DUNGEONS & DRAGONS

Character Sheet

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Hobo				Γ	1	Bar	rd					Player Name	En	C			0	1
	er Name	Mar J'			Level	Clas			gon Path	Δ.		Epic	Desti	iny			Total XP	
Half-E _{Race}	IT	<u>Mediu</u> Size	um	<u>29</u> 		ale nder	6'2 190 Height Weight	Good Aligni		Ava Deit	andra y		;	Adventu	ring Company		RPGA Number	-
	1	INITIAT	IVE					DEFENS			,				MOVE			
SCORE		DEX	1/2 LVL			MISC	SCORE 10 + DEFENSE 1/2 LV	ARMOR/ /L ABIL CLASS	S FEAT EN	IH MISC	MISC	SCORE		-		BASE ARMOR	ITEM MISC	l
							(13) AC 10	3				6			d (Squares)	6		1
							CONDITIONAL BONUSES					ST LEIAL IV	0121					
	AB	ILITY SO	CORES	5											SEN	SES		
sco	ORE ABILITY		ABIL MOD	M	OD + 1/2 L	VL	10 + DEFENSE 1/2 LV	L ABIL CLASS	S FEAT EN	IH MISC	MISC	SCORE		ASSIVE SE	NSE	BASE		1
5	STR Strength		-1		-1		(13) FORT 10	3				17	-	Passive	e Insight	10	+ 7	
	7 CON		3		3	٦	CONDITIONAL BONUSES					15	F	Passive	e Perceptior	ז 10	+ 5	
<u> </u>	Constitution						10 +					SPECIAL S	INSES	;			0	1
1	0 DEX		0		0	٦	DEFENSE 1/2 LV	L ABIL CLASS	S FEAT EN	IH MISC	MISC	Low-light	Visio	'n				_
	Dexterity					_	12 REF 10	1 1						A	TTACK WO	ORKSPACI		
1	3 INT Intelligence		1		1		CONDITIONAL BONUSES								ic Attack - L	5		
_						_	10 + DEFENSE 1/2 LV	L ABIL CLASS	S FEAT EN	IH MISC	MISC	ATT BONU	5		0 -1	ASS PROF FEA	AT ENH MISC	
1	0 WIS Wisdom		0		0		(15) WILL 10	4 1					Mol		ic Attack - U			I
	9 CHA		4		4	٦	CONDITIONAL BONUSES		<u> </u>			ATT BONU				ASS PROF FE	AT ENH MISC	
	Charisma		-									+ 1			0 -1	2		
		HIT POI	-				AC	CTION PC	DINTS	ACTION	DINTE						F	
		DIED	HEA SURGE VAL		SURGES	/DAY	Action Point		0 1	ACTION PO 1 2	JINTS	ABILITY	N 4 - 1			ORKSPAC	E	I
	$\begin{array}{c c} 29 \\ \hline 1/2 \\ 1/2 \\ \hline 1/2 \\ \hline 1/2 \\ \hline 1/2 \\ 1/2 \\ \hline 1/2 \\ 1/2 \\ \hline 1/2 \\ $		7 1/4 HP		10)	ADDITIONAL EFFECTS FOR SPEN	IDING ACTION PC	2 DINTS	3		DAMAGE	iviel	ее ваз	ic Attack - L		NH MISC MISC	_
CURREN	T HIT POINTS	nr'	1/4 HP	CU	RRENT SUR	RGE USES						1d	8-1			-1		
							R	ACE FEAT	URES			ABILITY:	Mel	ee Bas	ic Attack - U	Inarmed		1
							Dilettante - Choose a	t-will power	from other	class; use	as	DAMAGE				ABIL FEAT E	NH MISC MISC	
TEMPO	SECOND WINE RARY HIT POINTS	D 1/ENCOU	INTER		USED		encounter power.					1d4	1-1			-1		I
LIVIEU							Dual Heritage - Coun	t as elf, half-	elf, and hur	man for					BASIC A			
	DEATH SAVING	THROW FA	AILURES				choosing feats.		<u> </u>	<u> </u>		ATTACK		DEFENSE	WEAPO	ON OR POWER	DAMAGE	ı 1
SAVING you	THROW MODS +2 bo	onus whenev	er no allies	are with	iin 5 squar	res of	Group Diplomacy - A	Illies within 1	0 get +1 to	Diploma	cy.	2	vs	AC	Longsword		1d8-1	
RESISTA	ANCES											1	vs	AC	Unarmed (N	/lelee)	1d4-1	
C1 10-1	UT CONDITION T											2	vs	AC	Unarmed (R	lange)	1d4	1
CURREN	NT CONDITIONS AND E	TFECTS																1
		SKILL	s				CLASS / PA1			ATURE	s		vs	L]			
			ABIL MOD	TRND	ARMOR		Bardic Training - Gair				5				FEA	TS		
	SKILL NAME		+ 1/2 LVL	(+5)	PENALTY	MISC	Bardic Virtue		ic bollus le	ut.		Ritual	Cast	ter - M				ł
	Acrobatics	DEX	\square	\mathbb{H}			Virtue of Valor					Ritual Caster - Master and perform rituals Linguist - Learn three new languages						•
6	Arcana	INT		5	n/a		Majestic Word - Gain	majestic wo	rd power									-
4	Athletics	STR	-1	5			Multiclass Versatility			its from a	ny							-
5	Bluff	CHA	4		n/a	1	number of classes											•
	Diplomacy	СНА	4		n/a	3	Skill Versatility - +1 c	on untrained	skill checks	5								•
1	Dungeoneering	y wis	0		n/a	1	Song of Rest - On sho	ort rest, you o	or ally using	g healing	surge							•
4	Endurance	CON	3	0		1	adds your Cha mod to	hp regained										-
1	Heal	WIS	0	0	n/a	1	Words of Friendship											_
2	History	INT	1	0	n/a	1												-
7	Insight	wis	0	5	n/a	2												_
9	Intimidate	СНА	4	5	n/a													-
	Nature	WIS			n/a	1												-
5	Perception	WIS		5	n/a													-
	•				n/a	1												-
2	Religion	INT			iiya	1	LANG	GUAGES I	KNOWN									-
	Stealth	DEX	H	H			Common, Elven, Primo	ordial, Giant,	Draconic, G	Goblin								-
5	Streetwise	CHA	4		n/a	1												-
1	Thievery	DEX	0	0		1												-
Hobo								Page 1									Eric	:

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT	
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.		
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS		
Misdirected Mark	WEAPON Arcane Implement, Wand (Off-hand) (E)	1 4	
Vicious Mockery	WEAPON		
	WEAPON		
	WEAPON		
	ARMOR		
	ARMS		
ENCOUNTER POWERS	FEET		
Eyebite	HANDS		
Majestic Word	HEAD	Į – – – – – – – – – – – – – – – – – – –	
Words of Friendship	NECK	Ti l	
Blunder	RING		
	RING	A	
<u>_</u>	WAIST	PERSONALITY TRAITS	
DAILY POWERS Stirring Shout			
<u>_</u>			
<u> </u>		MANNERISMS AND APPEARANCE	
	Daily Item Powers Per Day		
<u>U</u>	Heroic (1-10) Milestone / <th <="" th=""> / / /</th>	/ / /	CHARACTER BACKGROUND
	Paragon (11-20)	Background: Scorned Noble	
	Fundson (12 20)	I am an exile of honor, set apart from my people. Yet in my	
		heart, I remain as steadfast as ever to those I will never see again.	
OTHER EQUIPMENT	RITUALS / ALCHEMY	You are used to going it alone. You gain a +2 bonus to	
Ritual Book	Banish Vermin	saving throws whenever no allies are within 5 squares of you.	
Backpack (empty)	Brew Potion		
Bedroll		COMPANIONS AND ALLIES	
Flint and Steel			
Pouch, Belt (empty) Residuum (Any) (20)			
Waterskin			
Leather Armor (E)			
Longsword (E) Suprods (2)			
Sunrods (2)			
		SESSION AND CAMPAIGN NOTES	
	·		
COINS AND OTHER WEALTH Money on hand: 23 gp; 9 sp			
Stored money: 0 gp			
Encumbrance: 35 lb / 80 lb			

Hobo			Second	Wind					
PLAYER NAME			KEYWORDS			USE			
Eric RACE Half-Elf CLASS Bard LEVEL 1			Standard	+ 7		onal			
RACE Half-Elf CLASS Bard LEVEL 1	-	10000	ACTION	* *	RAI	NGE			
HP 8 STR AC				vs	-	elf			
29 17 CON 13	1000	and the second s	ATTACK	DEFENSE					
Fort	5 052				aling surge and bonus to all def				
Spd 10 DEX 13	ACT			of your next					
6 12 INT	TDOT								
Ref	LOI	IN L							
Init 10 WIS 12									
(+0) 19 CHA Will									
	and the second se	A Contraction of the second se	ADDITIONAL EFFE	CTS					
17 Passive Insight 15 Passive Perception									
insight Perception									
		2000	CLASS		LEVEL BO	^{рок} РН			
PLAY DATA DUNGEONS & DRAGONS &	ENCOUNTER SPECIAL	INGEONS & DRAGONS ®	ENCOUNT	ER ACTION	DUNGEONS	DRAGONS			
Misdirected Mark	Vicious Mockery		Eyebite						
KEYWORDS Arcane, Implement	KEYWORDS Arcane, Charm, Impleme	nt Psychic USED	KEYWORDS Arc	ane Charm Imr	olement, Psychic	USE			
Standard + 10 7 Ranged 10	Standard + 10 >	Ranged 10	Standard	↓ 10 ¥		ed 10			
ACTION C RANGE		RANGE			inding				
4 vs Reflex One creature	4 vs Will	One creature	4	vs Will		reature			
ATTACK DEFENSE TARGET	ATTACK DEFENSE	TARGET	ATTACK	DEFENSE	TAR	GET			
Attack: Charisma vs. Reflex	Attack: Charisma vs. Will			harisma vs. W					
Hit: 1d8 + Charisma modifier (+4) damage, and the target is marked by an ally within 5 squares of you	Hit: 1d6 + Charisma modif and the target takes a -2 p				nodifier (+4) psy o the target unt				
until the end of your next turn.	until the end of your next t		your next		o the target unit				
Level 21: 2d8 + Charisma modifier (+4) damage.	Level 21: 2d6 + Charisma r	nodifier (+4) damage.		-	d6 + Charisma r	modifier (+4)			
Arcane Implement, Wand: +4 attack, 1d8+4	Arcane Implement, Wand:	+1 attack 1d6+1	at 21st le	vel.					
damage	damage								
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS		ADDITIONAL EFFE	CTS					
CLASS Bard LEVEL 1 BOOK PH2	CLASS								
bard 1 PH2	^{CLASS} Bard	LEVEL 1 BOOK PH2	^{CLASS} Warloc	k	LEVEL 1	^{эок} РН			
		LEVEL 1 BOOK PH2	1	k ER POWER	LEVEL 1 BA				
AT-WILL POWER DUNCEONS & DPACONS &	at-will power 📃		ENCOUNT	ER POWER					
			1	ER POWER					
AT-WILL POWER DUNGEONS & DRAGONS &	AT-WILL POWER Due Words of Friendship		ENCOUNT Blunder	ER POWER	DUNCEONS	DRAGONS			
AT-WILL POWER DUNCEONS DRACONS @ Majestic Word KEYWORDS Arcane, Healing USED Minor Close burst 5 (10 at 11th level, 15 at	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor	INCEONS & DRAGONS ®	ENCOUNT Blunder	ER POWER	DUNGEONS (DRAGONS			
AT-WILL POWER DUNGEONS & DRAGONS & Majestic Word KEYWORDS Arcane, Healing	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm	INGEONS & DRAGONS @	ENCOUNT Blunder Keywords Arc	ER POWER	DUNCEONS (
AT-WILL POWER DUNGEONS (CORD (CORD)) Majestic Word KETWORDS Arcane, Healing Minor Actron VS Close burst 5 (10 at 11th level, 15 at RANGE VS You or one ally in burst (Cord)	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ACTION VS	Personal RANGE	ENCOUNT Blunder KEYWORDS Arco Standard ACTION 4	ane, Charm, Imp 5 3 5 3 5 3 5 3 5 3 5 3 5 3 5 3 5 3 5 3	DUNCEONS &	DRAGONS usi ged 5 NGE reature			
AT-WILL POWER DUNGEONS (CORE OF COMPARING OF	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ATTACK	Personal RANGE	ENCOUNT Blunder Keywords Arc Standard ACTION 4 ATTACK	ane, Charm, Imp t 5 7 t 5 7 t 5 7 t 10 t 10	DUNCEONS &	DRAGONS usi ged 5 NGE reature			
AT-WILL POWER Majestic Word KEYWORDS Arcane, Healing Minor Arcane, Healing Close burst 5 (10 at 11th level, 15 at Action 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	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ATTACK DEFENSE Effect: You gain a +5 power	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder KEYWORDS Arc Standard ACTION 4 ATTACK Attack: Ch	ane, Charm, Imp solution solutio	DUNCEONS &	Usi ged 5 NGE GET			
AT-WILL POWER Majestic Word KERWORDS Arcane, Healing Minor Arcane, Healing Close burst 5 (10 at 11th level, 15 at Arction Vs You or one ally in burst Artack 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.	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ATTACK	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder Kerwords Arc Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target	ane, Charm, Imp to s vs vs vs vs vs vs vs vs vs v	Dement Rang RAI One ci TAR difier (+4) damagering the slide, you	Use use ted 5 NGE CET e, and you slide or or one of you			
AT-WILL POWER Majestic Word KERWORDS Arcane, Healing Minor Arcane, Healing Close burst 5 (10 at 11th level, 15 at Close burst 5 (1	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ATTIACK DEFENSE Effect: You gain a +5 power Diplomacy check you make	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder Kerwords Arc Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target allies can r	Ane, Charm, Imp ane, Charm, Imp 5 5 7 5 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8	Dement Rang RAN One ci TAR	Use use teature GET or one of you ust the target as			
AT-WILL POWER Majestic Word Minor Arcane, Healing Minor Arcane, Healing Close burst 5 (10 at 11th level, 15 at Action 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) additional hit points. Level 16: 3d6 + Charisma modifier (+4) additional hit points. Level 12: 3d6 + Charisma modifier (+4) additional hit points. Level 21: 4d6 + Charisma modifier (+4) additional hit points.	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ATTIACK DEFENSE Effect: You gain a +5 power Diplomacy check you make	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder KEYWORDS Arc Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target allies can r a free actic Virtue of C	ane, Charm, Imp ane, Charm, Imp s w w w w w w w w w w w w w	Dement Rang Ran One ci TAR difier (+4) damage ring the slide, you basic attack again power bonus to th ower bonus to th	use ged 5 NGE e, and you slidde to or one of you ist the target a: he attack roll. e attack roll			
AT-WILL POWER Majestic Word Minor Arcane, Healing Minor Mino	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ATTIACK DEFENSE Effect: You gain a +5 power Diplomacy check you make	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder KEYWORDS Arc Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target allies can r a free actic Virtue of C	ane, Charm, Imp ane, Charm, Imp s w w w w w w w w w w w w w	DUNCEONS (Dement Rang Ran One ci TAR difier (+4) damagering the slide, you basic attack again power bonus to th	USE ged 5 NGE e, and you slide to or one of your ist the target as the attack roll. e attack roll			
AT-WILL POWER Majestic Word Minor Arcane, Healing Minor Arcane, Healing Close burst 5 (10 at 11th level, 15 at ACTION 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 12: 4d6 + Charisma modifier (+4) additional hit points. Level 21: 4d6 + Charisma modifier (+4) additional hit points. Level 22: 4d6 + Charisma modifier (+4) additional hit points. Level 26: 5d6 + Charisma modifier (+4) additional hit points. Level 26: 5d6 + Charisma modifier (+4) additional hit points. Level 26: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 21: 4d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) additional hit points. Level 20: 5d6 + Charisma modifier (+4) a	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ATTIACK DEFENSE Effect: You gain a +5 power Diplomacy check you make	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target allies can r a free actio Virtue of C equals 1 +	ane, Charm, Imp ane, Charm, Imp s ws Will DEFENSE arisma vs. Will Charisma moo 2 squares. Duu nake a melee on, with a +2 p Cunning: The p your Intellige	Dement Rang Ran One ci TAR difier (+4) damage ring the slide, you basic attack again power bonus to th ower bonus to th	Use ged 5 NGE reature GET e, and you slide or one of you isst the target as ne attack roll. e attack roll			
AT-WILL POWER Majestic Word Minor Arcane, Healing Minor KEYWORDS Arcane, Healing Close burst 5 (10 at 11th level, 15 at ACTION S T Close burst 5 (10 at 11th level, 15 at Close burst 1 square. Close burst 5 (10 at 11th level, 15 at Close burst 1 square. Close burs	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ATTIACK DEFENSE Effect: You gain a +5 power Diplomacy check you make	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target allies can r a free actio Virtue of C equals 1 +	ane, Charm, Imp ane, Charm, Imp s ws Will DEFENSE arisma vs. Will Charisma moo 2 squares. Duu nake a melee on, with a +2 p Cunning: The p your Intellige	DUNCEONS (Dement Rang Ran One ci TAR difier (+4) damagur ring the slide, you basic attack again power bonus to th ower bonus to th ower bonus to th nce modifier (+1)	Use ged 5 NGE reature GET e, and you slide or one of you isst the target as ne attack roll. e attack roll			
AT-WILL POWER Majestic Word KEYWORDS Arcane, Healing Minor Arcane, Healing Close burst 5 (10 at 11th level, 15 at Close burst 5 (1	AT-WILL POWER Words of Friendship KEYWORDS Arcane, Charm Minor ATTIACK DEFENSE Effect: You gain a +5 power Diplomacy check you make	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target allies can r a free actio Virtue of C equals 1 +	ane, Charm, Imp ane, Charm, Imp s vs Will DEFENSE arisma vs. Will Charisma moo 2 squares. Du make a melee pon, with a +2 p Cunning: The p your Intellige plement, Wan	DUNCEONS (Dement Rang Ran One ci TAR difier (+4) damagur ring the slide, you basic attack again power bonus to th ower bonus to th ower bonus to th nce modifier (+1)	Use ged 5 NGE reature GET e, and you slide or one of you isst the target as ne attack roll. e attack roll			
AT-WILL POWER Majestic Word KEYWORDS Arcane, Healing Minor Arcane, Healing Close burst 5 (10 at 11th level, 15 at Close burst 5 (10 at	AT-WILL POWER	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target allies can r a free actio Virtue of C equals 1 + Arcane Im	ane, Charm, Imp ane, Charm, Imp s vs Will DEFENSE arisma vs. Will Charisma moo 2 squares. Du make a melee pon, with a +2 p Cunning: The p your Intellige plement, Wan	DUNCEONS (Dement Rang Ran One ci TAR difier (+4) damagur ring the slide, you basic attack again power bonus to th ower bonus to th ower bonus to th nce modifier (+1)	Use ged 5 NGE reature GET e, and you slide or one of you isst the target as ne attack roll. e attack roll			
AT-WILL POWER Majestic Word KERWORDS Arcane, Healing Glose burst 5 (10 at 11th level, 15 at ACTION KERWORDS Arcane, Healing Close burst 5 (10 at 11th level, 15 at ACTION KERWORDS Close burst 5 (10 at 11th level, 15 at Close burst 5 (10 at 11th level,	AT-WILL POWER	Personal RANGE TARGE TARGET or bonus to the next e before the end of your	ENCOUNT Blunder Kerwords Arc Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target allies can r a free actio Virtue of C equals 1 + Arcane Im	ane, Charm, Imp ane, Charm, Imp s vs Will DEFENSE arisma vs. Will Charisma moo 2 squares. Du make a melee pon, with a +2 p Cunning: The p your Intellige plement, Wan	DUNCEONS (Dement Rang One of TAR difier (+4) damager ring the slide, you basic attack again yower bonus to th ower donus to th	Use ged 5 NGE reature GET e, and you slide or one of your isst the target as ne attack roll. e attack roll. e attack roll 4 damage			
AT-WILL POWER AT-WILL POWER Majestic Word Minor Arcane, Healing Close burst 5 (10 at 11th level, 15 at ACTION S Close burst 5 (10 at 11th level, 15 at Close burst 5 (15 at C	AT-WILL POWER	Personal RANGE TARGET er bonus to the next	ENCOUNT Blunder Standard ACTION 4 ATTACK Attack: Ch Hit: 1d6 + the target allies can r a free actio Virtue of C equals 1 + Arcane Im	ane, Charm, Imp ane, Charm, Imp s vs Will DEFENSE arisma vs. Will Charisma moo 2 squares. Du make a melee pon, with a +2 p Cunning: The p your Intellige plement, Wan	DUNCEONS (Dement Rang One of TAR difier (+4) damager ring the slide, you basic attack again yower bonus to th ower donus to th	use ged 5 wee reature GET e, and you slide or one of your st the target as ne attack roll. e attack roll. e attack roll.			

Eric

Stirring Shout												
KEYWORDS Arcane, Healing, Implement, Psychic												
Standard		+	10 7	Ranged 10								
ACTION		\leftarrow	RANGE									
4	vs Will				One creature							
ATTACK		DE	FENSE		-	TARGET	r					
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). Arcane Implement, Wand: +4 attack, 2d6+4 damage												
ADDITIONAL EFFECTS												
^{CLASS} Bard					LEVEL 1	воок РН2						
DAILY PO	WER			Du	NGEON		01	<mark>15</mark> 8				