

Player Name

Nemeia Tohlan		19	Bard	Summer Rhymor		119,000			
Character Name		Level	Class	Paragon Path		Total XP			
Tiefling	Medium	29	Female	5'9"	150 lbs.	Good	Tymora	Epic Destiny	Total XP
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	2	9	2

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	9
16	CON Constitution	3	12
14	DEX Dexterity	2	11
19	INT Intelligence	4	13
11	WIS Wisdom	0	9
23	CHA Charisma	6	15

### HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
118	59	29	10
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"/>
SAVING THROW MODS			
RESISTANCES		Resist 14 Fire	
CURRENT CONDITIONS AND EFFECTS			

### SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
11	Acrobatics	DEX	11	0	-1	1
20	Arcana	INT	13	5	n/a	2
9	Athletics	STR	9	0	-1	1
22	Bluff	CHA	15	5	n/a	2
16	Diplomacy	CHA	15	0	n/a	1
12	Dungeoneering	WIS	9	0	n/a	3
12	Endurance	CON	12	0	-1	1
10	Heal	WIS	9	0	n/a	1
22	History	INT	13	5	n/a	4
10	Insight	WIS	9	0	n/a	1
20	Intimidate	CHA	15	5	n/a	
12	Nature	WIS	9	0	n/a	3
10	Perception	WIS	9	0	n/a	1
16	Religion	INT	13	0	n/a	3
13	Stealth	DEX	11	0	-1	3
22	Streetwise	CHA	15	5	n/a	2
11	Thievery	DEX	11	0	-1	1

Nemeia Tohlan

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
28	AC	19	6			3		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	FORT	19	3			3		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
27	REF	19	4			3		1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
29	WILL	19	6			3		1

CONDITIONAL BONUSES

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Infernal Wrath** - Use infernal wrath as an encounter power.**Fire Resistance** - Resist fire 5 + 1/2 level.**Bloodhunt** - +1 on attacks against bloodied foes.

### 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 Cunning** - When an enemy misses an ally

within 5 + Int mod squares, slide that ally 1 square as a free action (1/rd).

**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**Feypath** - When you take an action point action, teleport

you or adjacent ally 5 before or after.

**The Queen's Grace** - When you use a bard healing power, add Cha mod to hp regained.**Judgment of the Summer Court** - When Virtue of Cunning triggers, gain +2 to attack rolls against triggering enemy.

### LANGUAGES KNOWN

Common, Elven

### MOVEMENT

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

SPECIAL MOVEMENT

### SENSES

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

20	Passive Perception	10	+	10
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SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Piercing Songblade Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 15	9	0		3		3	

ABILITY: Ranged Basic Attack - Swiftshot Crossbow +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 15	9	2		2		2	

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Piercing Songblade Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	0		3		

ABILITY: Ranged Basic Attack - Swiftshot Crossbow +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	2		2		

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
15	vs AC	Piercing Songblade Longsword	1d8+3
15	vs AC	Swiftshot Crossbow +2	1d8+4
9	vs AC	Unarmed (Melee)	1d4
11	vs AC	Unarmed (Range)	1d4+2

### FEATS

**Ritual Caster** - Master and perform rituals**Bardic Knowledge** - +2 bonus to several skill checks**Improved Majestic Word** - Target of majestic word gains

temporary hp

**Friendly Deception** - Apply words of friendship bonus to

Bluff check

**Quick Draw** - Draw a weapon with attack action, +2 to

initiative

**Feign Injury** - Pull target 1 with successful Bluff to gain

combat advantage

**Connected** - Roll Streetwise checks twice**Danger Sense** - Roll twice for initiative, use the higher result**Majestic Rescue** - Grant target of majestic word a saving

throw

**Improved Cunning** - Slide ally 2 squares instead of 1**Lyric of Rejuvenation** - Song of Rest grants extra healing**Advantage of Cunning** - Slide enemy into ally's vacated

space



CHARACTER NAME  
Nemeia Tohlan  
PLAYER NAME

RACE TieflingCLASS BardLEVEL 19

HP  
118

STR  
11

AC  
28

Spd  
5

CON  
16

Fort  
25

Init  
+13

DEX  
14

Ref  
27

WIS  
19

CHA  
23

Will  
29

20 Passive Insight

20 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Misdirected Mark

KEYWORDS Arcane, ImplementUSED

Standard

10

Ranged 10

ACTION

RANGE

18 vs Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex  
Hit: 1d8 + Charisma modifier (+6) damage, and the target is marked by an ally within 5 squares of you until the end of your next turn.  
Level 21: 2d8 + Charisma modifier (+6) damage.

Piercing Songblade Longsword +3: +18 attack, 1d8+9 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS BardLEVEL 1BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Majestic Word

KEYWORDS Arcane, HealingUSED

Minor

Close burst 5 (10 at 11th level, 15 at 16th)

ACTION

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

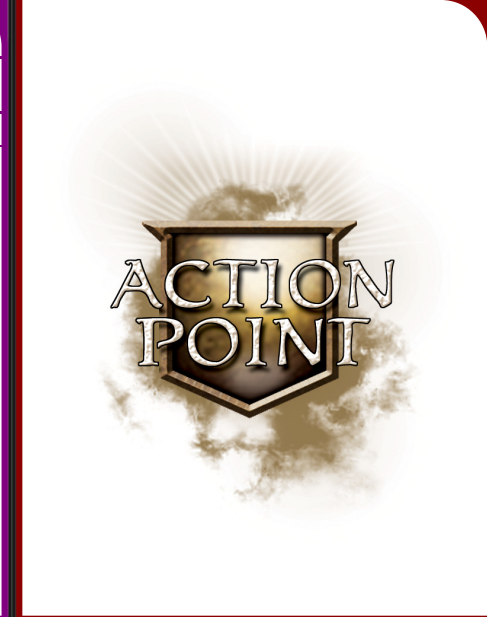
Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier (+6). You also slide the target 1 square.  
Level 6: 1d6 + Charisma modifier (+6) additional hit points.  
Level 11: 2d6 + Charisma modifier (+6) additional hit points.  
Level 16: 3d6 + Charisma modifier (+6) additional hit points.  
Level 21: 4d6 + Charisma modifier (+6) additional hit points.  
Level 26: 5d6 + Charisma modifier (+6) 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 BardLEVEL 1BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS



ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Vicious Mockery

KEYWORDS Arcane, Charm, Implement, PsychicUSED

Standard

10

Ranged 10

ACTION

RANGE

18 vs Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will  
Hit: 1d6 + Charisma modifier (+6) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.  
Level 21: 2d6 + Charisma modifier (+6) damage.

Piercing Songblade Longsword +3: +18 attack, 1d6+9 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS BardLEVEL 1BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Words of Friendship

KEYWORDS Arcane, CharmUSED

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 BardLEVEL 1BOOK 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 29 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

Infernal Wrath

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+6) as extra damage.

ADDITIONAL EFFECTS

CLASS Racial PowerLEVEL \*BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Unluck

KEYWORDS Arcane, Implement, NecroticUSED

Standard

5

Ranged 5

ACTION

RANGE

18 vs Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex  
Hit: 1d8 + Charisma modifier (+6) necrotic damage. The next time the target makes an attack roll before the end of your next turn, you roll 1d20 and can replace the target's roll with yours. In addition, choose an ally within 5 squares of you. The next time that ally attacks the target before the end of your next turn, you roll 1d20 and can replace the ally's roll with yours.

Piercing Songblade Longsword +3: +18 attack, 1d8+9 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS BardLEVEL 7BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Song of the Queen's Protection

KEYWORDS

Arcane, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

5

RANGE

18

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will  
Hit: 2d10 + Charisma modifier (+6) psychic damage, and until the end of your next turn, any ally within 10 squares of you gains concealment until the end of his or her next turn.  
  
Piercing Songblade Longsword +3: +18 attack, 2d10+9 damage  
  

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Summer Rhymer

LEVEL

11

BOOK

PH2

ENCOUNTER POWER

DUNGEONS &amp; DRAGONS

Song of Storms

KEYWORDS

Arcane, Implement, Lightning

USED

Standard

5

Close burst 5

ACTION

5

RANGE

18

vs

Reflex

Each enemy in blast

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex  
Hit: 2d6 + Charisma modifier (+6) lightning damage. Each ally in the blast deals 1d6 extra lightning damage on a hit until the end of your next turn.  
  
Piercing Songblade Longsword +3: +18 attack, 2d6+9 damage  
  

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Bard

LEVEL

13

BOOK

PH2

ENCOUNTER POWER

DUNGEONS &amp; DRAGONS

Word of Vulnerability

KEYWORDS

Arcane, Weapon

USED

Standard

10

Melee weapon

ACTION

10

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC  
Hit: 3[W] + Charisma modifier (+6) damage. Until the end of your next turn, each ally who hits the target and has combat advantage against it deals extra damage equal to your Charisma modifier (+6).  
  
Piercing Songblade Longsword +3: +21 attack, 3d8+9 damage  
  

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Bard

LEVEL

17

BOOK

PH2

ENCOUNTER POWER

DUNGEONS &amp; DRAGONS

Hideous Laughter

KEYWORDS

Arcane, Charm, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

5

RANGE

18

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will  
Hit: 3d8 + Charisma modifier (+6) psychic damage, and the target can't take opportunity actions and takes a -2 penalty to attack rolls (save ends both).  
Aftereffect: The target can't take opportunity actions (save ends).  
Miss: Half damage, and the target can't take opportunity actions until the end of your next turn.  
  
Piercing Songblade Longsword +3: +18 attack, 3d8+9 damage  
  

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Bard

LEVEL

9

BOOK

PH2

DAILY POWER

DUNGEONS &amp; DRAGONS

Wracking Radiance

KEYWORDS

Arcane, Healing, Implement, Radiant

USED

Standard

10

Ranged 10

ACTION

5

RANGE

18

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Fortitude  
Hit: 2d8 + Charisma modifier (+6) radiant damage.  
Miss: Half damage.  
Effect: The target takes ongoing 5 radiant damage (save ends). Whenever the target fails a saving throw against this effect, each ally within 5 squares of the target regains 5 hit points.  
Aftereffect: Each ally within 5 squares of the target regains 5 hit points and also gains a +2 power bonus to AC until the end of the target's next turn.  
  
Piercing Songblade Longsword +3: +18 attack, 2d8+9 damage  
  

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Bard

LEVEL

15

BOOK

AP

DAILY POWER

DUNGEONS &amp; DRAGONS

Satire of Prowess

KEYWORDS

Arcane, Charm, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

10

RANGE

18

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will  
Hit: 4d6 + Charisma modifier (+6) psychic damage, and the target is affected by your satire of prowess (save ends). While the target is affected by the satire, the target rolls twice when it makes an attack roll and must use the lower roll, and any attacker rolls twice when it makes an attack roll against the target and must use the higher roll.  
Miss: Half damage. Until the end of your next turn, the target rolls twice when it makes an attack roll and must use the lower roll, and any attacker rolls twice when it makes an attack roll against the target and must use the higher roll.  
  
Piercing Songblade Longsword +3: +18 attack, 4d6+9 damage  
  

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Bard

LEVEL

19

BOOK

PH2

DAILY POWER

DUNGEONS &amp; DRAGONS

Inspire Competence

KEYWORDS

Arcane

USED

Minor

5

Close burst 5

ACTION

5

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: You and each ally in burst  
Effect: Choose a skill. Until the end of the encounter, each target gains a +2 power bonus to his or her next check using that skill.  
  

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

2

BOOK

PH2

UTILITY POWER

DUNGEONS &amp; DRAGONS

Trickster's Healing

KEYWORDS

Arcane, Healing

USED

Imm Reacti

10

Close burst 10

ACTION

10

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Trigger: An attack misses an ally within 10 squares of you  
Target: Each ally in burst missed by the triggering attack  
Effect: Each target regains hit points equal to one-half your level + your Intelligence modifier (+4).  
  

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

6

BOOK

PH2

UTILITY POWER

DUNGEONS &amp; DRAGONS

Veil

KEYWORDS

Arcane, Illusion

USED

Minor

10

Close burst 10

ACTION

10

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target: You and each ally in burst  
Effect: You transform the auditory, tactile, and visual qualities of the targets' bodies and equipment. Each target assumes the appearance of a humanoid of the same size, even the appearance of a specific individual you have seen. The illusion lasts for 1 hour, or you can end it as a minor action. A creature can recognize a target's form as illusory with an Insight check opposed by that target's Bluff check with a +5 power bonus.  
  

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

10

BOOK

PH2

UTILITY POWER

DUNGEONS &amp; DRAGONS

Song of Spiral Paths

KEYWORDS

Arcane, Teleportation, Zone

USED

Minor

Close burst 10

ACTION

10

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: The burst creates a zone of fey magic that lasts until the end of your next turn. While within the zone, you and any ally can teleport 2 squares as a move action.  
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS

CLASS

Summer Rhymer

LEVEL

12

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS®

Swiftshot Crossbow +2

1d8

2

Crossbow

15/30

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

8

+2d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Loading this crossbow is a free action.  
Load Minor

Ranged Basic Attack: +15 attack, 1d8+4 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Minor Action. Make a ranged basic attack with this weapon.

ITEM SLOT

Two-Hands

WEIGHT

4

PRICE

3400

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Cli Lyre +3

1

AC BONUS

CHECK

SPEED

QUANTITY

+3 attack rolls and damage rolls

12

Wondrous Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +3 enhancement bonus to attack rolls and damage rolls, and it deals 3d6 extra damage on a critical hit.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Standard Action. You and each ally within 20 squares of you gain a +5 power bonus to his or her next Bluff, Diplomacy, or Intimidate check before the end of his or her next short rest or extended rest.  
Song of Rest: The power bonus equals +10.

ITEM SLOT

One-hand

WEIGHT

0

PRICE

13000

BOOK

PH2

MAGIC ITEM

DUNGEONS & DRAGONS®

Haste

KEYWORDS

Arcane

USED

Minor

10

Ranged 10

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target: You or an ally  
Effect: The target gains and immediately uses a standard action.

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

16

BOOK

AP

UTILITY POWER

DUNGEONS & DRAGONS®

Legendmaker Chainmail +3

6

-1

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+3 AC

14

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

If you have the majestic word power, you are not restricted to using it only once per round.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Immediate Reaction. Trigger: An ally within 5 squares of you reduces an enemy to 0 hit points. Effect: The triggering ally can take an extra standard action before the end of his or her turn.

ITEM SLOT

Body

WEIGHT

40

PRICE

21000

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Piercing Songblade Longsword +3

1d8

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+3 attack rolls and damage rolls

13

+3d10 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Bards can use this blade as an implement for bard powers and bard paragon path powers.  
Versatile

Melee Basic Attack: +15 attack, 1d8+3 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Free Action. Trigger: You hit an enemy with a bard attack power using this blade. Effect: Until the end of the encounter, that enemy takes a -2 penalty to AC.

ITEM SLOT

One-hand

WEIGHT

4

PRICE

17000

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Cape of the Mountebank +3

1

AC BONUS

CHECK

SPEED

QUANTITY

+3 Fortitude, Reflex, and Will

15

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

ITEM SLOT

Neck

WEIGHT

0

PRICE

25000

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®