

**Andros of Hath Hall**

CHARACTER

Human

RACE

14

LEVEL

Bard (Rogue)

CLASS (MULTICLASS)

Adroit Explorer

PARAGON PATH

Unaligned

ALIGNMENT

28

AGE

5'10

HT.

174

WT.

Black

HAIR

Blue

EYES

Right

HAND

M

SIZE

Male

GENDER

Darkvision

VISION

**ABILITY SCORES**

		mod	check
Strength	12	+1	+8
Constitution	14	+2	+9
Dexterity	16	+3	+10
Intelligence	16	+3	+10
Wisdom	9	-1	+6
Charisma	22	+6	+13

**DEFENSES**

		misc
AC	25	+2 vs. opportunity attack
Fort	21	
Ref	23	
Will	26	

**LIFE and DEATH**

HP	Bloodied	Current
91	45	
Healing Surges		9
Surge Value		22
Death Saves		

**BASIC ATTACKS**

Melee 1																			
	abil		level		prof		feat		magic		misc			damage		crit			
+3 duelist's shortsword	1	+	7	+	3	+	0	+	3	+	0	=	+14	vs.	AC		1d6+4		10+3d6

Melee 2	abil	level	prof	feat	magic	misc	damage	crit
n/a		7						

Range: 15/30	abil	level	prof	feat	magic	misc		damage	crit
+1 flamburst shortbow	3	7	2	0	1	0	= +13 vs. AC	1d8+4	12+1d6

**MOVEMENT**

Speed	6
Run	8
Teleport	n/a
(type of power)	
Other	n/a
Other	n/a

**RITUALS**

name	type
Traveler's Chant	Arcana
Magic Mouth	Arcana
Aria of Revelation	Arcana
Endure Elements	Arcana

**LANGUAGES**Common  
Deep Speech**INITIATIVE**

Dex & level	misc
+10 = 10 + 0	

**WEALTH**11 gp  
9 sp**SKILLS**

trained skills are italicized

<i>Acrobatics</i>	Dex	15
<i>Arcana</i>	Int	17
<i>Athletics</i>	Str	14
<i>Bluff</i>	Cha	18
<i>Diplomacy</i>	Cha	18
<i>Dungeoneer</i>	Wis	9
<i>Endurance</i>	Con	10
<i>Heal</i>	Wis	7
<i>History</i>	Int	17
<i>Insight</i>	Wis	7
<i>Intimidate</i>	Cha	14
<i>Nature</i>	Wis	9
<i>Perception</i>	Wis	7
<i>Religion</i>	Int	13
<i>Stealth</i>	Dex	11
<i>Streetwise</i>	Cha	16
<i>Thievery</i>	Dex	16
Other		

conditional bonuses

+2 when climbing

+2 when opening locks or disabling traps

**ACTION POINTS**

points	mark when used this encounter

**SAVES and RESISTANCE**Saves  
+1 to all savesResist  
5 necrotic  
5 poison**PASSIVE CHECKS**

Insight	17
Perception	17

## EQUIPMENT and LOAD

item	#	wt.	location	slot
deathcut leather +3	1	40	body	armor
cli lyre +3	1	6	hand	main hand
+1 flamburst shortbow	1	2	quiver	
+3 duelist's shortsword	1	2	sheath	
backpack	1	2	back	
belt pouch	2	1	belt	
arrows	30	3	quiver	
bedroll	1	5	pack	
journeybread (days)	10	1	pouch	
waterskin (full)	1	4	belt	
boots of spider climbing	1	0	feet	feet
clearwater solution	1	0	pouch	
scroll comprehend lang.	1	0	pouch	

item	#	wt.	location	slot
amulet of protection +1	1	0	neck	neck
silk rope (feet)	50	5	pack	
fine clothing	1	0	body	
ritual book	1	3	pouch	
grappling hook	1	4	rope	
pitons	10	5	pack	
hammer	1	2	pack	
goggles of night	1	0	face	head
burglar's gloves	1	0	hands	hands
thieves' tools	1	1	pouch	
ironskin belt	1	0	waist	waist

Load

**60**

Normal (Carry)

**120**

Heavy Load (Lift)

**240**

Max Push/Drag

**600**

### RACE FEATURES

- Bonus At-Will Power: you know one extra at-will power from your class
- Bonus Skill and Feat: +1 feat and +1 trained skill at 1st level
- Human Defense Bonuses: +1 to Fort, Reflex, and Will

### CLASS and PATH FEATURES

- ambitious effort: you gain an extra encounter attack power
- bardic training: gain Ritual Caster feat, and once/day you can perform a bardic ritual without expending components
- bloody determination: when you are first bloodied in an encounter, gain +5 to your next attack before the end of your next turn vs. the foe that bloodied you
- heroic action: when you spend an action point to gain an extra action, gain resist 10 to all damage until the end of your next turn
- majestic word (see powers)
- skill versatility: gain +1 to untrained skill checks
- sneak attack: once/encounter, you can deal an extra +3d6 damage to a foe that grants you combat advantage if you're using a crossbow, light blade, or sling
- virtue of cunning: once/round, when a foe misses an ally within 8 squares, you can slide that ally 1 square as a free action; you may also slide a foe that was adjacent to your ally into the space just vacated
- words of friendship: see powers

### FEATS

- Advantage of Cunning: see virtue of cunning
- Bardic Knowledge: gain +2 to Arcana, Dungeoneering, History, Nature, Religion, and Streetwise checks
- Defensive Mobility: gain +2 to AC vs. opportunity attacks
- Human Perseverance: gain +1 to all saves
- Improved Majestic Word: the target of your majestic word gains +6 temporary hp
- Lyric of Rejuvenation: see song of rest
- Psychic Lock: any target you hit with a psychic power takes a -2 penalty to its next attack roll
- Solid Sound: after using a thunder or force power, select Fortitude, Reflex, or Will and gain +2 to that defense until the end of your turn.
- Sure Climber: gain +1 to Athletics checks; a successful Athletics check allows you to climb at your normal speed rather than half speed

### NOTES