

Player Name

Raelyn

Character Name

1

Level

Bard

Class

Paragon Path

Epic Destiny

Total XP

0

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
1	1		

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	HEALING SURGES
28	14	7	10
	1/2 HP	1/4 HP	SURGES/DAY
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
1	Acrobatics	DEX	1	0	-1	1
5	Arcana	INT	0	5	n/a	
1	Athletics	STR	1	0	-1	1
5	Bluff	CHA	4	0	n/a	1
9	Diplomacy	CHA	4	5	n/a	
0	Dungeoneering	WIS	-1	0	n/a	1
3	Endurance	CON	3	0	-1	1
0	Heal	WIS	-1	0	n/a	1
5	History	INT	0	5	n/a	
0	Insight	WIS	-1	0	n/a	1
11	Intimidate	CHA	4	5	n/a	2
0	Nature	WIS	-1	0	n/a	1
0	Perception	WIS	-1	0	n/a	1
1	Religion	INT	0	0	n/a	1
7	Stealth	DEX	1	5	-1	2
9	Streetwise	CHA	4	5	n/a	
1	Thievery	DEX	1	0	-1	1

DEFENSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	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.**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

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10 +	0

10	Passive Perception	10	+	0
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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
+ 4	0	1		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 1	0	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
4	vs AC	Longsword	1d8+1
1	vs AC	Unarmed (Melee)	1d4+1
1	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

Raelyn

PLAYER NAME

RACE Drow CLASS LEVEL 1

HP
2813 STR
16 CONAC
17Spd
513 DEX
10 INTFort
13Init
+18 WIS
18 CHARef
13Will
1510 Passive
Insight10 Passive
Perception

PLAY DATA

DUNGEONS & DRAGONS®

War Song Strike

KEYWORDS	Arcane, Weapon	USED
Standard	* 1 3	Melee weapon
ACTION	4 4	RANGE
7	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: +7 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 10 3	Close burst 1
ACTION	4 1 4	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	1 10 3	Ranged 10
ACTION	4 4 4	RANGE
4	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: +4 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	1 10 3	Ranged 10
ACTION	4 4 4	RANGE
8	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

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS		USED
Standard	1 1 3	Personal
ACTION	4 4 4	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®

Hunter's Quarry

KEYWORDS		USED
Minor	1 1 3	
ACTION	4 4 4	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 1 3	Close burst 5 (10 at 11th level, 15 at 21st level)
ACTION	4 5 4	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
4	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: +4 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
4	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: +4 attack, 2d6+4 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per encounter (Hunter's Quarry)		
CLASS Bard	LEVEL 1	BOOK PH2
DAILY POWER		