



LILLI

FEMALE GNOME BARD

LEVEL 3 GOOD



“A good battle tune should help to turn the tide!”

Ability Score	Value	Modifier + ½ level		
STRENGTH	11	+1	ARMOR CLASS	18
CONSTITUTION	12	+2	FORTITUDE DEFENSE	13
DEXTERITY	13	+2	REFLEX DEFENSE	16
INTELLIGENCE	16	+4	WILL DEFENSE	17
WISDOM	10	+1	INITIATIVE	+2
CHARISMA	18	+5	SPEED (SQUARES)	5
HIT POINTS	34		HEALING SURGE HP HEALED	8
BLOODIED	17		HEALING SURGES/DAY	8
			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
Longsword	+4 vs. AC	1d8	-
Shortbow	+4 vs. AC	1d8 + 1	Range 15/30, load free

FEATS

Warrior of the Wild (1/encounter, use Hunter's Quarry)
Skill Focus (Stealth)

SKILLS (For skills not listed, bonus is ability modifier + 2)

Passive Insight	16
Passive Perception	16
Arcana	+11
Bluff	+10
Diplomacy	+10
Insight	+6
Perception	+6
Stealth	+11

EQUIPMENT

Fochlucan bandore, +1 hide armor, +1 amulet of protection, shortbow, 30 arrows, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Fey Origin (considered fey for effects related to origin)
Master Trickster (can use *ghost sound*; see back)
Reactive Stealth (can make a Stealth check with any cover or concealment)
Trickster's Cunning (+5 bonus to save against illusions)
Fade Away (can use *fade away*; see back)
Virtue of Cunning (1/round; when an enemy attack misses an ally within 8 squares of you, slide that ally 1 square)
Song of Rest (if you play an instrument or sing during a short rest, you and all allies that spend healing surges at the end of the rest gain +4 hit points per surge spent)
Hunter's Quarry (minor action; designate the nearest enemy to you your quarry, gain +1d6 dmg. on 1 attack/round on enemy)
Languages: Common and Elven
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: +6 vs. Reflex

Hit: 1d8 + 5 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: +6 vs. Will

Hit: 1d6 + 5 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 5

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain 4 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.

Blunder Bard Attack 1

You fog your foe's mind, causing it to stumble past your allies.

Encounter ♦ Arcane, Charm, Implement

Standard Action Ranged 5

Target: One creature

Attack: +6 vs. Will

Hit: 1d6 + 5 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 +4 power bonus to the attack roll.

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: +6 vs. Will

Hit: 2d6 + 5 psychic damage.

Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains 4 hit points.

Inspire Competence Bard Utility 2

Your magic channels the skill of ancient experts to help with the task at hand.

Encounter ♦ Arcane

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Choose a skill. Until the end of the encounter, each target gains a +2 power bonus to his or her next check using that skill.

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: +6 vs. Fortitude

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

Fochlucan Bandore Level 3

This instrument's song imbues listeners with fervor and strength.

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

Power (Daily): Standard Action. Use this power during a short rest. At the end of the short rest, one ally who remained within 20 squares of you during the rest gains a +3 power bonus to weapon damage rolls until the end of his or her next short rest or extended rest.