

Player Name

Solaria Xilsciente 1 Bard  
 Character Name Level Class  
 Eladrin Medium Female  
 Race Size Age Gender

Paragon Path Good  
 Alignment Deity  
 Epic Destiny Total XP 999

Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

INITIATIVE

CONDITIONAL MODIFIERS

### DEFENSES

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

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Perception	10	+

 SPECIAL SENSES  
 Low-light Vision

### ATTACK WORKSPACE

ABILITY	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
Ranged Basic Attack - Shortbow	+ 2	0	0		2			
Melee Basic Attack - Dagger	+ 3	0	0		3			

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
25	12	6

HEALING SURGES	HEALING SURGES
6	8

SECOND WIND 1/ENCOUNTER	USED
1	

DEATH SAVING THROW FAILURES
0

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### 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

### DAMAGE WORKSPACE

ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
Ranged Basic Attack - Shortbow	1d8+1	0	1			
Melee Basic Attack - Dagger	1d4	0				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Shortbow	1d8+1
3	vs AC	Dagger (Melee)	1d4
3	vs AC	Dagger (Range)	1d4
0	vs AC	Unarmed (Melee)	1d4

### SKILLS

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

### 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

Primordial, Common, Elven

### FEATS

- Ritual Caster** - Master and perform rituals
- Moonbow Dedicate** - Gain shortbow proficiency; usable as arcane or divine implement; +1 to damage, +2 11th, +3 21st
- Skill Focus (Arcana)** - +3 to Arcana checks

**POWER INDEX**

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

**AT-WILL POWERS**

Table with 1 column and 5 rows for At-Will Powers, including Misdirected Mark and Jinx Shot.

**ENCOUNTER POWERS**

Table with 1 column and 5 rows for Encounter Powers, including Second Wind, Fey Step, and Majestic Word.

**DAILY POWERS**

Table with 1 column and 6 rows for Daily Powers, including Stirring Shout.

**UTILITY POWERS**

Table with 1 column and 8 rows for Utility Powers.

**OTHER EQUIPMENT**

Table with 1 column and 8 rows for Other Equipment, including Ritual Book, Adventurer's Kit, Lyre, Shortbow (E), Dagger, and Hide Armor (E).

**COINS AND OTHER WEALTH**

Table with 1 column and 1 row for Coins and Other Wealth, including Money on hand, Stored money, and Encumbrance.

**MAGIC ITEM INDEX**

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

**MAGIC ITEMS**

Table with 2 columns for Magic Items, listing categories like WEAPON, ARMOR, FEET, HANDS, HEAD, NECK, RING, and WAIST with checkboxes.

*Daily Item Powers Per Day*

Table with 2 columns for Daily Item Powers Per Day, including Heroic, Paragon, and Epic milestones.

**RITUALS / ALCHEMY**

Table with 1 column and 4 rows for Rituals / Alchemy, including Comprehend Language, Traveler's Chant, Comrades' Succor, and Silence.

**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**

Five horizontal lines for entering personality traits.

**MANNERISMS AND APPEARANCE**

Five horizontal lines for entering mannerisms and appearance.

**CHARACTER BACKGROUND**

Explorer/Guide  
I'm the only one who can get you from here to Rythan Keep in less than two weeks. And I'll make sure you don't wind up in a gnoll tribe's soup cauldron.  
Learn an extra language of your choice, add Nature to your class skill list, and you gain a +2 bonus to Nature checks.

**COMPANIONS AND ALLIES**

Five horizontal lines for entering companions and allies.

**SESSION AND CAMPAIGN NOTES**

Five horizontal lines for session and campaign notes.



CHARACTER NAME  
**Solaria Xilsciente**

PLAYER NAME

RACE Eladrin CLASS Bard LEVEL 1

SCORE	ABILITY	MOD
HP	10 STR	+0
25	13 CON	+1
Spd	10 DEX	+0
6	17 INT	+3
Init	8 WIS	-1
+0	19 CHA	+4

AC	16
Fort	12
Ref	15
Will	17

10 Passive Insight 10 Passive Perception

Skills

0	Acrobatics	DEX
13	Arcana	INT (Trained)
0	Athletics	STR
9	Bluff	CHA (Trained)
9	Diplomacy	CHA (Trained)
0	Dungeoneering	WIS
1	Endurance	CON
0	Heal	WIS
10	History	INT (Trained)
0	Insight	WIS
5	Intimidate	CHA
2	Nature	WIS
0	Perception	WIS
8	Religion	INT (Trained)
0	Stealth	DEX
9	Streetwise	CHA (Trained)
0	Thievery	DEX

ADDITIONAL EFFECTS

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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard Personal

ACTION  AT-WILL  ENCOUNTER  DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Misdirected Mark

KEYWORDS Arcane, Implement

Standard  AT-WILL  ENCOUNTER  DAILY

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.

Shortbow: +4 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Jinx Shot

KEYWORDS Arcane, Weapon

Standard  AT-WILL  ENCOUNTER  DAILY

Attack: Charisma vs. AC  
Hit: 1[W] + Charisma modifier (+4) damage. The first time the target misses with an attack before the end of your next turn, it falls prone.  
Level 21: 2[W] + Charisma modifier (+4) damage.

Shortbow: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK AP

UTILITY POWER DUNGEONS & DRAGONS

Fey Step

KEYWORDS Teleportation

Move  AT-WILL  ENCOUNTER  DAILY

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Majestic Word

KEYWORDS Arcane, Healing

Minor  AT-WILL  ENCOUNTER  DAILY

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

CLASS Bard LEVEL BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Words of Friendship

KEYWORDS Arcane, Charm

Minor  AT-WILL  ENCOUNTER  DAILY

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

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ENCOUNTER POWER DUNGEONS & DRAGONS

### Focused Sound

KEYWORDS Arcane, Implement, Thunder		USED
Standard	10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
4	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p><b>Attack:</b> Charisma vs. Reflex  <b>Hit:</b> 1d10 + Charisma modifier (+4) thunder damage. Until the end of your next turn, any attack against the target can score a critical hit on a roll of 18–20.</p> <p>Shortbow: +4 attack, 1d10+5 damage</p>		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL 1	BOOK AP

**ENCOUNTER POWER**

### Stirring Shout

KEYWORDS Arcane, Healing, Implement, Psychic		USED
Standard	10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
4	vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p><b>Attack:</b> Charisma vs. Will  <b>Hit:</b> 2d6 + Charisma modifier (+4) psychic damage.  <b>Effect:</b> Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Charisma modifier (+4).</p> <p>Shortbow: +4 attack, 2d6+5 damage</p>		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL 1	BOOK PH2

**DAILY POWER**

### Cape of the Mountebank +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	5	Neck Slot Item	1
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
<p><b>POWER (Daily • Teleportation):</b> 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.</p>			
ITEM SLOT Neck	WEIGHT 0	PRICE 1000	BOOK AV

**MAGIC ITEM**