





CHARACTER NAME  
Thoven

PLAYER NAME  
Tony Saxon

RACE Human CLASS Bard LEVEL 1

SCORE	ABILITY	MOD
HP	11 STR	+0
24	12 CON	+1
Spd	10 DEX	+0
6	14 INT	+2
Init	10 WIS	+0
+0	19 CHA	+4
AC	15	
Fort	12	
Ref	14	
Will	16	

14 Passive Insight 14 Passive Perception

PLAY DATA 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

UTILITY POWER DUNGEONS & DRAGONS

Misdirected Mark

KEYWORDS Arcane, Implement USED

Standard 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

AT-WILL POWER DUNGEONS & DRAGONS

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

PLAY DATA DUNGEONS & DRAGONS

Vicious Mockery

KEYWORDS Arcane, Charm, Implement, Psychic USED

Standard 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

AT-WILL POWER DUNGEONS & DRAGONS

Majestic Word

KEYWORDS Arcane, Healing USED

Minor 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

ENCOUNTER POWER DUNGEONS & DRAGONS

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.

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Guiding Strike

KEYWORDS Arcane, Weapon USED

Standard 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

AT-WILL POWER DUNGEONS & DRAGONS

Words of Friendship

KEYWORDS Arcane, Charm USED

Minor 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

Blunder

KEYWORDS Arcane, Charm, Implement			USED
Standard	 5 	Ranged 5	
ACTION	 	RANGE	
4	vs	Will	One creature
ATTACK	DEFENSE	TARGET	
<b>Attack:</b> Charisma vs. Will			
<b>Hit:</b> 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.			
<b>Virtue of Cunning:</b> The power bonus to the attack roll equals 1 + your Intelligence modifier (+2).			
Dagger: +4 attack, 1d6+4 damage			
Quarterstaff: +4 attack, 1d6+4 damage			
ADDITIONAL EFFECTS			
CLASS Bard		LEVEL 1	BOOK PH2
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Slayer's Song

KEYWORDS Arcane, Weapon			USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<b>Attack:</b> Charisma vs. AC			
<b>Hit:</b> 2[W] + Charisma modifier (+4) damage, and the target grants combat advantage to you and your allies (save ends).			
<b>Miss:</b> Half damage.			
<b>Effect:</b> 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.			
Dagger: +7 attack, 2d4+4 damage			
Quarterstaff: +6 attack, 2d8+4 damage			
ADDITIONAL EFFECTS			
CLASS Bard	LEVEL 1	BOOK PH2	
DAILY POWER		