

Player Name

 Raelyn 1 Bard

 Character Name Level Class Paragon Path Epic Destiny Total XP 0

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

 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

### DEFENSES

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

CONDITIONAL BONUSES

### MOVEMENT

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

SPECIAL MOVEMENT

### ABILITY SCORES

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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	<b>WILL</b>	10	4	1				

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+

10	Passive Perception	10	+
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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					

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
28	14	7
	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

### 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

### 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	AC	Longsword	1d8+1
1	AC	Unarmed (Melee)	1d4+1
1	AC	Unarmed (Range)	1d4+1

### FEATS

**Ritual Caster** - Master and perform rituals

**Warrior of the Wild** - Ranger: skill training, Hunter's Quarry

1/encounter

### SKILLS

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

### 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



Raelyn

PLAYER NAME

RACE Drow CLASS LEVEL 1

<b>HP</b> 28	<b>STR</b> 13	<b>AC</b> 17
<b>Spd</b> 5	<b>CON</b> 16	<b>Fort</b> 13
<b>Init</b> +1	<b>DEX</b> 13	<b>Ref</b> 13
	<b>INT</b> 10	<b>Will</b> 15
	<b>WIS</b> 8	
	<b>CHA</b> 18	

<b>10</b> Passive Insight	<b>10</b> Passive Perception
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Second Wind

KEYWORDS USED

Standard	Melee weapon	Personal
<b>ACTION</b>	<b>RANGE</b>	<b>RANGE</b>
7 vs AC	One creature	Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



War Song Strike

KEYWORDS Arcane, Weapon USED

Standard	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
7 vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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



Vicious Mockery

KEYWORDS Arcane, Charm, Implement, Psychic USED

Standard	Ranged 10
<b>ACTION</b>	<b>RANGE</b>
4 vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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



Hunter's Quarry

KEYWORDS USED

Minor	
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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	Close burst 1
<b>ACTION</b>	<b>RANGE</b>
1 vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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	Ranged 10
<b>ACTION</b>	<b>RANGE</b>
8 vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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	Close burst 5 (10 at 11th level, 15 at 16th level)
<b>ACTION</b>	<b>RANGE</b>
5 vs	You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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
<b>ACTION</b>	 	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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
<b>ACTION</b>	3  	<b>RANGE</b>
4	vs Fort	Each enemy in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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
<b>ACTION</b>	 	<b>RANGE</b>
4	vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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**

