ENCOUNTER SPECIAL DUNGEONS & DRAGONS ENCOUNTER ACTION DUNGEONS & DRAGONS

War Song Strike

KEYWORDS	Arcane, Weapon	USED
Standard	Melee weapon	
ACTION	RANGE	
7 vs AC	One creature	
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+3) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier (+1).
Level 21: 2[W] + Charisma modifier (+3) damage.
Short sword: +7 attack, 1d6+3 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Guiding Strike

KEYWORDS	Arcane, Weapon	USED
Standard	Melee weapon	
ACTION	RANGE	
7 vs AC	One creature	
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+3) 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 (+3) damage.
Short sword: +7 attack, 1d6+3 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Vicious Mockery

KEYWORDS	Arcane, Charm, Implement, Psychic	USED
Standard	Ranged 10	
ACTION	RANGE	
5 vs Will	One creature	
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+3) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2d6 + Charisma modifier (+3) damage.
Fochlucan Bandore +1: +5 attack, 1d6+4 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 at 16th level	
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 (+3). You also slide the target 1 square.
Level 6: 1d6 + Charisma modifier (+3) additional hit points.
Level 11: 2d6 + Charisma modifier (+3) additional hit points.
Level 16: 3d6 + Charisma modifier (+3) additional hit points.
Level 21: 4d6 + Charisma modifier (+3) additional hit points.
Level 26: 5d6 + Charisma modifier (+3) 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		
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

Blunder

KEYWORDS	Arcane, Charm, Implement	USED
Standard	Ranged 5	
ACTION	RANGE	
5 vs Will	One creature	
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+3) damage, and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll.
Virtue of Cunning: The power bonus to the attack roll equals 1 + your Intelligence modifier (+3).

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Dissonant Strain

KEYWORDS Arcane, Implement, Psychic USED

Standard	5	Ranged 5
ACTION	RANGE	
5	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
 Hit: 2d6 + Charisma modifier (+3) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. In addition, an ally within 5 squares of you can make a saving throw.

Fochlucan Bandore +1: +5 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 3 BOOK PH2

ENCOUNTER POWER



Stirring Shout

KEYWORDS Arcane, Healing, Implement, Psychic USED

Standard	10	Ranged 10
ACTION	RANGE	
5	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
 Hit: 2d6 + Charisma modifier (+3) 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 (+3).

Fochlucan Bandore +1: +5 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

DAILY POWER



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



Luring Withdrawal Chainmail +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

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

POWER

Power (Daily): Immediate Reaction. Trigger: An enemy misses you with a melee attack. Effect: You shift 1 square and slide the triggering enemy into the space you vacated.

ITEM SLOT/TYPE Body LEVEL 2 PRICE 520 BOOK

MAGIC ITEM



Fochlucan Bandore +1

	+1 attack rolls and damage	+1d6 damage
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

KEYWORDS USED

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

POWER

Power (Daily): Standard Action. Use this power during a short rest. At the end of the short rest, one ally who remained within 20 squares of you during the rest gains a +1 power bonus to weapon damage rolls until the end of his or her next short rest or extended rest. Song of Rest: The power bonus equals +2. Item Slot: One-hand

ITEM SLOT/TYPE One-hand LEVEL 3 PRICE 680 BOOK

MAGIC ITEM



Wavestrider Boots (heroic tier)

BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

If you begin your turn standing on a solid surface, you can move across liquid as if it were normal terrain. If you are still on liquid at the end of your turn, you fall in.

KEYWORDS USED

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

POWER

Item Slot: Feet
 Power (Daily): Minor Action. You can move across liquid surfaces as if they were normal terrain until the end of the encounter.

ITEM SLOT/TYPE Feet LEVEL 4 PRICE 840 BOOK

MAGIC ITEM

