



ROSWYN

FEMALE GNOME BARD (SUMMER RHYMER)

LEVEL 11 GOOD

"The entire world sings its songs, and I can name the tunes."



Ability Score	Value	Modifier + ½ level		
STRENGTH	9	+4	ARMOR CLASS	26
CONSTITUTION	14	+7	FORTITUDE DEFENSE	21
DEXTERITY	12	+6	REFLEX DEFENSE	26
INTELLIGENCE	20	+10	WILL DEFENSE	25
WISDOM	12	+6	INITIATIVE	+6
CHARISMA	21	+10	SPEED (SQUARES)	4
HIT POINTS	76		HEALING SURGE HP HEALED	19
BLOODIED	38		HEALING SURGES/DAY	9
			SECOND WIND	<input type="checkbox"/>
				(Use second wind up to 1/encounter)
Current Hit Points			Current Surge Uses	

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Short sword	+7 vs. AC	1d6 - 1	-
+2 <i>magic shortbow</i>	+10 vs. AC	1d8 + 3	Load free; 15 /30 squares

FEATS

Linguist, Implement Expertise (Wand), Jack of All Trades, Pact Initiate (Fey Pact), Arcane Initiate, Paragon Defenses, Timely Respite (when you take the second wind or total defense action, you may make a saving throw)

SKILLS (For skills not listed, bonus is ability modifier + 8)

Passive Insight	21
Passive Perception	19
Arcana	+17
Bluff	+15
Diplomacy	+15
Heal	+11
Insight	+11
Perception	+9
Streetwise	+15
Stealth	+11

EQUIPMENT

+3 *magic wand*, +3 *magic braidmail armor* (skill check penalty -1), +2 *magic shortbow*, +3 *elven cloak*, *boots of dancing*, quiver with 20 arrows, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Trickster's Cunning (+5 to saving throws vs. illusions)
 Master Trickster (use *ghost sound*; see back)
 Reactive Stealth (if you have any cover or concealment when rolling initiative, you can make a Stealth check)
 Fade Away (use *fade away*; see back)
 Virtue of Cunning (once per round, when an enemy misses an ally within 10 squares of you, slide the ally 1 square as a free action)
 Song of Rest (allies heal +5 hit points when they spend healing surges during short rests)
 Feypath (when you spend an action point, teleport yourself or an adjacent ally 5 squares as a free action)
 Languages: Common, Elven, Supernal, Abyssal, Draconic
 Low-Light Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

POWERS

Misdirected Mark Bard Attack 1

You conceal your arcane attack, tricking your foe into thinking the attack came from one of your allies.

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Reflex

Hit: 1d8 + 8 damage, and the target is marked by an ally within 5 squares of you until the end of your next turn.

Vicious Mockery Bard Attack 1

You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.

At-Will ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 1d6 + 8 psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Fade Away Gnome Racial Power

You turn invisible in response to harm.

Encounter ♦ Illusion

Immediate Reaction Personal

Trigger: You take damage

Effect: You are invisible until you attack or until the end of your next turn.

Ghost Sound Gnome Racial Power

With a wink, you create an illusory sound that emanates from somewhere close by.

Encounter ♦ Arcane, Illusion

Minor Action Ranged 10

Target: One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Majestic Word Bard Feature

You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.

Encounter (Special) ♦ Arcane, Healing

Minor Action Close burst 10

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain 2d6 + 10 additional hit points. You also slide the target 1 square.

Special: You can use this power twice per encounter, but only once per round.

Words of Friendship Bard Feature

You infuse your words with arcane power, transforming even the simplest speech into compelling oratory.

Encounter ♦ Arcane

Minor Action Personal

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

Eyebite Warlock (Fey) Attack 1

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

Encounter ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 1d6 + 8 psychic damage, and you are invisible to the target until the start of your next turn.

Thunderwave Wizard Attack 1

You create a whip-crack of sonic power that lashes up from the ground.

Encounter ♦ Arcane, Implement, Thunder

Standard Action Close blast 3

Target: Each creature in blast

Attack: +14 vs. Fortitude

Hit: 1d6 + 8 thunder damage, and you push the target 1 square.

Fast Friends Bard Attack 1

You sing a tune of false friendship, leaving your foe in a reverie.

Encounter ♦ Arcane, Charm, Implement

Standard Action Ranged 5

Target: One creature

Attack: +14 vs. Will

Hit: Choose yourself or an ally. The target cannot attack that character until the end of your next turn or until you or one of your allies attacks the target.

Impelling Force Bard Attack 3

A bolt of force shoves your foe next to one of your allies.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Fortitude

Hit: 1d10 + 8 force damage, and you slide the target 5 squares to a space adjacent to one of your allies.

Unluck Bard Attack 7

You manipulate what was once an ode to fate, speaking it in reverse and warping the weave of fortune.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Ranged 5

Target: One creature

Attack: +14 vs. Reflex

Hit: 1d8 + 8 necrotic damage. The next time the target makes an attack roll before the end of your next turn, you roll a d20 and can replace the target's roll with yours. In addition, choose an ally within 5 squares of you. The next time that ally attacks the target before the end of your next turn, you roll a d20 and can replace the ally's roll with yours.

Illusory Erasure Bard Utility 10

Your magic song makes an ally abruptly disappear, giving him or her a chance to sneak up on foes.

Encounter ♦ Arcane, Illusion

Minor Action Ranged 10

Target: One ally

Effect: The target becomes invisible until the end of your next turn, and you slide the target 2 squares.

Song of the Queen's Protection Summer Rhymer Attack 11

You sing a melody of eldritch quality that assaults your foe's senses while causing wisps of light to blur the outlines of your allies.

Encounter ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 2d10 + 8 psychic damage, and until the end of your next turn, any ally within 10 squares of you gains concealment until the end of his or her next turn.

Stirring Shout Bard Attack 1

Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.

Daily ♦ Arcane, Healing, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 2d6 + 8 psychic damage.

Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains 10 hit points.

Song of Defense Bard Utility 2

You intone a few notes from a battle hymn, and your magic bolsters your allies' ability to parry attacks.

Daily ♦ Arcane, Zone

Minor Action Close burst 5

Effect: The burst creates a zone of bolstering song that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to AC.

Sustain Minor: The zone persists.

Song of Discord Bard Attack 5

You foster distrust in one of your foes, causing it to strike out at its allies.

Daily ♦ Arcane, Charm, Implement

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: The target is dominated until the end of your next turn.

Effect: The target makes a basic attack against an enemy of your choice as a free action.

Allegro Bard Utility 6

You drum out a hasty rhythm that infuses you and your comrades with magical speed.

Daily ♦ Arcane

Minor Action Close burst 10

Target: You and each ally in burst

Effect: You slide each target 2 squares.

Hideous Laughter Bard Attack 9

Horrible convulsions seize your foe in a terrible mockery of laughter.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 3d8 + 8 psychic damage, and the target can't take opportunity actions and takes a -2 penalty to attack rolls (save ends both).

Aftereffect: The target can't take opportunity actions (save ends).

Miss: Half damage, and the target can't take opportunity actions until the end of your next turn.

+2 Magic Shortbow Level 6

A basic enchanted weapon.

Critical: +2d6 damage

+3 Magic Wand Level 11

A basic enchanted wand.

Critical: +3d6 damage

+3 Elven Cloak Level 12

This cloak of swirling leaves, crafted in the elven tradition, increases your stealth.

Property: Gain a +3 item bonus to Stealth (already added).

Boots of Dancing Level 11

These ornate boots send you spinning and leaping out of danger.

Property: Gain a +1 bonus to Reflex defense (already added).

Property: You do not grant combat advantage while you are dazed.

Power (Daily): Minor Action. Gain a +5 power bonus to Acrobatics and Athletics checks until the end of your next turn.