

Character Sheet

999

CHARACTER NAME
Solaria Xilsciente

PLAYER NAME

RACE **Eladrin** CLASS **Bard** LEVEL **1**

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

AC **16** **Fort** **12** **Ref** **15** **Will** **17**

10 Passive Insight **10** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard **ACTION** **AT-WILL** **ENCOUNTER** **DAILY** **Personal** **RANGE**

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 **Bard** LEVEL **1** BOOK **PH**

UTILITY POWER **DUNGEONS & DRAGONS**

Fey Step

KEYWORDS **Teleportation**

Move **ACTION** **vs** **Personal** **RANGE**

ATTACK DEFENSE TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL ***** BOOK **PH**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

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

PLAY DATA **DUNGEONS & DRAGONS**

Misdirected Mark

KEYWORDS **Arcane, Implement**

Standard **ACTION** **4** **vs** **Reflex** **Ranged 10** **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.

Shortbow: +4 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS **Bard** LEVEL **1** BOOK **PH2**

AT-WILL POWER **DUNGEONS & DRAGONS**

Majestic Word

KEYWORDS **Arcane, Healing**

Minor **ACTION** **5** **vs** **Close burst 5 (10 at 11th level, 15 at 16th)** **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

CLASS **Bard** LEVEL **1** 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**

Jinx Shot

KEYWORDS **Arcane, Weapon**

Standard **ACTION** **6** **vs** **AC** **Ranged weapon** **One creature**

ATTACK DEFENSE TARGET

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**

AT-WILL POWER **DUNGEONS & DRAGONS**

Words of Friendship

KEYWORDS **Arcane, Charm**

Minor **ACTION** **vs** **Personal** **RANGE**

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 **1** BOOK **PH2**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Focused Sound

KEYWORDS

Arcane, Implement, Thunder

USED

Standard

10

Ranged 10

ACTION

RANGE

4

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack:

Charisma vs. Reflex

Hit:

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.

Shortbow:

+4 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

1

BOOK

AP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Stirring Shout

KEYWORDS

Arcane, Healing, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

4

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).

Shortbow:

+4 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS

Bard

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Cape of the Mountebank +1

AC BONUS

CHECK

SPEED

QUANTITY

+1 Fortitude, Reflex, and Will

5

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

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

AV

MAGIC ITEM

DUNGEONS & DRAGONS