

Player Name

 Slim 6 Bard 7,500  
 Character Name Level Class Paragon Path Epic Destiny Total XP

 Half-Elf Medium Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
4	1	3	

CONDITIONAL MODIFIERS

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	13	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	STR Strength	1	4
16	CON Constitution	3	6
13	DEX Dexterity	1	4
13	INT Intelligence	1	4
8	WIS Wisdom	-1	2
19	CHA Charisma	4	7

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	WILL	13	4	1		1		

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+

13	Passive Perception	10	+
----	--------------------	----	---

SPECIAL SENSES  
Low-light Vision

ATTACK WORKSPACE								
ABILITY: Ranged Basic Attack - Distance Longbow +2								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 8	3	1		2		2		

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 7	3	1		3				

DAMAGE WORKSPACE								
ABILITY: Ranged Basic Attack - Distance Longbow +2								
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d10+3	1		2					

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d8+1	1							

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
53	26	13	10

1/2 HP 1/4 HP

ACTION POINTS		
Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE								
ABILITY: Ranged Basic Attack - Distance Longbow +2								
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d10+3	1		2					

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d8+1	1							

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

RACE FEATURES	
<b>Dilettante</b>	Choose at-will power from other class; use as encounter power.
<b>Dual Heritage</b>	Count as elf, half-elf, and human for choosing feats.

BASIC ATTACKS								
ATTACK	DEFENSE	WEAPON OR POWER				DAMAGE		
8	vs AC	Distance Longbow +2				1d10+3		
7	vs AC	Longsword				1d8+1		
4	vs AC	Unarmed (Melee)				1d4+1		
4	vs AC	Unarmed (Range)				1d4+1		

SKILLS					
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	4	-1	1
9	Arcana	INT	4	n/a	
8	Athletics	STR	4	-1	
12	Bluff	CHA	7	n/a	
14	Diplomacy	CHA	7	n/a	2
3	Dungeoneering	WIS	2	n/a	1
10	Endurance	CON	6	-1	
3	Heal	WIS	2	n/a	1
5	History	INT	4	n/a	1
5	Insight	WIS	2	n/a	3
12	Intimidate	CHA	7	n/a	
3	Nature	WIS	2	n/a	1
3	Perception	WIS	2	n/a	1
5	Religion	INT	4	n/a	1
4	Stealth	DEX	4	-1	1
12	Streetwise	CHA	7	n/a	
4	Thievery	DEX	4	-1	1

CLASS / PATH / DESTINY FEATURES	
<b>Bardic Training</b>	Gain Ritual Caster feat and perform one bard ritual per day without expending components
<b>Bardic Virtue</b>	Choose a Bardic Virtue option.
<b>Virtue of Valor</b>	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)
<b>Majestic Word</b>	Gain majestic word power
<b>Multiclass Versatility</b>	Can choose class-specific multiclass feats from more than one class
<b>Skill Versatility</b>	+1 to untrained skill checks
<b>Song of Rest</b>	At end of short rest, you and each ally spending a healing surge adds your Cha mod to hp regained
<b>Words of Friendship</b>	Gain the words of friendship power
<b>Hunter's Quarry</b>	Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per

BASIC ATTACKS								
ATTACK	DEFENSE	WEAPON OR POWER				DAMAGE		
8	vs AC	Distance Longbow +2				1d10+3		
7	vs AC	Longsword				1d8+1		
4	vs AC	Unarmed (Melee)				1d4+1		
4	vs AC	Unarmed (Range)				1d4+1		

FEATS	
<b>Ritual Caster</b>	Master and perform rituals
<b>Improved Majestic Word</b>	Target of majestic word gains temporary hp
<b>Combat Virtuoso</b>	Use Charisma for attack rolls of all multiclass powers
<b>Warrior of the Wild</b>	Ranger: skill training, Hunter's Quarry 1/encounter
<b>Student of Battle</b>	Warlord: skill training, inspiring word 1/day

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**

Jinx Shot	
Cutting Words	
Hunter's Quarry	

**ENCOUNTER POWERS**

Twin Strike	<input type="checkbox"/>
Majestic Word	<input type="checkbox"/> <input type="checkbox"/>
Words of Friendship	<input type="checkbox"/>
Shout of Triumph	<input type="checkbox"/>
Rhyme of the Blood-Seeking Blade	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Stirring Shout	<input type="checkbox"/>
Arrow of Ill Omen	<input type="checkbox"/>
Inspiring Word	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Moment of Escape	<input type="checkbox"/>
Chord of Resilience	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Ritual Book
Chainmail
Longsword
Adventurer's Kit

**COINS AND OTHER WEALTH**

Money on hand: 0 gp  
Stored money: 0 gp  
Encumbrance: 90 / 130

**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	Distance Longbow +2 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Exalted Chainmail +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Cloak of Distortion +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"/>

*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**

Traveler's Chant
Glib Limerick

**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**

**Waterdeep**  
The City of Splendors is a center of commerce, where representatives of every race, creed, and nation come to trade, spread rumors, and make their fortunes. You know one additional language of your choice, you add Diplomacy to your class skill list, and you gain a +2 bonus to Diplomacy checks.

**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME  
**Slim**

PLAYER NAME

RACE Half-Elf CLASS Bard LEVEL 6

<b>HP</b> 53	<b>13 STR</b>	<b>AC</b> 20
<b>Spd</b> 5	<b>16 CON</b>	<b>Fort</b> 17
<b>Init</b> +4	<b>13 DEX</b>	<b>Ref</b> 16
	<b>13 INT</b>	<b>Will</b> 19
	<b>8 WIS</b>	
	<b>19 CHA</b>	

**15** Passive Insight    **13** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS

**Jinx Shot**

KEYWORDS Arcane, Weapon USED

Standard \* Ranged weapon

**ACTION** vs **AC** RANGE

**11** vs **AC** One creature

**ATTACK** DEFENSE TARGET

**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier (+4) damage. The first time the target misses with an attack before the end of your next turn, it falls prone.  
Level 21: 2[W] + Charisma modifier (+4) damage.

Distance Longbow +2: +11 attack, 1d10+6 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per encounter (Hunter's Quarry)

CLASS Bard LEVEL 1 BOOK AP

**AT-WILL POWER** DUNGEONS & DRAGONS

**Twin Strike**

KEYWORDS Martial, Weapon USED

Standard \* Melee or Ranged weapon

**ACTION** vs **AC** RANGE

**11** vs **AC** One or two creatures

**ATTACK** DEFENSE TARGET

**Requirement:** You must be wielding two melee weapons or a ranged weapon.  
**Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks  
**Hit:** 1[W] damage per attack.  
Increase damage to 2[W] at 21st level.

Distance Longbow +2: +11 attack, 1d10+2 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per encounter (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

**Cutting Words**

KEYWORDS Arcane, Implement, Psychic USED

Standard 10 Ranged 10

**ACTION** vs **Will** RANGE

**7** vs **Will** One creature

**ATTACK** DEFENSE TARGET

**Attack:** Charisma vs. Will  
**Hit:** 1d8 + Charisma modifier (+4) psychic damage, and you pull the target 2 squares.  
Increase damage to 2d8 + Charisma modifier (+4) at 21st level.

Unarmed: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per encounter (Hunter's Quarry)

CLASS Bard LEVEL 1 BOOK PHSI

**AT-WILL POWER** DUNGEONS & DRAGONS

**Majestic Word**

KEYWORDS Arcane, Healing USED

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

**ACTION** 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.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS Bard LEVEL BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**Second Wind**

KEYWORDS USED

Standard Personal

**ACTION** vs **RANGE**

**ATTACK** DEFENSE TARGET

Self

**Effect:** You spend a healing surge and regain 13 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 Ranged

**ACTION** vs **RANGE**

**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

**Words of Friendship**

KEYWORDS Arcane, Charm USED

Minor Personal

**ACTION** vs **RANGE**

**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** DUNGEONS & DRAGONS

### Shout of Triumph

KEYWORDS		Arcane, Implement, Thunder	USED
Standard	Close blast 3		
<b>ACTION</b>	3	<b>RANGE</b>	
7	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).

Unarmed: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)

CLASS Bard LEVEL 1 BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Rhyme of the Blood-Seeking Blade

KEYWORDS		Arcane, Weapon	USED
Imm Intern	Ranged weapon		
<b>ACTION</b>	11	<b>RANGE</b>	
11	vs Reflex	The target of the triggering ally's attack	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Trigger:** An ally misses with a melee attack  
**Attack:** Charisma vs. Reflex  
**Hit:** 1[W] + Charisma modifier (+4) damage. The target takes a -4 penalty to all defenses against the triggering ally's attack.  
**Virtue of Prescience:** The target's penalty to all defenses equals 3 + your Wisdom modifier (-1).

Distance Longbow +2: +11 attack, 1d10+6 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)

CLASS Bard LEVEL 3 BOOK AP

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Stirring Shout

KEYWORDS		Arcane, Healing, Implement, Psychic	USED
Standard	Ranged 10		
<b>ACTION</b>	10	<b>RANGE</b>	
7	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).

Unarmed: +7 attack, 2d6+4 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)

CLASS Bard LEVEL 1 BOOK PH2

**DAILY POWER** DUNGEONS & DRAGONS

### Inspiring Word

KEYWORDS		Healing, Martial	USED
Minor	Close burst 5 (10 at 11th level, 15 at 16th level)		
<b>ACTION</b>	5	<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 the additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +7 attack

ADDITIONAL EFFECTS

CLASS Warlord LEVEL BOOK PH

**DAILY POWER** DUNGEONS & DRAGONS

### Arrow of Ill Omen

KEYWORDS		Arcane, Weapon	USED
Standard	Ranged weapon		
<b>ACTION</b>	11	<b>RANGE</b>	
11	vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier (+4) damage.  
**Miss:** Half damage.  
**Effect:** Choose an ally within 10 squares of you. Until the end of the encounter, when that ally hits the target but does not score a critical hit, you roll a d20. If you roll a 15 or higher, that attack becomes a critical hit, and this effect ends.

Distance Longbow +2: +11 attack, 2d10+6 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)

CLASS Bard LEVEL 5 BOOK AP

**DAILY POWER** DUNGEONS & DRAGONS

### Moment of Escape

KEYWORDS		Arcane	USED
Move	Ranged 10		
<b>ACTION</b>	10	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<b>Target:</b> One ally			
<b>Effect:</b> You slide the target 4 squares.			

ADDITIONAL EFFECTS

CLASS Bard LEVEL 2 BOOK AP

**UTILITY POWER** DUNGEONS & DRAGONS

### Chord of Resilience

KEYWORDS		Arcane	USED
Imm Intern	Ranged 10		
<b>ACTION</b>	10	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<b>Trigger:</b> An attack hits an ally			
<b>Target:</b> The ally who was hit			
<b>Effect:</b> The damage the target takes is reduced by an amount equal to 5 + your Charisma modifier (+4).			

ADDITIONAL EFFECTS

CLASS Bard LEVEL 6 BOOK AP

**UTILITY POWER** DUNGEONS & DRAGONS

### Distance Longbow +2

1d10	2	Bow	20/40
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+2 attack rolls and damage rolls		6	
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

PROPERTIES

Increase the weapon's normal range by 5 squares and the long range by 10 squares.  
Load Free

Ranged Basic Attack: +8 attack, 1d10+3 damage

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Two-Hands WEIGHT 3 PRICE 1800 BOOK PH

**MAGIC WEAPON** DUNGEONS & DRAGONS

### Cloak of Distortion +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	4		1
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>
A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.			

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK AV

**MAGIC ITEM** DUNGEONS & DRAGONS

# Exalted Chainmail +1

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		5	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL    ENCOUNTER    DAILY

POWER

**Power (Daily • Healing):** Minor Action. Until the end of your turn, each character healed by one of your encounter powers or daily powers regains additional hit points equal to 1d10 + your Charisma modifier (+4).

ITEM SLOT	Body	WEIGHT	40	PRICE	1000	BOOK	PH
-----------	------	--------	----	-------	------	------	----

MAGIC ITEM 