

Player Name Marcee Doherty

Jayden 3 Bard 2,350
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Half-Elf Medium 24 Female 5'10" 180 lbs. Unaligned **Sehanne**
 Race Size Age Gender Height Weight Alignment Deity
 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
15	AC	11	4					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	2
12	CON Constitution	1	2
12	DEX Dexterity	1	2
14	INT Intelligence	2	3
12	WIS Wisdom	1	2
18	CHA Charisma	4	5

FORT

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

CONDITIONAL BONUSES

REF

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

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	9
15	Passive Perception	10	5

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

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

ABILITY: Ranged Basic Attack - Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	1	1		2			

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
SURGE VALUE	SURGES/DAY	
34	17	8
8		8

CURRENT HIT POINTS CURRENT SURGE USES
 1/2 HP 1/4 HP

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES USED

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

Diplomacy Bonus

Insight Bonus

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

ABILITY: Ranged Basic Attack - Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	1				

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Bardic Training - Gain Bardic Music bonus feat.

Bardic Virtue

Virtue of Cunning

Majestic Word - Gain majestic word power

Multiclass Versatility - Choose multiclass feats from any number of classes

Skill Versatility - +1 on untrained skill checks

Song of Rest - On short rest, you or ally using healing surge adds your Cha mod to hp regained

Words of Friendship

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Longsword	1d8+1
5	vs AC	Dagger (Melee)	1d4+1
5	vs AC	Dagger (Range)	1d4+1
4	vs AC	Hand Crossbow	1d6+1

FEATS

Ritual Caster - Master and perform rituals

Alertness - No combat advantage when surprised, +2 to Perception

Jack of All Trades - +2 to untrained skill checks

LANGUAGES KNOWN

Common, Elven, Draconic

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Misdirected Mark	<input type="checkbox"/>
Vicious Mockery	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Storm Walk	<input type="checkbox"/>
Majestic Word	<input type="checkbox"/> <input type="checkbox"/>
Words of Friendship	<input type="checkbox"/>
Blunder	<input type="checkbox"/>
Cruel Fate	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Stirring Shout	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Song of Courage	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Adventurer's Kit
Leather Armor (E)
Hand Crossbow
Longsword
Crossbow Bolts (40)
Dagger (2)
Fine Clothing
Thieves' Tools
Torch (2)
Scroll of Knock

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 39 / 120

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	Cape of the Mountebank +1 (E) <input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Fochlucan Bandore +1 (One-hand) (E)

Healer's Brooch +1 (Neck)

Daily Item Powers Per Day

Heroic (1-10) <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20) <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

Brew Potion
Wizard's Curtain
Fastidiousness
Magic Mouth
Eye of Alarm

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Merchant Prince
I'm the only guy who can get you spiderhaunt silk within 10 leagues of here. And that's just the start of the business we can accomplish together.
Learn an extra language of your choice, add Insight to your class skill list, and you gain a +2 bonus to Insight checks.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Sorrow's skin has turned leathery.

CHARACTER NAME
Jayden

PLAYER NAME
Marcee Doherty

RACE Half-Elf CLASS Bard LEVEL 3

HP 34	12 STR	AC 15
Spd 6	12 CON	Fort 13
Init +2	12 DEX	Ref 15
	14 INT	Will 17
	12 WIS	
	18 CHA	

19 Passive Insight **15** Passive Perception

PLAY DATA DUNGEONS & DRAGONS

Misdirected Mark

KEYWORDS Arcane, Implement USED

Standard	+ 10	Ranged 10
ACTION		RANGE
6	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier (+4) 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 (+4) damage.

Fochlucan Bandore +1: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Majestic Word

KEYWORDS Arcane, Healing USED

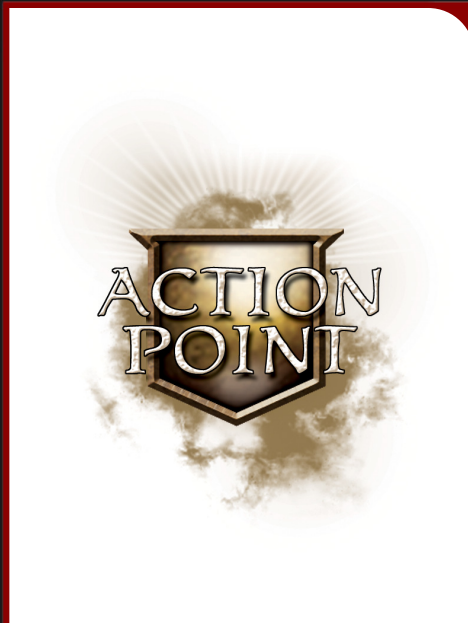
Minor		Close burst 5 (10 at 11th level, 15)
ACTION	5	RANGE
	vs	You or one ally in burst
ATTACK	DEFENSE	TARGET

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 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Vicious Mockery

KEYWORDS Arcane, Charm, Implement, Psychic USED

Standard	+ 10	Ranged 10
ACTION		RANGE
6	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.

Fochlucan Bandore +1: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

AT-WILL 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 1 BOOK 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 8 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

Storm Walk

KEYWORDS Arcane, Implement, Thunder USED

Standard	+ 10	Ranged 10
ACTION		RANGE
5	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Fortitude
Hit: 1d8 + Charisma modifier (+4) thunder damage.
 Level 21: 2d8 + Charisma modifier (+4) thunder damage.
Effect: Before or after the attack, you shift 1 square.

Unarmed: +5 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Blunder

KEYWORDS Arcane, Charm, Implement USED

Standard	+ 5	Ranged 5
ACTION		RANGE
6	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+4) damage, and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll.
Virtue of Cunning: The power bonus to the attack roll equals 1 + your Intelligence modifier (+2).

Fochlucan Bandore +1: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Cruel Fate

KEYWORDS Arcane, Weapon USED

Standard	↓ * ↗	Ranged weapon
ACTION	↶ ↷	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage. The next time the target is hit by an attack before the end of your next turn, the attacker rerolls the attack's damage and uses the higher result.

Dagger: +8 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 3 BOOK AP

ENCOUNTER POWER DUNGEONS & DRAGONS

Stirring Shout

KEYWORDS Arcane, Healing, Implement, Psychic USED

Standard	↓ 10 ↗	Ranged 10
ACTION	↶ ↷	RANGE
6	vs	Will
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).

Fochlucan Bandore +1: +6 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

Song of Courage

KEYWORDS Arcane, Zone USED

Minor	↓ ↗	Close burst 5
ACTION	5 ↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

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.

ADDITIONAL EFFECTS

CLASS Bard LEVEL 2 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

Fochlucan Bandore +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls	3		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 +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Standard Action. Use this power during a short rest. At the end of the short rest, one ally who remained within 20 squares of you during the rest gains a +1 power bonus to weapon damage rolls until the end of his or her next short rest or extended rest.
Song of Rest: The power bonus equals +2.

ITEM SLOT One-hand WEIGHT 0 PRICE 680 BOOK PH2

MAGIC ITEM DUNGEONS & DRAGONS

Healer's Brooch +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	4		Neck Slot Item
ENHANCEMENT	LEVEL		TYPE

PROPERTIES
 When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

Cape of the Mountebank +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	5		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 1000 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS