

Player Name Melody Abedinejad

Festivus 3 Bard
Character Name Level Class Paragon Path
Dragonborn Medium 20 Male trar 6'4" 300 lbs. Good
Race Size Age Gender Height Weight Alignment Deity
Epic Destiny Dusk Wardens
Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	1	1	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	3
14	CON Constitution	2	3
12	DEX Dexterity	1	2
16	INT Intelligence	3	4
10	WIS Wisdom	0	1
18	CHA Charisma	4	5

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
36	18	11	9	
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				

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	6				1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	11	3	1			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	4	1				

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter

power.

Dragon Breath Constitution - Use CON for Dragon

Breath

Dragon Breath Acid - Dragon Breath deals acid damage**Dragonborn Fury** - +1 to attacks while bloodied.**Draconic Heritage** - Add Con mod to healing surge value.

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

LANGUAGES KNOWN

Common, Draconic

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2

16	Passive Perception	10 +	6
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	2		3			

ABILITY: Ranged Basic Attack - Longbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	1	1		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

ABILITY: Ranged Basic Attack - Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Longsword	1d8+2
4	vs AC	Longbow	1d10+1
6	vs AC	Dagger (Melee)	1d4+2
5	vs AC	Dagger (Range)	1d4+1

FEATS

Ritual Caster - Master and perform rituals**Bardic Knowledge** - +2 bonus to several skill checks**White Lotus Enervation** - Enemies you hit with arcane at-will attack powers take -1 penalty to defense targeted by power until end of next turn.

CHARACTER NAME
Festivus

PLAYER NAME
Melody Abedinejad

RACE DragonbornCLASS BardLEVEL 3

SCORE ABILITY MOD

HP36

STR14+2

AC18

Spd6

CON14+2

Fort13

Init+2

DEX12+1

Ref16

INT16+3

Will16

WIS10+0

CHA18+4

12 Passive Insight

16 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Skills

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

ADDITIONAL EFFECTS

PLAY DATA

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

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

UTILITY POWER

DUNGEONS & DRAGONS

Vicious Mockery

KEYWORDS

Arcane, Charm, Implement, Psychic

USED

Standard

Ranged 10

ACTION

RANGE

5

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: +5 attack, 1d6+4 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Bard

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

War Song Strike

KEYWORDS

Arcane, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier (+2).
Level 21: 2[W] + Charisma modifier (+4) damage.
Longsword: +8 attack, 1d8+4 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Bard

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS

Acid, Cold, Fire, Lightning or Poison

USED

Minor

Close blast 3

ACTION

3

RANGE

5

vs

Reflex

All creatures in area.

ATTACK

DEFENSE

TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
Hit: 1d6 + Constitution modifier (+2) damage.
Increase to +4 bonus and 2d6 + Constitution modifier (+2) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+2) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.
Unarmed: +5 attack, 1d6+2 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Racial Power

LEVEL

*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Majestic Word

KEYWORDS

Arcane, Healing

USED

Minor

Close burst 5 (10 at 11th level, 15 at 16th)

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 (+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: +1 attack

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Bard

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Words of Friendship

KEYWORDS

Arcane, Charm

USED

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

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Blunder

KEYWORDS

Arcane, Charm, Implement

USED

Standard

5

Ranged 5

ACTION

RANGE

5

vs

Will

One creature

ATTACK

DEFENSE

TARGET

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 (+3).

Unarmed: +5 attack, 1d6+4 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Bard

LEVEL

1

BOOK

PH2

ENCOUNTER POWER

Dissonant Strain

KEYWORDS

Arcane, Implement, Psychic

USED

Standard

5

Ranged 5

ACTION

RANGE

5

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack:

Charisma vs. Will

Hit:

2d6 + Charisma modifier (+4) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. In addition, an ally within 5 squares of you can make a saving throw.

Unarmed: +5 attack, 2d6+4 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Bard

LEVEL

3

BOOK

PH2

ENCOUNTER POWER

Stirring Shout

KEYWORDS

Arcane, Healing, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

5

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack:

Charisma vs. Will

Hit:

2d6 + Charisma modifier (+4) 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 (+4).

Unarmed: +5 attack, 2d6+4 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Bard

LEVEL

1

BOOK

PH2

DAILY POWER

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.

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

2

BOOK

PH2

UTILITY POWER