

Player Name

Character Name		6	Bard		Paragon Path		Epic Destiny	7 500	Total XP
Tiefling	Medium	Level	Class						
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
3	Initiative	3	
CONDITIONAL MODIFIERS			

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	4
10	CON Constitution	0	3
10	DEX Dexterity	0	3
18	INT Intelligence	4	7
8	WIS Wisdom	-1	2
20	CHA Charisma	5	8

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
47	23	11	7
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 Resist 8 Fire			
CURRENT CONDITIONS AND EFFECTS			

SKILLS					
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	-1	1
12	Arcana	INT	7	n/a	0
4	Athletics	STR	4	-1	1
15	Bluff	CHA	8	n/a	2
14	Diplomacy	CHA	8	n/a	1
3	Dungeoneering	WIS	2	0	1
5	Endurance	CON	3	-1	3
3	Heal	WIS	2	0	1
8	History	INT	7	0	1
3	Insight	WIS	2	0	1
13	Intimidate	CHA	8	5	0
3	Nature	WIS	2	0	1
4	Perception	WIS	2	0	2
12	Religion	INT	7	5	0
5	Stealth	DEX	3	-1	3
13	Streetwise	CHA	8	5	0
3	Thievery	DEX	3	-1	1

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	
23	AC	13	7			2	1		
CONDITIONAL BONUSES									

DEFENSE									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
16	FORT	13	1			2			
CONDITIONAL BONUSES									

DEFENSE									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
21	REF	13	4	1		2	1		
CONDITIONAL BONUSES									

DEFENSE									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
21	WILL	13	5	1		2			
CONDITIONAL BONUSES									

ACTION POINTS		
	Action Points	MILESTONES 0 1 2
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES	
Infernal Wrath	- You have the infernal wrath power
Fire Resistance	- You have resist fire 5 + 1/2 level
Bloodhunt	- +1 to attacks against bloodied enemies

CLASS / PATH / DESTINY FEATURES	
Level 1 Noble Feature	- You gain the noble presence power
Bardic Training	- Gain Ritual Caster feat and perform one bardic song
Bardic Virtue	- Choose a Bardic Virtue option.
Virtue of Cunning	- When an enemy misses an ally with an attack roll, you can choose to add your Cunning virtue bonus to the ally's AC.
Majestic Word	- Gain majestic word power
Multiclass Versatility	- Can choose class-specific multiclass feat
Skill Versatility	- +1 to untrained skill checks
Song of Rest	- At end of short rest, you and each ally spend 1 song to regain 1d4 hit points.
Words of Friendship	- Gain the words of friendship power

Level 5 Noble Feature	- You gain one common suit of magical armor

LANGUAGES KNOWN	
Common, Primordial	

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

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
13	Passive Insight	10	+	3
14	Passive Perception	10	+	4
SPECIAL SENSES Low-light Vision				

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Bard's Songblade Rapier +2									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 14	3	5		3	1	2			
ABILITY: Melee Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 8	3	5							

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Bard's Songblade Rapier +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+9	5		2	2	
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+7	5			2	

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Bard's Songblade Rapier +2	1d8+9
8	vs AC	Unarmed (Melee)	1d4+7
3	vs AC	Unarmed (Range)	1d4
	vs		

FEATS	
Ritual Caster	- Master and perform rituals
Soldier of the Faith	- Paladin: skill training; divine challenge 1/encounter
Wrath of the Crimson Legion	- Use Cha for MBAs; swap infernal wrath with paladin's wrath
Skald Training	- Exchange majestic word for skald's aura
War Wizard's Expertise	- You gain a +1 feat bonus per tier to the attack rolls of arcane attack powers and basic attacks made with a light blade or a heavy blade, and take a -5 penalty to hit your allies.

POWER INDEX

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

AT-WILL POWERS

Bull Rush Attack

Grab Attack

Opportunity Attack

Bolstering Speech

Vicious Mockery

Divine Sanction

ENCOUNTER POWERS

Second Wind

Words of Friendship

Divine Challenge

Blunder

Paladin's Wrath

Song of the New Dawn

DAILY POWERS

Disruptive Words

Timeless Trek in Mithrendain

UTILITY POWERS

Second Wind

Noble Presence

Soothing Words

Skald's Aura

Chord of Resilience

OTHER EQUIPMENT

Ritual Book

Light Shield (E)

COINS AND OTHER WEALTH

Money on hand: 1 pp; 15 gp

Stored money: 0 gp

Encumbrance: 51 / 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

Bard's Songblade Rapier +2 (E)

WEAPON

WEAPON

WEAPON

ARMOR

Dwarven Finemail +2 (E)

ARMS

Bracers of Mighty Striking (heroic tier) (E)

FEET

HANDS

HEAD

Headband of Perception (heroic tier) (E)

NECK

Amulet of Protection +2 (E)

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

/

/

/

Paragon (11-20)

Milestone

/

/

/

Epic (21-30)

Milestone

/

/

/

RITUALS / ALCHEMY

Comprehend Language

Glib Limerick

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Noble Bred for War

My father, the fourth Lord of the Parapets, gave me that blade. More importantly, he taught me how to use it—and why.

You gain proficiency in a simple or military weapon of your choice, and you gain a +1 bonus to Diplomacy checks.

COMPANIONS AND ALLIES


SESSION AND CAMPAIGN NOTES

CHARACTER NAME		
PLAYER NAME		
RACE Tiefling	CLASS Bard	LEVEL 6







SCORE	ABILITY	MOD
HP 47	13 STR +1	AC 23
Spd 5	10 CON +0	Fort 16
Init +3	10 DEX +0	Ref 21
	18 INT +4	Will 21
	8 WIS -1	
	20 CHA +5	

13 Passive Insight	14 Passive Perception
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Skills		
3	Acrobatics	DEX
12	Arcana	INT (Trained)
4	Athletics	STR
15	Bluff	CHA (Trained)
14	Diplomacy	CHA (Trained)
3	Dungeoneering	WIS
5	Endurance	CON
3	Heal	WIS
8	History	INT
3	Insight	WIS
13	Intimidate	CHA (Trained)
3	Nature	WIS
4	Perception	WIS
12	Religion	INT (Trained)
5	Stealth	DEX
13	Streetwise	CHA (Trained)
3	Thievery	DEX
ADDITIONAL EFFECTS		







Action Point		
ADDITIONAL EFFECTS		
		
Effect: Gain a standard action this turn. Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.		

PLAY DATA







Second Wind		
KEYWORDS		
Standard	  	Personal
ACTION	  	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK <i>PH</i>

UTILITY POWER

PLAY DATA







Melee Basic Attack		
KEYWORDS		
Weapon	  	Melee weapon
ACTION	  	RANGE
14	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+1) damage. Increase damage to 2[W] + Strength modifier (+1) damage at 21st level. Bard's Songblade Rapier +2: +14 attack, 1d8+9 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK <i>PH</i>

AT-WILL POWER







Divine Sanction		
KEYWORDS		
	  	
ACTION	  	RANGE
11	vs	Will
ATTACK	DEFENSE	TARGET
Rules Item: Many new paladin powers and some of the new feats subject a target to your divine sanction. Being subject to it means the target is marked by you for a duration specified in the description of the power or feat. Unless otherwise noted, the mark ends before the specified duration if someone else marks the target. Until the mark ends, the target takes radiant damage equal to 3 + your Charisma modifier (+5) the first time each round it makes an attack that doesn't include you as a target. The damage increases to 6 + your Charisma modifier (+5) at 11th level and 9 + your Charisma modifier (+5) at 21st level. Divine sanction is meant to complement divine challenge. You can use divine challenge to mark one creature and use divine sanction to mark others. Divine sanction has fewer restrictions than divine challenge so that you can easily use the two in concert.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK <i>DP</i>

AT-WILL POWER

ENCOUNTER SPECIAL

Bolstering Speech		
KEYWORDS		
Martial	  	Personal
ACTION	  	RANGE
14	vs	AC
ATTACK	DEFENSE	TARGET
Effect: Until the end of the encounter or until you use another bard at-will attack power, your skald's aura gains the following effect: Each time you hit an enemy with a basic attack, one of your allies in the aura gains temporary hit points equal to your Charisma modifier (+5).		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK <i>HOTF</i>

AT-WILL POWER

Words of Friendship		
KEYWORDS		
Arcane, Charm	  	Personal
ACTION	  	RANGE
11	vs	Will
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	LEVEL	BOOK <i>PH2</i>

ENCOUNTER POWER

Divine Challenge

KEYWORDS

Divine, Radiant

USED

Minor

Close burst 5

ACTION

5

RANGE

vs

One creature in burst

ATTACK

DEFENSE

TARGET

Effect: You mark the target. The mark lasts until you use this power again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither attacked it during your turn nor are adjacent to it at the end of your turn. Until the mark ends, the target takes radiant damage the first time each round when it targets any of your allies with an attack power that doesn't include you as a target. The damage equals 3 + your Charisma modifier (+5). Level 11: 6 + your Charisma modifier (+5) radiant damage. Level 21: 9 + your Charisma modifier (+5) radiant damage. **Special:** You can use this power only once per turn.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Blunder

KEYWORDS

Arcane, Charm, Implement

USED

Standard

5

Ranged 5

ACTION

RANGE

11

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+5) 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 (+4).

Bard's Songblade Rapier +2: +11 attack, 1d6+7 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS

Bard

LEVEL

1

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Paladin's Wrath

KEYWORDS

Divine

USED

Minor

Close burst 5

ACTION

5

RANGE

vs

Each enemy in burst

ATTACK

DEFENSE

TARGET

Effect: The target is subject to your divine sanction until the end of your next turn.
Divine Sanction: Enemy is marked by you and takes 3/6/9 + your Charisma modifier (+5) radiant damage the first time each round it makes an attack that doesn't include you.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

Dragon 381

ENCOUNTER POWER

DUNGEONS & DRAGONS

Song of the New Dawn

KEYWORDS

Arcane, Implement, Radiant

USED

Standard

10

Ranged 10

ACTION

RANGE

11

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier (+5) radiant damage. Each ally adjacent to the target makes a saving throw, rolling twice and using the higher result.

Bard's Songblade Rapier +2: +11 attack, 2d8+7 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS

Bard

LEVEL

3

BOOK

AP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Disruptive Words

KEYWORDS

Martial

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Until the end of the encounter, your skald's aura gains the following effect: Enemies in the aura grant combat advantage. Once before the end of the encounter, when an enemy in the aura takes damage from any source, you can choose for that enemy to be dazed (save ends).

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

1

BOOK

HOTF

DAILY POWER

DUNGEONS & DRAGONS

Timeless Trek in Mithrendain

KEYWORDS

Arcane, Implement, Psychic, Teleportation

USED

Standard

5

Ranged 5

ACTION

RANGE

11

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier (+5) psychic damage.
Effect: The target is banished to the Feywild (save ends). While banished, it is removed from play. When the effect ends, the target reappears in the space it last occupied or in the nearest unoccupied space of its choice.

Bard's Songblade Rapier +2: +11 attack, 2d8+7 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS

Bard

LEVEL

5

BOOK

Dragon 387

DAILY POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Noble Presence

KEYWORDS

Martial

USED

Move

Close burst 3

ACTION

3

RANGE

AT-WILL

ENCOUNTER

DAILY

Target: One or two allies in the burst
Effect: Each target can shift up to 2 squares as a free action, and each target gains a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Noble

LEVEL

1

BOOK

Dragon 399

UTILITY POWER

DUNGEONS & DRAGONS

Soothing Words

KEYWORDS

USED

Standard

Close burst 5

ACTION

5

RANGE

AT-WILL

ENCOUNTER

DAILY

Requirement: You must be taking a short rest
Target: Each ally who can hear you in burst
Effect: When each target spends one or more healing surges at the end of the short rest, he or she regains additional hit points equal to your Charisma modifier (+5).
Prerequisite: You must be trained in Diplomacy.

ADDITIONAL EFFECTS

CLASS

Diplomacy

LEVEL

2

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Skald's Aura

KEYWORDS

Aura, Healing, Martial

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You activate an aura 5 that lasts until the end of the encounter. If the aura ends prematurely for any reason, you can reactivate it during the encounter as a minor action. Twice per encounter but only once per turn, you or any ally in the aura can use a minor action to spend a healing surge and regain 1 d6 additional hit points. Alternatively, you or any ally can use a minor action to allow an adjacent ally to spend a healing surge and regain the additional hit points.
level 6: 2d6 additional hit points.
level 11: 3d6 additional hit points.
level 16: 4d6 additional hit points, and the healing can be used three times per encounter.
level 21: 5d6 additional hit points, and the healing can be used three times per encounter.
level 26: 6d6 additional hit points, and the healing can be used three times per encounter.
Special: You and your allies can use minor actions to benefit from the aura only as many times during an encounter as you would be able to use majestic word.

Unarmed: +3 attack

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS

LEVEL 1

BOOK *HOTF*

UTILITY POWER

DUNGEONS & DRAGONS

Chord of Resilience

KEYWORDS

Arcane

USED

Imm Interr

10

Ranged 10

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: An attack hits an ally
Target: The ally who was hit
Effect: The damage the target takes is reduced by an amount equal to 5 + your Charisma modifier (+5).

ADDITIONAL EFFECTS

CLASS

LEVEL 6

BOOK *AP*

UTILITY POWER

DUNGEONS & DRAGONS

Bard's Songblade Rapier +2

1d8

3

Light Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

6

+2d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

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

Melee Basic Attack: +14 attack, 1d8+9 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

One-hand

WEIGHT 2

PRICE 1800

BOOK *PH*

MAGIC WEAPON

DUNGEONS & DRAGONS

Dwarven Finemail +2

7

-1

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+2 AC

7

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +2 item bonus to Endurance checks.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Rarity: Uncommon
Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT

Body

WEIGHT 40

PRICE 2600

BOOK *AV*

MAGIC ITEM

DUNGEONS & DRAGONS

Amulet of Protection +2

1

AC BONUS

CHECK

SPEED

QUANTITY

+2 Fortitude, Reflex, and Will

6

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common

ITEM SLOT

Neck

WEIGHT 0

PRICE 1800

BOOK *PH*

MAGIC ITEM

DUNGEONS & DRAGONS

Bracers of Mighty Striking (heroic tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

2

Arms Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common

ITEM SLOT

Arms

WEIGHT 0

PRICE 520

BOOK *PH*

MAGIC ITEM

DUNGEONS & DRAGONS

Headband of Perception (heroic tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

1

Head Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +1 item bonus to Perception checks.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common

ITEM SLOT

Head

WEIGHT 0

PRICE 360

BOOK *AV*

MAGIC ITEM

DUNGEONS & DRAGONS