





CHARACTER NAME  
Festivus

PLAYER NAME  
Melody Abedinejad

RACE DragonbornCLASS BardLEVEL 1

HP  
26

Spd  
6

Init  
+1

SCORE ABILITY MOD

14 STR +2

14 CON +2

12 DEX +1

16 INT +3

10 WIS +0

18 CHA +4

AC  
17

Fort  
12

Ref  
15

Will  
15

11 Passive Insight

15 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 8 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

Dragon Breath

KEYWORDS

USED

Minor

Close blast 3

ACTION

RANGE

4 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: +4 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

Skills

1 Acrobatics DEX

10 Arcana INT (Trained)

2 Athletics STR

6 Bluff CHA

5 Diplomacy CHA

3 Dungeoneering WIS

2 Endurance CON

5 Heal WIS (Trained)

12 History INT (Trained)

1 Insight WIS

7 Intimidate CHA

3 Nature WIS

5 Perception WIS (Trained)

6 Religion INT

1 Stealth DEX

11 Streetwise CHA (Trained)

2 Thievery DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Vicious Mockery

KEYWORDS

USED

Arcane, Charm, Implement, Psychic

Standard

10

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.  
Unarmed: +4 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

Majestic Word

KEYWORDS

USED

Arcane, Healing

Minor

See below

ACTION

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: +0 attack

ADDITIONAL EFFECTS

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

CLASS Bard

LEVEL

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

War Song Strike

KEYWORDS

USED

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 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: +7 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

Words of Friendship

KEYWORDS

USED

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

BOOK PH2





ENCOUNTER POWER

DUNGEONS & DRAGONS

Shout of Triumph

KEYWORDS		Arcane, Implement, Thunder		USED
Standard	 	Close blast 3		
ACTION	3  	RANGE		
4	vs	Fort	Each enemy in blast	
ATTACK	DEFENSE		TARGET	
<b>Attack:</b> Charisma vs. Fortitude <b>Hit:</b> 1d6 + Charisma modifier (+4) thunder damage, and you push the target 1 square. <b>Effect:</b> You slide each ally in the blast 1 square. <b>Virtue of Valor:</b> The number of squares you push the target and slide the allies equals your Constitution modifier (+2).				
Unarmed: +4 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			DUNGEONS & DRAGONS	

Echoes of the Guardian

KEYWORDS				Arcane, Weapon		USED	
Standard		*  		Melee weapon			
ACTION		 		RANGE			
7		vs		AC		One creature	
ATTACK		DEFENSE		TARGET			
<p><b>Attack:</b> Charisma vs. AC</p> <p><b>Hit:</b> 2[W] + Charisma modifier (+4) damage, and until the end of your next turn, the target is marked by an ally within 5 squares of you.</p> <p><b>Miss:</b> Half damage.</p> <p><b>Effect:</b> Until the end of the encounter, once during each of your turns, choose an ally within 5 squares of you when you hit an enemy. Until the end of your next turn, that enemy is marked by that ally.</p> <p>Longsword: +7 attack, 2d8+4 damage</p>							
ADDITIONAL EFFECTS							
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.							
CLASS		Bard		LEVEL		1	
				BOOK		PH2	
DAILY POWER				DUNGEONS & DRAGONS			