

Player Name **Tony Saxon**

Thoven		1	Bard				0
Character Name		Level	Class		Paragon Path		Total XP
Human	Medium	43	Male	6'	205	Unaligned	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
						Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	5					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	0
12	CON Constitution	1	1
10	DEX Dexterity	0	0
14	INT Intelligence	2	2
10	WIS Wisdom	0	0
19	CHA Charisma	4	4

DEFENSES (Cont.)

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	10	1				1	
14	REF	10	2	1			1	
16	WILL	10	4	1			1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4
14	Passive Perception	10 +	4

SPECIAL SENSES

HIT POINTS

MAX HP	24
BLOODED	12
HEALING SURGES	6
SURGE VALUE	6
SURGES/DAY	8
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	
CURRENT CONDITIONS AND EFFECTS	

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

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

ABILITY: Ranged Basic Attack - Dagger

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

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

Human Power Selection - Choose an option for your human character.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0		0		

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0		0		

SKILLS

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

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 Valor - When an ally within 5 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)

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

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Dagger (Melee)	1d4
3	vs AC	Dagger (Range)	1d4
2	vs AC	Quarterstaff	1d8
0	vs AC	Unarmed (Melee)	1d4

FEATS

Linguist - Learn three new languages

Ritual Caster - Master and perform rituals

Bard of All Trades - +3 bonus to untrained skill checks

LANGUAGES KNOWN

CHARACTER NAME
Thoven

PLAYER NAME
Tony Saxon

RACE Human CLASS Bard LEVEL 1

SCORE	ABILITY	MOD
11	STR	+0
12	CON	+1
10	DEX	+0
14	INT	+2
10	WIS	+0
19	CHA	+4

HP 24 AC 15

Spd 6 Fort 12

Init +0 Ref 14

Will 16

14 Passive Insight 14 Passive Perception

Skills

4	Acrobatics	DEX	(Trained)
7	Arcana	INT	(Trained)
3	Athletics	STR	
9	Bluff	CHA	(Trained)
9	Diplomacy	CHA	(Trained)
4	Dungeoneering	WIS	
4	Endurance	CON	
4	Heal	WIS	
7	History	INT	(Trained)
4	Insight	WIS	
8	Intimidate	CHA	
4	Nature	WIS	
4	Perception	WIS	
6	Religion	INT	
3	Stealth	DEX	
9	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

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH

Vicious Mockery

KEYWORDS Arcane, Charm, Implement, Psychic Standard Ranged 10 ACTION RANGE

4 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.

Dagger: +4 attack, 1d6+4 damage
Quarterstaff: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Guiding Strike

KEYWORDS Arcane, Weapon Standard Melee weapon ACTION RANGE

7 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) 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 (+4) damage.

Dagger: +7 attack, 1d4+4 damage
Quarterstaff: +6 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Misdirected Mark

KEYWORDS Arcane, Implement Standard Ranged 10 ACTION RANGE

4 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.

Dagger: +4 attack, 1d8+4 damage
Quarterstaff: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Majestic Word

KEYWORDS Arcane, Healing Minor Close burst 5 (10 at 11th level, 15) ACTION RANGE

5 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: +0 attack

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Words of Friendship

KEYWORDS Arcane, Charm 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

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Blunder		
KEYWORDS Arcane, Charm, Implement		USED
Standard	↓ 5 ↗	Ranged 5
ACTION	↶ ↷	RANGE
4	vs	Will
ATTACK	DEFENSE	TARGET
<p>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).</p> <p>Dagger: +4 attack, 1d6+4 damage Quarterstaff: +4 attack, 1d6+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL 1	BOOK PH2
ENCOUNTER POWER		

Slayer's Song		
KEYWORDS Arcane, Weapon		USED
Standard	* ↓ ↗	Melee weapon
ACTION	↶ ↷	RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+4) damage, and the target grants combat advantage to you and your allies (save ends). Miss: Half damage. Effect: Until the end of the encounter, whenever you hit an enemy, that enemy grants combat advantage to you and your allies until the end of your next turn.</p> <p>Dagger: +7 attack, 2d4+4 damage Quarterstaff: +6 attack, 2d8+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL 1	BOOK PH2
DAILY POWER		