

Eric

CHARACTER NAME
Hobo

PLAYER NAME
Eric

RACEHalf-Elf

CLASSBard

LEVEL1

HP29

Spd6

Init+0

8STR

17CON

10DEX

13INT

10WIS

19CHA

AC13

Fort13

Ref12

Will15

17Passive Insight

15Passive Perception



Second Wind

KEYWORDS

USED

Standard

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↩

✱

ACTION

Personal

vs

RANGE

ATTACK

DEFENSE

TARGET

Self

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

PLAY DATA

DUNGEONS & DRAGONS®

Misdirected Mark

KEYWORDS

USED

Standard

↑

10

↩

ACTION

Ranged 10

4

vs

Reflex

RANGE

ATTACK

DEFENSE

TARGET

One creature

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.

Arcane Implement, Wand: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASSBard

LEVEL1

BOOKPH2

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Vicious Mockery

KEYWORDS

USED

Standard

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10

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ACTION

Ranged 10

4

vs

Will

RANGE

ATTACK

DEFENSE

TARGET

One creature

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.

Arcane Implement, Wand: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASSBard

LEVEL1

BOOKPH2

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Eyebite

KEYWORDS

USED

Standard

↑

10

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ACTION

Ranged 10

4

vs

Will

RANGE

ATTACK

DEFENSE

TARGET

One creature

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.

ADDITIONAL EFFECTS

CLASSWarlock

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Majestic Word

KEYWORDS

USED

Minor

↑

5

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ACTION

Close burst 5 (10 at 11th level, 15 at 16th)

vs

RANGE

ATTACK

DEFENSE

TARGET

You or one ally in burst

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

CLASSBard

LEVEL

BOOKPH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Words of Friendship

KEYWORDS

USED

Minor

↑

5

↩

ACTION

Personal

vs

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

CLASSBard

LEVEL

BOOKPH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Blunder

KEYWORDS

USED

Standard

↑

5

↩

ACTION

Ranged 5

4

vs

Will

RANGE

ATTACK

DEFENSE

TARGET

One creature

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 (+1).

Arcane Implement, Wand: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASSBard

LEVEL1

BOOKPH2

ENCOUNTER POWER

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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).

Arcane Implement, Wand: +4 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Bard

LEVEL 1

BOOK PH2

DAILY POWER

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