

Player Name

Blay Hendricks

3 Bard

Character Name

Level Class

Paragon Path

Epic Destiny

2,250

Human

Medium

Male

Good

Race Size Age Gender

Height Weight Alignment Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE DEX 1/2 LVL MISC

2 Initiative 1 1

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE ABILITY ABIL MOD MOD + 1/2 LVL

10 STR Strength 0 1

13 CON Constitution 1 2

12 DEX Dexterity 1 2

16 INT Intelligence 3 4

11 WIS Wisdom 0 1

16 CHA Charisma 3 4

HIT POINTS

MAX HP BLOODED HEALING SURGES

35 17 8 8

1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

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

DEFENSES

SCORE DEFENSE 10 + 1/2 LVL ARMOR/ ABIL CLASS FEAT ENH MISC MISC

18 AC 11 6 1

CONDITIONAL BONUSES

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ACTION POINTS

Action Points MILESTONES ACTION POINTS

0 1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

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.

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE BASE ARMOR ITEM MISC

5 Speed (Squares) 6 -1

SPECIAL MOVEMENT

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SENSES

SCORE PASSIVE SENSE BASE SKILL BONUS

16 Passive Insight 10 + 6

16 Passive Perception 10 + 6

SPECIAL SENSES

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Blay Hendricks

PLAYER NAME

RACE Human CLASS LEVEL 3



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

16	Passive Insight	16	Passive Perception
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PLAY DATA

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®

Majestic Word

KEYWORDS	Arcane, Healing	USED
Minor		Close burst 5 (10 at 11th level, 15 at 16th)
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 1 BOOK PH2

ENCOUNTER 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®

Words of Friendship

KEYWORDS	Arcane, Charm	USED
Minor		Personal
ACTION		RANGE
5	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®

Second Wind

KEYWORDS		USED
Standard		Personal
ACTION		RANGE
	vs	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 1 BOOK PH

ENCOUNTER ACTION

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®

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).

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

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
<p>Attack: Charisma vs. Will</p> <p>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.</p> <p>Fochlucan Bandore +1: +5 attack, 2d6+4 damage</p>		
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
<p>Attack: Charisma vs. Will</p> <p>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).</p> <p>Fochlucan Bandore +1: +5 attack, 2d6+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL 1	BOOK PH2

DAILY POWER



Song of Courage

KEYWORDS Arcane, Zone		USED
Minor	5	Close burst 5
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY
<p>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.</p>		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL 2	BOOK PH2

UTILITY POWER



Luring Withdrawal Chainmail +1

BONUS	+1 AC	CRITICAL
PROPERTIES		
<p>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.</p>		
ADDITIONAL EFFECTS		
<p>ITEM SLOT/TYPE Body</p> <p>LEVEL 2</p> <p>PRICE 520</p> <p>BOOK</p>		

MAGIC ITEM



Fochlucan Bandore +1

BONUS	+1 attack rolls and damage	+1d6 damage
PROPERTIES		
<p>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.</p> <p>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</p>		
ADDITIONAL EFFECTS		
<p>ITEM SLOT/TYPE One-hand</p> <p>LEVEL 3</p> <p>PRICE 680</p> <p>BOOK</p>		

MAGIC ITEM



Wavestrider Boots (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
<p>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.</p> <p>Item Slot: Feet</p> <p>Power (Daily): Minor Action. You can move across liquid surfaces as if they were normal terrain until the end of the encounter.</p>		
ADDITIONAL EFFECTS		
<p>ITEM SLOT/TYPE Feet</p> <p>LEVEL 4</p> <p>PRICE 840</p> <p>BOOK</p>		

MAGIC ITEM

