

Teinekin			1		Bard						0			
Character Name			Level		Class			Paragon Path			Epic Destiny		Total XP	
Changeling			Medium		Male									
Race		Size	Age	Gender	Height	Weight	Alignment		Deity		Adventuring Company		RPGA Number	

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
1 Initiative	1		
CONDITIONAL MODIFIERS			

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
12	AC	10	2					

CONDITIONAL BONUSES

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

ABILITY SCORES		
SCORE	ABILITY	MOD + 1/2 LVL
8	<b>STR</b> Strength	-1
10	<b>CON</b> Constitution	0
13	<b>DEX</b> Dexterity	1
14	<b>INT</b> Intelligence	2
14	<b>WIS</b> Wisdom	2
18	<b>CHA</b> Charisma	4


[illegible]

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8
17	Passive Perception	10 +	7

**SPECIAL SENSES**

ATTACK WORKSPACE								
ABILITY: Melee Basic Attack - Unarmed								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ -1	0	-1						
ABILITY: Ranged Basic Attack - Unarmed								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 1	0	1						

HIT POINTS			
MAX HP		HEALING SURGES	
	BLOODIED	SURGE VALUE	SURGES/DAY
22	11	5	7
	1/2 HP	1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
 <b>Action Points</b>	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				
ABILITY: Ranged Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

## RACE FEATURES

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**Change Shape** - Use changeling disguise as an at-will power

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**Mental Defense** - +1 to Will

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**Shapechanger** - You have the shapechanger quality.

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**Changeling Trick** - You have the changeling trick power.

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BASIC ATTACKS			
ATTACK		WEAPON OR POWER	DAMAGE
-1	vs	AC	Unarmed (Melee)
1	vs	AC	Unarmed (Range)
	vs		
	vs		

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

CLASS / PATH / DESTINY FEATURES
<b>Bardic Training</b> - Gain Ritual Caster feat and perform one bard ritual per day without expending components
<b>Bardic Virtue</b> - Choose a Bardic Virtue option.
<b>Virtue of Cunning</b> - When an enemy misses an ally within 5 + Int mod squares, slide that ally 1 square as a free action (1/rd).
<b>Majestic Word</b> - Gain majestic word power
<b>Multiclass Versatility</b> - Can choose class-specific multiclass feats from more than one class
<b>Skill Versatility</b> - +1 to untrained skill checks
<b>Song of Rest</b> - At end of short rest, you and each ally spending a healing surge adds your Cha mod to hp regained
<b>Words of Friendship</b> - Gain the words of friendship power
LANGUAGES KNOWN
Common

[illegible]



CHARACTER NAME  
**Teinekin**

PLAYER NAME  
**Clemens**

RACE Changeling CLASS Bard LEVEL 1

	SCORE	ABILITY	MOD
<b>HP</b> 22	<b>8</b>	<b>STR</b>	<b>-1</b>
<b>Spd</b> 6	<b>10</b>	<b>CON</b>	<b>+0</b>
<b>Init</b> +1	<b>13</b>	<b>DEX</b>	<b>+1</b>
	<b>14</b>	<b>INT</b>	<b>+2</b>
	<b>14</b>	<b>WIS</b>	<b>+2</b>
	<b>18</b>	<b>CHA</b>	<b>+4</b>

<b>AC</b> 12
<b>Fort</b> 10
<b>Ref</b> 13
<b>Will</b> 16

**18** Passive Insight **17** Passive Perception

PLAY DATA

**Second Wind**

KEYWORDS

Standard **ACTION** Personal **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

UTILITY POWER

**Vicious Mockery**

KEYWORDS Arcane, Charm, Implement, Psychic

Standard **ACTION** Ranged 10

**4** 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.

Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK *PH2*

AT-WILL POWER

**Skills**

5	Acrobatics	DEX
7	Arcana	INT (Trained)
3	Athletics	STR
11	Bluff	CHA (Trained)
9	Diplomacy	CHA (Trained)
6	Dungeoneering	WIS
4	Endurance	CON
6	Heal	WIS
6	History	INT
8	Insight	WIS
11	Intimidate	CHA
6	Nature	WIS
7	Perception	WIS (Trained)
6	Religion	INT
5	Stealth	DEX
9	Streetwise	CHA (Trained)
5	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA

**Changeling Disguise**

KEYWORDS Polymorph

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

**ATTACK** **DEFENSE** **TARGET**

**Effect:** You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again. Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK *EPG*

AT-WILL POWER

**Changeling Trick**

KEYWORDS

Minor **ACTION** Melee 1

**ATTACK** **DEFENSE** **TARGET**

**Effect:** You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK *EPG*

ENCOUNTER POWER

**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

**Staggering Note**

KEYWORDS Arcane, Implement, Thunder

Standard **ACTION** Ranged 10

**4** vs **Will** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Charisma vs. Will  
**Hit:** Charisma modifier (+4) thunder damage, and you push the target 2 squares. As a free action, an ally of your choice can make a melee basic attack against the target before, after, or during this forced movement.

Unarmed: +4 attack, 4 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK *Dragon 383*

AT-WILL POWER

**Majestic Word**

KEYWORDS Arcane, Healing

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

**5** vs **Will** 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 BOOK *PH2*

ENCOUNTER POWER

Words of Friendship				
KEYWORDS Arcane, Charm				USED
Minor			Personal	
ACTION			RANGE	
vs				
ATTACK	DEFENSE	TARGET		
<b>Effect:</b> 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		5		Ranged 5
ACTION			RANGE	
4	vs	Will	One creature	
ATTACK	DEFENSE		TARGET	
<b>Attack:</b> Charisma vs. Will				
<b>Hit:</b> 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.				
<b>Virtue of Cunning:</b> The power bonus to the attack roll equals 1 + your Intelligence modifier (+2).				
Unarmed: +4 attack, 1d6+4 damage				
ADDITIONAL EFFECTS				
CLASS Bard	LEVEL 1	BOOK PH2		
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	
<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).  Unarmed: +4 attack, 2d6+4 damage				
ADDITIONAL EFFECTS				
CLASS Bard	LEVEL 1	BOOK PH2		
DAILY POWER		