

Player Name

Raelyn

Character Name

2

Level

Bard

Class

Paragon Path

Epic Destiny

1,000

Total XP

Drow

Medium

20

Age

Male

Gender

5'8"

Height

160 lb.

Weight

Evil

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	1	1	

CONDITIONAL MODIFIERS

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
33	16	8
	1/2 HP	1/4 HP
CURRENT HIT POINTS		CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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
6	Arcana	INT 1	5	n/a	
2	Athletics	STR 2	0	-1	1
6	Bluff	CHA 5	0	n/a	1
10	Diplomacy	CHA 5	5	n/a	
1	Dungeoneering	WIS 0	0	n/a	1
4	Endurance	CON 4	0	-1	1
1	Heal	WIS 0	0	n/a	1
6	History	INT 1	5	n/a	
1	Insight	WIS 0	0	n/a	1
12	Intimidate	CHA 5	5	n/a	2
1	Nature	WIS 0	0	n/a	1
1	Perception	WIS 0	0	n/a	1
2	Religion	INT 1	0	n/a	1
8	Stealth	DEX 2	5	-1	2
10	Streetwise	CHA 5	5	n/a	
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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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.**Lolthtouched** - 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

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

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

11	Passive Perception	10 +	1
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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					

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	vs AC	Longsword	1d8+1
2	vs AC	Unarmed (Melee)	1d4+1
2	vs AC	Unarmed (Range)	1d4+1
	vs		

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

CHARACTER NAME
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

INT
10

Ref
14

WIS
8

CHA
18

Will
16

11 Passive Insight

11 Passive Perception



Second Wind

KEYWORDS

USED

Standard

1

2

3

Personal

ACTION

4

5

6

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

BOOK
PH

PLAY DATA

DUNGEONS & DRAGONS

War Song Strike

KEYWORDS
Arcane, Weapon

USED

Standard

*

1

2

Melee weapon

ACTION

3

4

5

RANGE

8

vs

AC

One creature

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

DUNGEONS & DRAGONS

Cloud of Darkness

KEYWORDS

USED

Minor

1

2

3

Close burst 1

ACTION

4

5

6

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

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Vicious Mockery

KEYWORDS
Arcane, Charm, Implement, Psychic

USED

Standard

10

11

12

Ranged 10

ACTION

13

14

15

RANGE

5

vs

Will

One creature

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

DUNGEONS & DRAGONS

Darkfire

KEYWORDS

USED

Minor

10

11

12

Ranged 10

ACTION

13

14

15

RANGE

9

vs

Reflex

One creature

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

DUNGEONS & DRAGONS

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Hunter's Quarry

KEYWORDS

USED

Minor

1

2

3

ACTION

4

5

6

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

DUNGEONS & DRAGONS

Majestic Word

KEYWORDS
Arcane, Healing

USED

Minor

1

2

3

Close burst 5 (10 at 11th level, 15 at 21st level)

ACTION

4

5

6

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





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 

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 (+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).				
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		10		Ranged 10
ACTION			RANGE	
5	vs	Will	One creature	
ATTACK	DEFENSE		TARGET	
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).				
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	<div><div>↓</div><div>↗</div></div>	Close burst 5	
ACTION	<div><div>↶</div><div>5</div><div>✱</div></div>	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.</p> <p>Sustain Minor: The zone persists.</p>			
ADDITIONAL EFFECTS			
CLASS Bard	LEVEL 2	BOOK PH2	

UTILITY POWER

THINGS FALL APART

UTILITY POWER 