

Player Name Melody Abedinejad

Festivus 2 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
31	15	9
	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		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

SKILLS

BONUS	SKILL NAME		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

	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 2

HP
31

Spd
6

Init
+2

SCORE ABILITY MOD

14 STR +2

14 CON +2

12 DEX +1

16 INT +3

10 WIS +0

18 CHA +4

AC
18

Fort
13

Ref
16

Will
16

12 Passive Insight

16 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 9 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

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

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

Vicious Mockery

KEYWORDS

USED

Arcane, Charm, Implement, Psychic

Standard

10

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

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: +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

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

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

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

5

vs

Fort

Each enemy in blast

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Fortitude
Hit: 1d6 + Charisma modifier (+4) thunder damage, and you push the target 1 square.
Effect: You slide each ally in the blast 1 square.
Virtue of Valor: The number of squares you push the target and slide the allies equals your Constitution modifier (+2).

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

Echoes of the Guardian

KEYWORDS

Arcane, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 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.
Miss: Half damage.
Effect: 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.

Longsword: +8 attack, 2d8+4 damage

ADDITIONAL EFFECTS

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

CLASS

Bard

LEVEL

1

BOOK

PH2

DAILY POWER

Song of Defense

KEYWORDS

Arcane, Zone

USED

Minor

Close burst 5

ACTION

5

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: The burst creates a zone of bolstering song that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to AC.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

2

BOOK

PH2

UTILITY POWER