

Player Name

Character Name		6	Bard		Paragon Path		Epic Destiny	7 500	
Tiefling		Medium	Level	Class			Total XP		
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	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	0	-1	1
12	Arcana	INT	7	5	n/a	0
4	Athletics	STR	4	0	-1	1
17	Bluff	CHA	8	5	n/a	4
16	Diplomacy	CHA	8	5	n/a	3
3	Dungeoneering	WIS	2	0	n/a	1
5	Endurance	CON	3	0	-1	3
3	Heal	WIS	2	0	n/a	1
8	History	INT	7	0	n/a	1
3	Insight	WIS	2	0	n/a	1
13	Intimidate	CHA	8	5	n/a	0
3	Nature	WIS	2	0	n/a	1
3	Perception	WIS	2	0	n/a	1
12	Religion	INT	7	5	n/a	0
5	Stealth	DEX	3	0	-1	3
13	Streetwise	CHA	8	5	n/a	0
3	Thievery	DEX	3	0	-1	1

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

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

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

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

ACTION POINTS		
	Action Points	MILESTONES
		0
		1
		2
		3
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 Infernal Prince Feature	- gain a +1 bonus to fire
Bardic Training	- Gain Ritual Caster feat and perform one b
Bardic Virtue	- Choose a Bardic Virtue option.
Virtue of Cunning	- When an enemy misses an ally with
Majestic Word	- Gain majestic word power
Multiclass Versatility	- Can choose class-specific multiclass
Skill Versatility	- +1 to untrained skill checks
Song of Rest	- At end of short rest, you and each ally spend
Words of Friendship	- Gain the words of friendship power
Level 5 Infernal Prince Feature	- Gain +2 power bonus to
White Lotus Dueling Expertise (Orb)	- You gain proficien

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
13	Passive Perception	10	+	3
SPECIAL SENSES				
Low-light Vision				

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Flaming Rapier +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 13	3	5		3	1	1			
ABILITY: Melee Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 9	3	5			1				

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Flaming Rapier +1					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+8	5		1	2	
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+7	5			2	

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Flaming Rapier +1	1d8+8
9	vs AC	Unarmed (Melee)	1d4+7
4	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
Hellfire Blood	- +1 to attack and damage with fire and fear powers
White Lotus Dueling Expertise	- Gain feat bonus to arcane attacks and basic attacks. Gain an additional implement.

CHARACTER NAME		
PLAYER NAME		
RACE Tiefling	CLASS Bard	LEVEL 6

SCORE	ABILITY	MOD
HP 47	STR 13	+1
Spd 5	CON 10	+0
Init +3	DEX 10	+0
	INT 18	+4
	WIS 8	-1
	CHA 20	+5
AC 23		
Fort 15		
Ref 20		
Will 20		

13	Passive Insight	13	Passive Perception
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Skills		
3	Acrobatics	DEX
12	Arcana	INT (Trained)
4	Athletics	STR
17	Bluff	CHA (Trained)
16	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
3	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		
DUNGEONS & DRAGONS		
Second Wind		
KEYWORDS		
USED		
Standard	↓	Personal
ACTION	↔	RANGE
AT-WILL	ENCOUNTER	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 PH

PLAY DATA		
DUNGEONS & DRAGONS		
Melee Basic Attack		
KEYWORDS		
USED		
Standard	* ↓	Melee weapon
ACTION	↔	RANGE
13	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. Flaming Rapier +1: +13 attack, 1d8+8 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK PH

ENCOUNTER SPECIAL		
DUNGEONS & DRAGONS		
Guiding Strike		
KEYWORDS		
USED		
Standard	* ↓	Melee weapon
ACTION	↔	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Charisma vs. AC Hit: 1[W] + Charisma modifier (+5) damage, and the target takes a -2 penalty to the defense of your choice until the end of your next turn. Level 21: 2[W] + Charisma modifier (+5) damage. Flaming Rapier +1: +13 attack, 1d8+8 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK PH2

UTILITY POWER		
DUNGEONS & DRAGONS		
Vicious Mockery		
KEYWORDS		
USED		
Standard	↓ 10	Ranged 10
ACTION	↔	RANGE
10	vs	Will
ATTACK	DEFENSE	TARGET
Attack: Charisma vs. Will Hit: 1d6 + Charisma modifier (+5) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. Level 21: 2d6 + Charisma modifier (+5) damage. Flaming Rapier +1: +10 attack, 1d6+6 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK PH2

AT-WILL POWER		
DUNGEONS & DRAGONS		
Divine Sanction		
KEYWORDS		
USED		
Standard	↓	
ACTION	↔	RANGE
vs		
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 DP

AT-WILL POWER		
DUNGEONS & DRAGONS		
Hellfire Heart		
KEYWORDS		
USED		
No Action	↓	Special
ACTION	↔	RANGE
vs		
ATTACK	DEFENSE	TARGET
Trigger: You hit an enemy with an attack. Effect: The enemy takes fire damage equal to 1 + your Primary ability. Until the start of your next turn, the enemy takes a -2 penalty to the attack rolls of attacks that include you as a target. Level 11: 3 + your Primary ability fire damage. Level 21: 5 + your Primary ability fire damage.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK Dragon 406

AT-WILL POWER		
DUNGEONS & DRAGONS		

AT-WILL POWER		
DUNGEONS & DRAGONS		

ENCOUNTER 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 (+5). You also slide the target 1 square.

Level 6: 1d6 + Charisma modifier (+5) additional hit points.

Level 11: 2d6 + Charisma modifier (+5) additional hit points.

Level 16: 3d6 + Charisma modifier (+5) additional hit points.

Level 21: 4d6 + Charisma modifier (+5) additional hit points.

Level 26: 5d6 + Charisma modifier (+5) 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: +4 attack

ADDITIONAL EFFECTS

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

CLASS

Bard

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Words of Friendship

KEYWORDS

Arcane, Charm

USED

Minor

Personal

ACTION

5

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

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

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

Lesser Flash of Distraction

KEYWORDS

Arcane

USED

No Action

Special

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: You hit an enemy with a basic attack using a weapon.

Effect: The enemy you hit is dazed until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

1

BOOK

HOTF

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

Ballad of the Zombie King

KEYWORDS

Arcane, Fear, Implement, Psychic

USED

Standard

Close burst 2

ACTION

2

RANGE

11

vs

Will

Each enemy in the burst

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier (+5) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Flaming Rapier +1: +11 attack, 1d8+7 damage

ADDITIONAL EFFECTS

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

CLASS

Bard

LEVEL

3

BOOK

DSH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Verse of Triumph

KEYWORDS

Arcane, Charm, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier (+5) damage.

Miss: Half damage.

Effect: Until the end of the encounter, you and any ally within 5 squares of you gain a +1 power bonus to damage rolls and saving throws. In addition, whenever you or an ally reduces an enemy to 0 hit points with an attack, you and any ally within 5 squares of the enemy can shift 1 square as a free action.

Flaming Rapier +1: +13 attack, 2d8+8 damage

ADDITIONAL EFFECTS

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

CLASS

Bard

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Rhyme of Fire

KEYWORDS

Arcane, Fire, Implement

USED

Standard

10

Ranged 10

ACTION

RANGE

12

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier (+5) fire damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever an ally hits the target, the target takes fire damage equal to your Charisma modifier (+5).

Flaming Rapier +1: +12 attack, 2d6+7 damage

ADDITIONAL EFFECTS

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

CLASS

Bard

LEVEL

5

BOOK

AP

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

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

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

Bard

LEVEL

6

BOOK

AP

UTILITY POWER

DUNGEONS & DRAGONS

Flaming Rapier +1

1d8

3

Light Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

5

+1d6 fire damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Melee Basic Attack: +13 attack, 1d8+8 damage

☒ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Rarity: Uncommon

Power (At-Will • Fire): Free Action. All untyped damage dealt by this weapon changes to fire damage. Another free action returns the damage to normal.

Power (Daily • Fire): Free Action. Use this power when you hit with the weapon. Deal 1d6 fire damage, and the target takes ongoing 5 fire damage (save ends).

ITEM SLOT

One-hand

WEIGHT

2

PRICE

1000

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS

Symbol of Resilience +1

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

2

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Rarity: Uncommon

Power (Daily): Free Action. Use this power when you hit with an attack delivered by this symbol. You or an ally within 10 squares of you can roll a saving throw against one effect that a save can end; add the symbol's enhancement bonus as a power bonus to that saving throw.

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

520

BOOK

AV

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

Iron Armbands of Power (heroic tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

6

Arms Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +2 item bonus to melee damage rolls.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Uncommon

ITEM SLOT

Arms

WEIGHT

0

PRICE

1800

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS

Amulet of Protection +1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 Fortitude, Reflex, and Will

1

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common

ITEM SLOT

Neck

WEIGHT

0

PRICE

360

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS