

Player Name

 Raelyn 2 Bard

 Character Name Level Class

 Drow Medium 20 Male 5'8" 160 lb. Evil

 Race Size Age Gender Height Weight Alignment Deity

Paragon Path

Epic Destiny

1,000

Total XP

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	1	1	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUS

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	2
16	CON Constitution	3	4
13	DEX Dexterity	1	2
10	INT Intelligence	0	1
8	WIS Wisdom	-1	0
18	CHA Charisma	4	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	11	3					

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	11	1	1			1	

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	4	1				

CONDITIONAL BONUS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+ 1

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Perception	10	+ 1

SPECIAL SENSES

Darkvision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	1	1		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	1	1					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
33	16	8
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES
	10

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance (Drow) - Meditate aware 4 hours instead of sleep.

Lolthouched - Use either cloud of darkness or darkfire once per encounter.

Darkfire Charisma - Use CHA for Darkfire

Fey Origin - Your origin is fey, not natural

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

Hunter's Quarry - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per

LANGUAGES KNOWN

Common, Elven

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	AC	Longsword	1d8+1
2	AC	Unarmed (Melee)	1d4+1
2	AC	Unarmed (Range)	1d4+1

FEATS

Ritual Caster - Master and perform rituals

Warrior of the Wild - Ranger: skill training, Hunter's Quarry 1/encounter

Improved Majestic Word - Target of majestic word gains temporary hp

Raelyn

PLAYER NAME

RACE Drow CLASS Bard LEVEL 2

HP 33	STR 13	AC 18
Spd 5	CON 16	Fort 14
Init +2	DEX 13	Ref 14
	INT 10	Will 16
	WIS 8	
	CHA 18	

11 Passive Insight	11 Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



Second Wind

KEYWORDS USED

Standard	1	Personal
ACTION	RANGE	
8	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 BOOK PH

War Song Strike

KEYWORDS Arcane, Weapon USED

Standard	* 1	Melee weapon
ACTION	RANGE	
8	vs	AC
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.

Longsword: +8 attack, 1d8+4 damage

ADDITIONAL EFFECTS
+1d6 to damage once per encounter (Hunter's Quarry)

CLASS Bard LEVEL 1 BOOK PH2

AT-WILL POWER



Vicious Mockery

KEYWORDS Arcane, Charm, Implement, Psychic USED

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

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+4) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2d6 + Charisma modifier (+4) damage.

Implement, Wand: +5 attack, 1d6+4 damage

ADDITIONAL EFFECTS
+1d6 to damage once per encounter (Hunter's Quarry)

CLASS Bard LEVEL 1 BOOK PH2

AT-WILL POWER



Hunter's Quarry

KEYWORDS USED

Minor	1	
ACTION	RANGE	
	vs	
ATTACK	DEFENSE	TARGET

You can designate the nearest enemy to you that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.
Level: Hunter's Quarry Extra Damage
1st-10th: +1d6
11th-20th: +2d6
21st-30th: +3d6

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER



Cloud of Darkness

KEYWORDS USED

Minor	1	Close burst 1
ACTION	RANGE	
	vs	
ATTACK	DEFENSE	TARGET

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER



Darkfire

KEYWORDS USED

Minor	10	Ranged 10
ACTION	RANGE	
9	vs	Reflex
ATTACK	DEFENSE	TARGET

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
Increase to +6 bonus at 11th level and +8 bonus at 21st level.
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER



Majestic Word

KEYWORDS Arcane, Healing USED

Minor	5	Close burst 5 (10 at 11th level, 15 at 21st level)
ACTION	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 (+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.

ADDITIONAL EFFECTS

CLASS Bard LEVEL BOOK PH2

ENCOUNTER POWER



Words of Friendship

KEYWORDS Arcane, Charm		USED
Minor		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<p>Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.</p>		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL	BOOK PH2

ENCOUNTER POWER



Shout of Triumph

KEYWORDS Arcane, Implement, Thunder		USED
Standard		Close blast 3
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<p>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).</p>		
Implement, Wand: +5 attack, 1d6+4 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per encounter (Hunter's Quarry)		
CLASS Bard	LEVEL 1	BOOK PH2

ENCOUNTER POWER



Stirring Shout

KEYWORDS Arcane, Healing, Implement, Psychic		USED
Standard		Ranged 10
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<p>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).</p>		
Implement, Wand: +5 attack, 2d6+4 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per encounter (Hunter's Quarry)		
CLASS Bard	LEVEL 1	BOOK PH2

DAILY POWER



Song of Courage

KEYWORDS Arcane, Zone		USED
Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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

