

Calima 6 Bard
Character Name Level Class
Eladrin Medium Female
Race Size Age Gender

Height Weight Alignment Deity
Paragon Path Unaligned

Epic Destiny Total XP 7,500
Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	1	3	

INITIATIVE

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	13	6			2	1	

DEFENSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
11	CON Constitution	0	3
12	DEX Dexterity	1	4
17	INT Intelligence	3	6
8	WIS Wisdom	-1	2
19	CHA Charisma	4	7

ABILITY SCORES

FORT

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

FORT

REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	REF	13	3	1		1	1

REF

WILL

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	13	4	1		1	1

WILL

SENSES

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

SENSES

Passive Perception

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

Passive Perception

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	3	0		3			

ATTACK WORKSPACE

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	3	0					

ATTACK WORKSPACE

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
54	27	13	7

HIT POINTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

DAMAGE WORKSPACE

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

DAMAGE WORKSPACE

DEATH SAVING THROW FAILURES

SAVING THROW MODS	+5 Racial bonus against charm effects

DEATH SAVING THROW FAILURES

RACE FEATURES

Trance - Meditate aware 4 hours instead of sleep.

Eladrin Weapon Proficiency - Proficient with longsword.

Eladrin Education - Training in any one additional skill.

Eladrin Will - +1 Will; +5 to saving throws against charm.

Fey Step - Use fey step as an encounter power.

Fey Origin - Your origin is fey, not natural.

RACE FEATURES

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Longsword	1d8
3	vs AC	Unarmed (Melee)	1d4
4	vs AC	Unarmed (Range)	1d4+1

BASIC ATTACKS

SKILLS

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

SKILLS

CLASS / PATH / DESTINY FEATURES

Bardic Training - Gain Bardic Music bonus feat.

Bardic Virtue

Virtue of Cunning

Majestic Word - Gain majestic word power

Multiclass Versatility - Choose multiclass feats from any number of classes

Skill Versatility - +1 on untrained skill checks

Song of Rest - On short rest, you or ally using healing surge adds your Cha mod to hp regained

Words of Friendship

Pact Initiate (fey pact) - Gain Eyebite as an encounter power, can use warlock implements for warlock powers

CLASS / PATH / DESTINY FEATURES

FEATS

Ritual Caster - Master and perform rituals

Moon Elf Resilience - Spend healing surge as free action when using fey step in certain situations

Pact Initiate - Warlock: skill training, pact at-will power 1/ encounter

Improved Majestic Word - Target of majestic word gains temporary hp

Feyborn Charm - Bonus to attack and damage with charm powers, +1 to Bluff, Diplomacy

FEATS

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Misdirected Mark

Vicious Mockery

ENCOUNTER POWERS

Fey Step

Majestic Word

Words of Friendship

Blunder

Eyebite

Cunning Ferocity

DAILY POWERS

Stirring Shout

Compulsion

UTILITY POWERS

Song of Courage

Dramatic Shift

OTHER EQUIPMENT

Longsword

Light Shield (E)

Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 1,000 gp

Stored money:

Encumbrance: 104 (Heavy Load) / 100

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON

Magic Wand +2 (Off-hand) (E)

WEAPON

Implement, Wand (Off-hand)

WEAPON

WEAPON

ARMOR

Summoned Chainmail +2 (E)

ARMS

FEET

HANDS

HEAD

NECK

Cape of the Mountebank +1 (E)

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

/

/

/

Paragon (11-20)

Milestone

/

/

/

Epic (21-30)

Milestone

/

/

/

RITUALS / ALCHEMY

Simbul's Conversion

Magic Mouth

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Thay
Beneath skies of ash and cinder lies the broken landscape of Thay. A forbidding place, much of Thay consists of badlands, deserts, rugged mountains, cinder cones, and active volcanoes that belch forth plumes of toxic steam and rain flaming debris on the lands below. Under the tyrannical rule of Szass Tam, the undead are the masters of Thay. Where life exists, it suffers terribly in the form of slaves, playthings, and chattel to be sacrificed, sold, or remade into undead thralls.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Calima

PLAYER NAME

RACE
Eladrin

CLASS
Bard

LEVEL
6

HP

54

STR

10

AC

22

CON

11

Fort

14

Spd

5

DEX

12

Ref

19

INT

17

WIS

8

Will

20

CHA

19

Init

+4

13

Passive Insight

13

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

+

→

✱

Personal

ACTION

↶

↷

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 13 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

Misdirected Mark

KEYWORDS
Arcane, Implement

USED

Standard

+

→

✱

Ranged 10

ACTION

↶

↷

✱

RANGE

9

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.

Magic Wand +2: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS
Bard

LEVEL
1

BOOK
PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Vicious Mockery

KEYWORDS
Arcane, Charm, Implement, Psychic

USED

Standard

+

→

✱

Ranged 10

ACTION

↶

↷

✱

RANGE

10

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.

Magic Wand +2: +10 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS
Bard

LEVEL
1

BOOK
PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Fey Step

KEYWORDS
Teleportation

USED

Move

+

→

✱

Personal

ACTION

↶

↷

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

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

↶

↷

✱

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.

ADDITIONAL EFFECTS

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

+

→

✱

Ranged 5

ACTION

↶

↷

✱

RANGE

10

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).

Magic Wand +2: +10 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS
Bard

LEVEL
1

BOOK
PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Eyebite

KEYWORDS

Arcane, Charm, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

10

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+4) psychic damage, and you are invisible to the target until the start of your next turn.
Increase damage to 2d6 + Charisma modifier (+4) at 21st level.

Magic Wand +2: +10 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Cunning Ferocity

KEYWORDS

Arcane, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

10

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex
Hit: 1[W] + Charisma modifier (+4) damage, and each ally within 5 squares of you gains a +2 bonus to damage rolls against the target until the end of your next turn.
Virtue of Cunning: The bonus to damage rolls equals 1 + your Intelligence modifier (+3).

Longsword: +10 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

3

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Stirring Shout

KEYWORDS

Arcane, Healing, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

9

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).

Magic Wand +2: +9 attack, 2d6+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

10

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier (+4) 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.

Magic Wand +2: +10 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

5

BOOK

AP

DAILY POWER

DUNGEONS & DRAGONS®

Song of Courage

KEYWORDS

Arcane, Zone

USED

Minor

5

Close burst 5

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: The burst creates a zone of inspirational shouts 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 attack rolls.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

2

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS®

Dramatic Shift

KEYWORDS

Arcane

USED

Minor

5

Close burst 5

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: You and each ally in burst
Effect: Until the end of your next turn, each target can shift as a minor action.

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

6

BOOK

AP

UTILITY POWER

DUNGEONS & DRAGONS®

Magic Wand +2

AC BONUS

CHECK

SPEED

1

+2 attack rolls and damage rolls

6

Wand

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Off-hand

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

1800

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS®

Summoned Chainmail +2

6

-1

-1

1

+2 AC

6

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT

Body

WEIGHT

40

PRICE

1800

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS®

Cape of the Mountebank +1

AC BONUS

CHECK

SPEED

1

+1 Fortitude, Reflex, and Will

5

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Item Slot: Neck
Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

ITEM SLOT

Neck

WEIGHT

0

PRICE

1000

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS®