

Player Name

Princess Pauline		1	Bard			0	
Character Name	Level	Class		Paragon Path	Epic Destiny	Total XP	
Human	Medium	Female		Lawful Good			
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
				Adventuring Company		RPGA Number	

ABILITY SCORES

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	Initiative	1	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	FORT	10	1	1			1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
23	11	5	7

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

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+ 9
13	Passive Perception	10	+ 3

SPECIAL SENSES

SKILLS

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

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

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 Prescience** - When an enemy hits an ally with 5 squares of you, ally adds your Wis mod to that defense until the end of the attacker's turn.**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

ACTION POINTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CHARACTER BACKGROUND

Society - Noble

You are a member of the aristocracy. Does your family have a noble rank? Are you the heir to a title, and if so, how many people stand between you and that title? Under what circumstances did you become an adventurer?

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

LANGUAGES KNOWN

Common, Little Birdies

FEATS

Weapon Proficiency (Rapier) - Gain proficiency with the Rapier.**Ritual Caster** - Master and perform rituals**Rousing Voice** - Ally who uses second wind gains temporary hit points

OTHER EQUIPMENT

Ritual Book

Cloth Armor (Basic Clothing) (E)

Rapier (E)

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 11 / 100

CHARACTER NAME
Princess Pauline

PLAYER NAME

RACE Human CLASS Bard LEVEL 1

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

HP 23 AC 11

Spd 6 Fort 11

Init +1 Ref 13

Will 16

19 Passive Insight 13 Passive Perception


Skills

2	Acrobatics	DEX
6	Arcana	INT (Trained)
1	Athletics	STR
9	Bluff	CHA (Trained)
9	Diplomacy	CHA (Trained)
3	Dungeoneering	WIS
1	Endurance	CON
3	Heal	WIS
6	History	INT (Trained)
9	Insight	WIS (Trained)
5	Intimidate	CHA
7	Nature	WIS (Trained)
3	Perception	WIS
2	Religion	INT
2	Stealth	DEX
5	Streetwise	CHA
2	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 5 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 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.
Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Staggering Note

KEYWORDS Arcane, Implement, Thunder ACTION RANGE

4 vs Will One creature

ATTACK DEFENSE TARGET

Attack: Charisma vs. Will
Hit: Charisma modifier (+4) thunder damage, and you push the target 2 squares. As a free action, an ally of your choice can make a melee basic attack against the target before, after, or during this forced movement.
Unarmed: +4 attack, 4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK Dragon 383

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Misdirected Mark

KEYWORDS Arcane, Implement 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.
Unarmed: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

Majestic Word

KEYWORDS Arcane, Healing ACTION RANGE

Minor 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 ACTION RANGE

Minor Personal

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

Inspiring Refrain

KEYWORDS		Arcane, Weapon		USED
Standard	* ↓ ↻	Melee weapon		
ACTION	↶ ↷	RANGE		
7	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage, and each ally within 5 squares of you gains a +1 power bonus to attack rolls until the end of your next turn.
 Rapier: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS	Bard	LEVEL	1	BOOK	PH2
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Verse of Triumph

KEYWORDS		Arcane, Charm, Weapon		USED
Standard	* ↓ ↻	Melee weapon		
ACTION	↶ ↷	RANGE		
7	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) 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.
 Rapier: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS	Bard	LEVEL	1	BOOK	PH2
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Rapier

1d8	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES
 ior one-handed melee weapon
 Cost: 25 gp
 Damage: 1d8
 Proficient: +3
 Weight: 2 lb.

Melee Basic Attack: +3 attack, 1d8 damage

NOTES

ITEM SLOT	One-hand	WEIGHT	2	PRICE	25	BOOK	PH
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ENCOUNTER POWER

DAILY POWER

WEAPON

Ritual Book

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES
 Ritual casters use a ritual book to store the rituals they have mastered.

NOTES

ITEM SLOT	WEIGHT	3	PRICE	50	BOOK	PH
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ITEM

Cloth Armor (Basic Clothing)

	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT	Body	WEIGHT	4	PRICE	1	BOOK	PH
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ITEM

Animal Messenger

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES
 You target a nonhostile Tiny animal, such as a sparrow, a raven, a fox, or a carp. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, you whisper a message of up to 25 words to the animal and name a recipient and a location. The animal bounds off toward the location, in search of the recipient. The animal avoids danger along its path. Upon finding the recipient, the animal approaches until it is adjacent to the recipient, and then your whisper issues from the animal's mouth, conveying the message. When the animal delivers its message or the ritual's duration ends, your influence ends and the animal reverts to its natural behavior. Your Nature check determines how long the animal is affected by the ritual.
 Nature Check Result : Duration
 19 or lower : 6 hours
 20-29 : 12 hours
 30-39 : 18 hours
 40 or higher : 24 hours

NOTES

ITEM SLOT	WEIGHT	0	PRICE		BOOK	PH
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ITEM

Create Campsite

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES
 You summon hundreds of diminutive nature spirits to assemble a campsite in a 5-square radius around you. The spirits clear the area, set up tents, unroll bedrolls, gather water, and prepare a nourishing meal. They also conceal the campsite, with your Nature check result serving as the DC for Perception checks to notice the hidden camp.
 The spirits utilize your and your allies' gear to make the campsite. If you and your allies lack the appropriate gear, the spirits gather raw materials from the environment to make the campsite. At the end of the ritual's duration, the spirits break down the campsite, pack up your gear, and restore the site to its original state, removing evidence that you and your allies camped there.

NOTES

ITEM SLOT	WEIGHT	0	PRICE		BOOK	PH2
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ITEM