# Character Sheet

**Character Name:** King Leonidas  
**Race:** Human  
**Level:** 16  
**Class:** Warlord  
**Paragon Path:** Battle Captain  
**Lawful Good**

## Ability Scores

<table>
<thead>
<tr>
<th>Score</th>
<th>Ability</th>
<th>ABIL MOD</th>
<th>MOD + 1/2 LVL</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>STR (Strength)</td>
<td>4</td>
<td>12</td>
</tr>
<tr>
<td>14</td>
<td>CON (Constitution)</td>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>13</td>
<td>DEX (Dexterity)</td>
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</tr>
<tr>
<td>16</td>
<td>INT (Intelligence)</td>
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<tr>
<td>11</td>
<td>WIS (Wisdom)</td>
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</tr>
<tr>
<td>19</td>
<td>CHA (Charisma)</td>
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## Hit Points

<table>
<thead>
<tr>
<th>MAX HP</th>
<th>BLOODED</th>
<th>HEALING SURGES</th>
<th>SURGE VALUE</th>
<th>SURGES/DAY</th>
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<tbody>
<tr>
<td>111</td>
<td>55</td>
<td>27</td>
<td>9</td>
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## Initiative

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<tr>
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<td>11 Initiative</td>
<td>1</td>
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</tbody>
</table>

## Conditional Bonuses

- +1 AC against ranged, area, and close attacks
- +1 Reflex Defense against ranged, area, and close attacks
- +1 Will Defense against ranged, area, and close attacks

## Heat Points

- Current Hit Points: 111
- Current Surge Used: 2
- Temporary Hit Points: 55

## Death Saving Throw Failures

- Saving Throw Mods: +2 item bonus against fear effects

## Resistances

- Current Conditions and Effects

## Skills

<table>
<thead>
<tr>
<th>Bonus</th>
<th>Skill Name</th>
<th>ABIL MOD</th>
<th>MOD + 1/2 LVL</th>
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</table>

## Languages Known

- Common, Giant

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### Class / Path / Destiny Features

- **Combat Leader:** You, and allies within 10 that see and hear you
- **Commanding Presence:** Choose a Presence benefit; provokes reaction
- **Inspiring Presence:** Ally that sees you and spends an action includes you
- **Inspiring Word:** Use inspiring word as an encounter (specced)
- **Cry Havoc:** First round (plus surprise round if any), allies th
- **Battle Inspiration:** Inspiring word grants +1 attack and sp
- **Battle Action:** When you spend action point to take action...

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### Race Features

- **Bonus Feat:** Choose one extra feat at 1st level.
- **Bonus Skill:** Trained in one additional class skill.
- **Bonus At-Will Power:** Know one extra 1st-level attack power from your class.
- **Human Defense Bonuses:** +1 to Fortitude, Reflex, and Will.

### Class / Path / Destiny Features

- **Shield Proficiency (Heavy)**: Proficiency with heavy shields
- **Toughness:** Gain 5 additional hit points per tier
- **Lend Might:** +1 to attack rolls of attacks you grant
- **Courageous Example**
- **Improved Bull Rush:** +4 to bull rush attacks
- **Powerful Charge:** +2 damage, +2 to bull rush on a charge
- **Weapon Expertise (Spear):** Gain bonus to attack rolls with spears.
- **Phalanx Warrior:** Adjacent allies gain +1 AC when you wield shield
- **Combat Anticipation:** +1 to defenses against ranged, area, close attacks
- **Paragon Defenses:** +1 to Fortitude, Reflex, and Will
- **Devastating Critical:** Deal additional 1d10 damage on a critical hit

---

### Movement

- **Score:** 7  
- **Speed:** (Squares) 6

---

### Senses

- **Passive Sense:** Base 10 + 13
- **Passive Perception:** Base 10 + 8

---

### Attack Workspace

- **Ability:** Melee Basic Attack - Hungry Spear Spear +4
- **Attack Bonus:** 1/2 LVL ABIL PROF FEAT ENH MISC MISC
- **Damage:** 1d8+10

---

### Damage Workspace

- **Ability:** Melee Basic Attack - Hungry Spear Spear +4
- **Damage:** 1d6+8

---

### Basic Attacks

<table>
<thead>
<tr>
<th>Attack</th>
<th>Defense</th>
<th>Weapon Or Power</th>
<th>Damage</th>
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</thead>
<tbody>
<tr>
<td>20</td>
<td>AC</td>
<td>Hungry Spear</td>
<td>+4</td>
</tr>
<tr>
<td>17</td>
<td>AC</td>
<td>Vicious Short</td>
<td>+2</td>
</tr>
</tbody>
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### Feats

- **Shield Proficiency (Heavy)**: Proficiency with heavy shields
- **Toughness:** Gain 5 additional hit points per tier
- **Lend Might:** +1 to attack rolls of attacks you grant
- **Courageous Example**
- **Improved Bull Rush:** +4 to bull rush attacks
- **Powerful Charge:** +2 damage, +2 to bull rush on a charge
- **Weapon Expertise (Spear):** Gain bonus to attack rolls with spears.
- **Phalanx Warrior:** Adjacent allies gain +1 AC when you wield shield
- **Combat Anticipation:** +1 to defenses against ranged, area, close attacks
- **Paragon Defenses:** +1 to Fortitude, Reflex, and Will
- **Devastating Critical:** Deal additional 1d10 damage on a critical hit
### Power Index

**At-Will Powers**
- Commander’s Strike
- Opening Shove
- Furious Smash

**Encounter Powers**
- Second Wind
- Inspiring Word
- Myrmidon Formation
- Hold the Line
- Force Retreat
- Bolstering Blow

**Daily Powers**
- Lead the Attack
- Stand the Fallen
- War Master’s Assault

**Utility Powers**
- Inspired Belligerence
- Phalanx Formation
- Instant Planning
- Bolt of Genius
- Side by Side

### Magic Item Index

**Magic Items**
- **Weapon**
  - Hungry Spear Spear +4 (E)
  - Vicious Short sword +2
  - Magic Spear
  - Magic Short sword +2
  - Magic Drowmesh +4 (E)
  - Iron Armbands of Power (heroic tier) (E)
- **Feet**
  - Boots of Striding (heroic tier) (E)
- **Head**
  - Helm of Heroes (heroic tier) (E)
- **Neck**
  - Medallion of Death Deferred +3 (E)
- **Ring**
- **ريا**
- **Waist**
  - Belt of Vim (heroic tier) (E)
- **Guardian Shield Heavy Shield (heroic tier) (Off-I)**
- **Power Jewel (heroic tier)**

### Other Equipment

**Coins and Other Wealth**
- Money on hand: 0 gp
- Stored money: 0 gp
- Encumbrance: 33 / 180

### Character Portrait

**Personality Traits**

**Mannerisms and Appearance**

**Character Background**
- **Occupation - Military**
  - You served in a military organization, such as an army or a city guard. Were you conscripted, or did you volunteer?
  - What was your rank? How did you leave the service? If you haven’t left, describe the circumstances under which you still serve while also adventuring.

- **Society - Noble**
  - You are a member of the aristocracy. Does your family have a noble rank? Are you the heir to a title, and if so, how

**Companions and Allies**

**Session and Campaign Notes**

---

King Leonidas

Page 2

Ameron
### Myrmidon Formation

**Class:** Warlord  
**Level:** 1  
**Class:** Warlord  
**Level:** 3  
**Class:** Warlord  
**Level:** 5

**Action:**  
**Target:** One creature  
**RANGE:**  

**Requirement:** You must be using a shield.

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+4) damage. Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target equal to 1 + your Intelligence modifier (+3). Make a secondary attack.

**Effect:** Each enemy that was adjacent to the primary target, is its size or smaller, and is within your melee reach

**Secondary Target:** Each enemy that was adjacent to the primary target

**Hungry Spear Spear +4:** +20 attack, 1d8+6 damage  
Unarmed: +12 attack, 3d6+8 damage  

**Additional Effects:**

---

### Hold the Line

**Class:** Warlord  
**Level:** 1  
**Class:** Warlord  
**Level:** 3  
**Class:** Warlord  
**Level:** 5

**Action:**  
**Target:** One creature  
**RANGE:**  

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage. Until the start of your next turn, all your allies gain combat advantage against the target.

**Effect:** Until the end of your next turn, allies adjacent to you gain a +1 power bonus to AC and cannot be pulled, pushed, or slid.

**Hungry Spear Spear +4:** +20 attack, 1d8+10 damage  
Vicious Short sword +2: +17 attack, 3d6+10 damage  
Unarmed: +12 attack, 1d4+6 damage

**Additional Effects:**

---

### Force Retreat

**Class:** Warlord  
**Level:** 1  
**Class:** Warlord  
**Level:** 3  
**Class:** Warlord  
**Level:** 5

**Action:**  
**Target:** One creature  
**RANGE:**  

**Attack:** Strength vs. Reflex  
**Hit:** 1[W] damage, and you push the target a number of squares equal to your Intelligence modifier (+3). Make a secondary attack.

**Secondary Target:** Each enemy that was adjacent to the primary target

**Hungry Spear Spear +4:** +20 attack, 1d8+6 damage  
Vicious Short sword +2: +17 attack, 1d6+4 damage  
Unarmed: +12 attack, 1d4+2 damage

**Additional Effects:**

---

### War Master’s Assault

**Class:** Warlord  
**Level:** 15  
**Class:** Warlord  
**Level:** 5

**Action:**  
**Target:** One creature  
**RANGE:** Close burst 3  

**Effect:** Each target can charge or make a basic attack as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier (+4).

---

### Lead the Attack

**Class:** Warlord  
**Level:** 1  
**Class:** Warlord  
**Level:** 3

**Action:**  
**Target:** One creature  
**RANGE:**  

**Effect:** Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.

---

### Inspired Belligerence

**Class:** Warlord  
**Level:** 2  
**Class:** Warlord  
**Level:** 6

**Action:**  
**Target:** One enemy in burst granting combat advantage to you or an ally

**Effect:** Until the start of your next turn, your allies add your Charisma modifier (+4) to damage rolls against the target.

---

### Phalanx Formation

**Requirement:** You must be using a shield.

**Effect:** Until the stance ends, whenever you are adjacent to any ally who is using a shield, you and the ally gain a +1 power bonus to AC and Reflex.

---

### Bolstering Blow

**Class:** Warlord  
**Level:** 13  
**Class:** Warlord  
**Level:** 1

**Action:**  
**Target:** One creature  
**RANGE:**  

**Effect:** Until the start of your next turn, all your allies gain combat advantage against the target.

---

### Stand the Fallen

**Class:** Warlord  
**Level:** 1  
**Class:** Warlord  
**Level:** 3

**Action:**  
**Target:** One creature  
**RANGE:**  

**Effect:** Each ally within 10 squares can spend a healing surge and regains additional hit points equal to your Charisma modifier (+4).

---

### King Leonidas

**Type:** Human

**Ability Scores:**
- **Strength:** 20  
- **Dexterity:** 18  
- **Constitution:** 16  
- **Intelligence:** 12  
- **Wisdom:** 12  
- **Charisma:** 12

**Proficiencies:**
- **Armor:** Light armor, medium armor  
- **Weapons:** Shortsword, longsword, spear, shield

**Spells:**
- 1st Level: *hold the line*, *force retreat*  
- 2nd Level: *war master’s assault*, *lead the attack*  
- 3rd Level: *inspired belligerence*, *myrmidon formation*  
- 4th Level: *bolstering blow*, *stand the fallen*  
- 5th Level: *war master’s assault*, *lead the attack*

**Features:**
- **Feats:** Warlord, Battle Captain

---

### Amorin

**Type:** Spartan

**Ability Scores:**
- **Strength:** 20  
- **Dexterity:** 18  
- **Constitution:** 16  
- **Intelligence:** 12  
- **Wisdom:** 12  
- **Charisma:** 12

**Proficiencies:**
- **Armor:** Light armor, medium armor  
- **Weapons:** Shortsword, longsword, spear, shield

**Spells:**
- 1st Level: *hold the line*, *force retreat*  
- 2nd Level: *war master’s assault*, *lead the attack*  
- 3rd Level: *inspired belligerence*, *myrmidon formation*  
- 4th Level: *bolstering blow*, *stand the fallen*  
- 5th Level: *war master’s assault*, *lead the attack*

**Features:**
- **Feats:** Warlord, Battle Captain

---

King Leonidas and Amorin are legendary Spartan leaders known for their bravery and strategic prowess. They are often depicted as models of military leadership, embodying the ideals of discipline, loyalty, and sacrifice that defined the Spartan army.
### Instant Planning

**CLASS:** Warlord  
**LEVEL:** 10  
**BOOK:** PH  
**MP:**

<table>
<thead>
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<th>WEIGHT</th>
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<tbody>
<tr>
<td>Off-hand</td>
<td>2</td>
<td>2600</td>
<td>PH</td>
</tr>
</tbody>
</table>

**PROPERTIES:**
- Off-hand
- Melee Basic Attack: +17 attack, 1d6+8 damage

**ADDITIONAL EFFECTS:**

**POWER:**
- AT-WILL
- ENCOUNTER
- DAILY

**Target:** You and each ally in burst  
**Effect:** Until the end of your next turn, every target gains your choice of a power bonus to attack rolls equal to your Charisma modifier (+4), a power bonus to speed equal to your Charisma modifier (+4), or a power bonus to all defenses equal to your Intelligence modifier (+3).

**Resolute Presence:** You can grant a different bonus to each target.

### Bolt of Genius

**CLASS:** Warlord  
**LEVEL:** 16  
**BOOK:** PH  
**MP:**

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<tr>
<td>One-hand</td>
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<td>6500</td>
<td>PH</td>
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**PROPERTIES:**
- This weapon has the heavy thrown property and a range of 10/20.
- Versatile

**Power (Encounter):** Standard. Make a ranged basic attack with this spear. On a hit, the target is also immobilized (save ends). The spear doesn't return to you until the immobilized effect on the target imposed by this weapon is ended.

**ADDITIONAL EFFECTS:**

**POWER:**
- AT-WILL
- ENCOUNTER
- DAILY

**Target:** One ally  
**Effect:** The target regains an encounter power he or she has already used.

### Medallion of Death Deferred +3

**CLASS:** Warlord  
**LEVEL:** 10  
**BOOK:** PH  
**MP:**

<table>
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**PROPERTIES:**
- +3 Fortitude, Reflex, and Will

**POWER:**
- AT-WILL
- ENCOUNTER
- DAILY

**Effect:** You are reduced to 0 hit points or fewer. You regain hit points equal to 3 per plus of this item.

### Vicious Short sword +2

**CLASS:** Battle Captain  
**LEVEL:** 12  
**BOOK:** PH  
**MP:**

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<tr>
<td>Off-hand</td>
<td>2</td>
<td>2600</td>
<td>PH</td>
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</table>

**PROPERTIES:**
- Off-hand
- Melee Basic Attack: +17 attack, 1d6+8 damage

**ADDITIONAL EFFECTS:**

**POWER:**
- AT-WILL
- ENCOUNTER
- DAILY

**Target:**  
**Effect:** Until the stance ends, you and the target both gain a +2 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.

### Hungry Spear +4

**CLASS:** Battle Captain  
**LEVEL:** 12  
**BOOK:** PH  
**MP:**

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<tbody>
<tr>
<td>One-hand</td>
<td>6</td>
<td>6500</td>
<td>PH</td>
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**PROPERTIES:**
- +4 attack rolls and damage rolls
- +1d6 damage per plus

**Power (Encounter):** Standard. Make a ranged basic attack with this spear. On a hit, the target is also immobilized (save ends). The spear doesn't return to you until the immobilized effect on the target imposed by this weapon is ended.

**ADDITIONAL EFFECTS:**

**POWER:**
- AT-WILL
- ENCOUNTER
- DAILY

**Target:** One ally  
**Effect:** The target regains an encounter power he or she has already used.

### Iron Armbands of Power (heroic tier)

**CLASS:** Battle Captain  
**LEVEL:** 12  
**BOOK:** PH  
**MP:**

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**PROPERTIES:**
- Gain a +2 item bonus to melee damage rolls.

**POWER:**
- AT-WILL
- ENCOUNTER
- DAILY

**Target:**  
**Effect:** Until the end of your next turn, every adjacent ally gains a +1 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.

### Guardian Shield Heavy Shield (heroic tier)

**CLASS:** Battle Captain  
**LEVEL:** 12  
**BOOK:** PH  
**MP:**

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<tbody>
<tr>
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**PROPERTIES:**
- Shields grant a shield bonus that you add to your AC and your Reflex defense.

**Power (Daily):** Immediate Interrupt. You can use this power when an adjacent ally is hit by an attack. You are hit by the attack instead. The ally is unaffected by the attack. You then gain resistance to all damage equal to half the damage dealt by the attack (if any) until the start of your next turn.

**ADDITIONAL EFFECTS:**

**POWER:**
- AT-WILL
- ENCOUNTER
- DAILY

**Target:**  
**Effect:** Until the stance ends, you and the target both gain a +2 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.

### Side by Side

**CLASS:** Warlord  
**LEVEL:** 16  
**BOOK:** PH  
**MP:**

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<tbody>
<tr>
<td>Feet</td>
<td>0</td>
<td>4200</td>
<td>PH</td>
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</table>

**PROPERTIES:**
- Gain a +1 item bonus to speed when wearing light or no armor.

**POWER:**
- AT-WILL
- ENCOUNTER
- DAILY

**Target:**  
**Effect:** Until the stance ends, you and the target both gain a +2 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.
### Magic Drowmesh +4

**AC Bonus**: +4  
**Check**: -  
**Speed**: 1  
**Quantity**: 1  

**Enhancement**:  
**Level**:  
**Type**: 

**Properties**:  
Drowmesh uses strands of leather woven together in a fine lattice for maximum flexibility.

### Helm of Heroes (heroic tier)

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<th>Quantity</th>
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</table>

**Enhancement**:  
**Level**:  
**Type**:  

**Properties**:  
You and each ally within 10 squares of you gain a +2 item bonus to saving throws against fear effects.

### Belt of Vim (heroic tier)

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<th>Check</th>
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<th>Quantity</th>
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</table>

**Enhancement**:  
**Level**:  
**Type**:  

**Properties**:  
Gain a +1 bonus to Fortitude defense.

### Power Jewel (heroic tier)

<table>
<thead>
<tr>
<th>AC Bonus</th>
<th>Check</th>
<th>Speed</th>
<th>Quantity</th>
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</table>

**Enhancement**:  
**Level**:  
**Type**:  

**Properties**:  

### Golden Lion's Battle Regalia

A legendary barbarian chieftain of the great deserts, the Golden Lion of Summer was a warrior renowned for her single-minded ferocity and military cunning. Her cloak, gauntlets, and boots were fashioned from the hide of a desert lion, and her weapons bore the mark of that fearsome beast. Barbarian characters, particularly thaneborn barbarians, benefit the most from the Golden Lion's Battle Regalia. However, defenders and melee strikers can also make good use of these.

- **3**: When you're adjacent to three or more enemies you can see, you gain a +1 bonus to attack rolls.
- **5**: Your roar of triumph power increases to a close burst 7. When you use your swift charge power, you gain a +2 bonus to speed until the end of your next turn.