

Player Name

Warre Goudmond	13	Bard	Cunning Prevaricator	39,000
Character Name	Level	Class	Paragon Path	Epic Destiny
Gnome	Small	Male	Good	Total XP
Race	Size	Age	Gender	
		Height	Weight	Alignment
				Deity
				Adventuring Company
				RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
10	Initiative	6	4

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	16	4					

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	6
12	CON Constitution	1	7
11	DEX Dexterity	0	6
19	INT Intelligence	4	10
9	WIS Wisdom	-1	5
23	CHA Charisma	6	12

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
94	47	23		8
	1/2 HP	1/4 HP		

CURRENT HIT POINTS	CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against illusions

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Reactive Stealth** - With cover or concealment at initiative

check, make Stealth check to become hidden

**Fade Away** - Use fade away as an encounter power**Fey Origin** - Your origin is fey, not natural**Trickster's Cunning** - +5 racial bonus to saving throws

against illusions

**Master Trickster** - Use ghost sound as minor action, 1/

encounter.

**Arcana Bonus**

### 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 Cunning** - When an enemy misses an ally

within 5 + Int mod squares, slide that ally 1 square as a free action (1/rd).

**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**Virtue of Deceit** - When you use Bardic Virtue, one ally

within 5 gains combat advantage against target of next

attack.

### LANGUAGES KNOWN

Common, Elven

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8

18	Passive Perception	10 +	8
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SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	6	0					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	6	0					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Unarmed (Melee)	1d4
6	vs AC	Unarmed (Range)	1d4
	vs		
	vs		

### FEATS

**Alchemist** - Alchemist bonus feat replaces Ritual Caster

class feature.

**Distant Advantage** - Gain combat advantage with ranged

and area attacks against flanked enemies

**Jack of All Trades** - +2 to untrained skill checks**Bardic Knowledge** - +2 bonus to several skill checks**Improved Initiative** - +4 to initiative checks**Toughness** - Gain 5 additional hit points per tier**Shadow Skulk** - Stay hidden when you miss with area or

ranged attack

**Surprising Disappearance** - Fade away gives combat

advantage against attacker

**Magic of the Mists** - Retain fade away effect when you

attack



CHARACTER NAME <b>Warre Goudmond</b>																							
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RACE Gnome	CLASS Bard	LEVEL 13																					
<table border="1"> <tr> <td>HP 94</td> <td>11 STR</td> <td>AC 20</td> </tr> <tr> <td>Spd 5</td> <td>12 CON</td> <td>Fort 17</td> </tr> <tr> <td>Init +10</td> <td>11 DEX</td> <td>Ref 21</td> </tr> <tr> <td></td> <td>19 INT</td> <td>Will 23</td> </tr> <tr> <td></td> <td>9 WIS</td> <td>Will 23</td> </tr> <tr> <td></td> <td>23 CHA</td> <td></td> </tr> <tr> <td>18 Passive Insight</td> <td>18 Passive Perception</td> <td></td> </tr> </table>			HP 94	11 STR	AC 20	Spd 5	12 CON	Fort 17	Init +10	11 DEX	Ref 21		19 INT	Will 23		9 WIS	Will 23		23 CHA		18 Passive Insight	18 Passive Perception	
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PLAY DATA **DUNGEONS & DRAGONS**

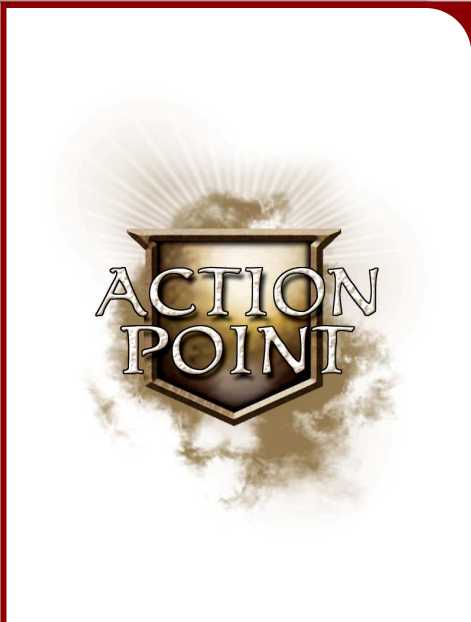
Misdirected Mark		
KEYWORDS Arcane, Implement		USED
Standard	10	Ranged 10
ACTION		RANGE
12	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Charisma vs. Reflex <b>Hit:</b> 1d8 + Charisma modifier (+6) damage, and the target is marked by an ally within 5 squares of you until the end of your next turn. Level 21: 2d8 + Charisma modifier (+6) damage.		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL 1	BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Ghost Sound		
KEYWORDS Arcane, Illusion		USED
Minor	10	Ranged 10
ACTION		RANGE
	vs	One object or unoccupied square
ATTACK	DEFENSE	TARGET
<b>Effect:</b> You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Warre Goudmond



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Vicious Mockery		
KEYWORDS Arcane, Charm, Implement, Psychic		USED
Standard	10	Ranged 10
ACTION		RANGE
12	vs Will	One creature
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Charisma vs. Will <b>Hit:</b> 1d6 + Charisma modifier (+6) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. Level 21: 2d6 + Charisma modifier (+6) damage.		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL 1	BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Majestic Word		
KEYWORDS Arcane, Healing		USED
Minor	5	Close burst 5 (10 at 11th level, 15 at 16th)
ACTION		RANGE
	vs	You or one ally in burst
ATTACK	DEFENSE	TARGET
<b>Effect:</b> The target can spend a healing surge and regain additional hit points equal to your Charisma modifier (+6). You also slide the target 1 square. Level 6: 1d6 + Charisma modifier (+6) additional hit points. Level 11: 2d6 + Charisma modifier (+6) additional hit points. Level 16: 3d6 + Charisma modifier (+6) additional hit points. Level 21: 4d6 + Charisma modifier (+6) additional hit points. Level 26: 5d6 + Charisma modifier (+6) additional hit points. <b>Special:</b> 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.		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL	BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Page 3

Second Wind		
KEYWORDS		USED
Standard		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET
<b>Effect:</b> You spend a healing surge and regain 23 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK PH

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Fade Away		
KEYWORDS Illusion		USED
Imm React		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<b>Trigger:</b> You take damage. <b>Effect:</b> You are invisible until you attack or until the end of your next turn.		
ADDITIONAL EFFECTS		
CLASS Racial Power	LEVEL *	BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Words of Friendship		
KEYWORDS Arcane, Charm		USED
Minor		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<b>Effect:</b> 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**

Warre Goudmond

Entangling Opening

KEYWORDS

Arcane, Psychic, Weapon

USED

Standard

\*

Ranged weapon

ACTION

RANGE

12

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Will  
**Hit:** 2[W] + Charisma modifier (+6) psychic damage. The next time the target is hit by an attack before the end of your next turn, it is knocked prone.  
  
Unarmed: +12 attack, 2d4+6 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL 3

BOOK

AP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Rewrite the Future

KEYWORDS

Arcane, Weapon

USED

Standard

\*

Ranged weapon

ACTION

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier (+6) damage, and you roll a d20. Until the end of your next turn, you can replace an ally's attack roll against the target with your d20 roll or replace the target's attack roll with your d20 roll as a free action.  
  
Unarmed: +12 attack, 1d4+6 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL 7

BOOK

AP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Lying Lights

KEYWORDS

Arcane, Illusion, Implement, Radiant

USED

Standard

10

Ranged 10

ACTION

RANGE

12

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 3d8 + Charisma modifier (+6) radiant damage. Each ally who hits the target before the end of your next turn becomes invisible until the end of his or her next turn. This invisibility ends if the ally makes an attack roll.  
  
Unarmed: +12 attack, 3d8+6 damage

ADDITIONAL EFFECTS

CLASS

Cunning Prevaricator

LEVEL 11

BOOK

AP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Earthquake Strike

KEYWORDS

Arcane, Weapon

USED

Standard

\*

Melee weapon

ACTION

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier (+6) damage, and you knock the target prone. Until the end of your next turn, each ally within 10 squares of you can knock prone any creature he or she hits.  
**Virtue of Valor:** Until the end of your next turn, the allies gain a bonus to damage rolls equal to your Constitution modifier (+1).  
  
Unarmed: +12 attack, 2d4+6 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL 13

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Stirring Shout

KEYWORDS

Arcane, Healing, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

12

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Will  
**Hit:** 2d6 + Charisma modifier (+6) psychic damage.  
**Effect:** Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Charisma modifier (+6).  
  
Unarmed: +12 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL 1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS®

Compulsion

KEYWORDS

Arcane, Charm, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

12

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Will  
**Hit:** 2d8 + Charisma modifier (+6) psychic damage, and you slide the target 5 squares either at the start of its turn or at the end of its turn (save ends). Until it saves, the target cannot take move actions on its turn.  
**Miss:** Half damage. You slide the target 5 squares either at the start of its turn or at the end of its next turn, and it cannot take move actions on its next turn.  
  
Unarmed: +12 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL 5

BOOK

AP

DAILY POWER

DUNGEONS & DRAGONS®

Hymn of the Daring Rescue

KEYWORDS

Arcane, Teleportation, Weapon

USED

Standard

\*

Melee weapon

ACTION

RANGE

12

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 3[W] + Charisma modifier (+6) damage.  
**Effect:** Choose an ally within 5 squares of you. Until the end of the encounter, that ally can teleport to a space adjacent to you as a move action.  
  
Unarmed: +12 attack, 3d4+6 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL 9

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS®

Inspire Competence

KEYWORDS

Arcane

USED

Minor

5

Close burst 5

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Target:** You and each ally in burst  
**Effect:** Choose a skill. Until the end of the encounter, each target gains a +2 power bonus to his or her next check using that skill.  
  
Unarmed: +12 attack, 3d4+6 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL 2

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS®

Song of Speed

KEYWORDS

Arcane

USED

Minor

10

Ranged 10

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Target:** You or an ally  
**Effect:** Until the end of your next turn, the target gains a +4 power bonus to speed and can shift 1 extra square whenever he or she shifts.  
  
Unarmed: +12 attack, 3d4+6 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL 6

BOOK

AP

UTILITY POWER

DUNGEONS & DRAGONS®

Veil

KEYWORDS

Arcane, Illusion

USED

Minor

Close burst 10

ACTION

10

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

**Target:** You and each ally in burst

**Effect:** You transform the auditory, tactile, and visual qualities of the targets' bodies and equipment. Each target assumes the appearance of a humanoid of the same size, even the appearance of a specific individual you have seen. The illusion lasts for 1 hour, or you can end it as a minor action. A creature can recognize a target's form as illusory with an Insight check opposed by that target's Bluff check with a +5 power bonus.

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

10

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

Trickery's Reward

KEYWORDS

Arcane, Healing

USED

Imm Interr

Close burst 10

ACTION

10

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Trigger:** An attack misses an ally within 10 squares of you

**Target:** The ally that was missed by the triggering attack

**Effect:** The target gains a bonus to all defenses that the triggering attack targets equal to your Intelligence modifier (+4). If the triggering attack misses, the target gains the bonus to those defenses until the end of your next turn. If the triggering attack hits, the target regains hit points as if he or she had spent a healing surge.

Unarmed: +6 attack

ADDITIONAL EFFECTS

CLASS

Cunning Prevaricator

LEVEL

12

BOOK

AP

UTILITY POWER

DUNGEONS & DRAGONS