

Player Name Wimwick

King Leonidas	16	Fighter Warlord	Iron Vanguard	69,000
Character Name	Level	Class	Paragon Path	Total XP
Human	Medium	Male	Good	
Race	Size	Age	Gender	
		Height	Weight	
		Alignment	Deity	
			Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	3	8	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
29	AC	18	5		1	3	2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	13
14	CON Constitution	2	10
16	DEX Dexterity	3	11
11	INT Intelligence	0	8
17	WIS Wisdom	3	11
13	CHA Charisma	1	9

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
29	FORT	18	5	1	1	3	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
29	REF	18	3		1	3	4	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
27	WILL	18	3	1	1	3	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10 +	11

21	Passive Perception	10 +	11
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Aftershock Spear +4

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 21	8	5		2		4	2

ABILITY: Melee Basic Attack - Vicious Short sword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 18	8	5		3		2	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Aftershock Spear +4

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+13	5	2	4	2	

ABILITY: Melee Basic Attack - Vicious Short sword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+9	5		2	2	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
21	vs AC	Aftershock Spear +4	1d8+13
18	vs AC	Vicious Short sword +2	1d6+9
13	vs AC	Unarmed (Melee)	1d4+7
11	vs AC	Unarmed (Range)	1d4+3

FEATS

Hybrid Talent - Gain a talent option from one of your hybrids**Shield Proficiency (Heavy)** - Proficiency with heavy shields**Weapon Focus (Spear)** - Gain +1 damage per tier with Spear**Shield Push** - Push 1 square to target hit by Combat Challenge**Mobile Challenge** - Shift 1 with hit from Combat Challenge**Sideways Defense** - Adjacent allies gain +1 defense against**Weapon Expertise (Spear)** - Gain bonus to attack rolls with**Phalanx Warrior** - Adjacent allies gain +1 AC when you wield**Shield Specialization** - +1 to AC and Reflex when using a shield**Spear Push** - Add 1 square to distance pushed with spear or**Paragon Defenses** - +1 to Fortitude, Reflex, and Will

LANGUAGES KNOWN

Common, Elven

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
102	51	25
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES	Resist 10 Cold
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CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
9	Acrobatics	DEX	11	0	-2
8	Arcana	INT	8	0	n/a
16	Athletics	STR	13	5	-2
9	Bluff	CHA	9	0	n/a
9	Diplomacy	CHA	9	0	n/a
11	Dungeoneering	WIS	11	0	n/a
15	Endurance	CON	10	5	-2
11	Heal	WIS	11	0	n/a
13	History	INT	8	5	n/a
11	Insight	WIS	11	0	n/a
14	Intimidate	CHA	9	5	n/a
11	Nature	WIS	11	0	n/a
11	Perception	WIS	11	0	n/a
8	Religion	INT	8	0	n/a
9	Stealth	DEX	11	0	-2
9	Streetwise	CHA	9	0	n/a
9	Thievery	DEX	11	0	-2

CHARACTER NAME

King Leonidas

PLAYER NAME

Wimwick

RACE

Human

CLASS

Hybrid

LEVEL

16

SCORE

ABILITY

MOD

HP

102

STR

+5

AC

29

Spd

6

CON

+2

Fort

29

Init

+13

DEX

+3

Ref

29

INT

+0

Will

27

WIS

+3

CHA

+1

21

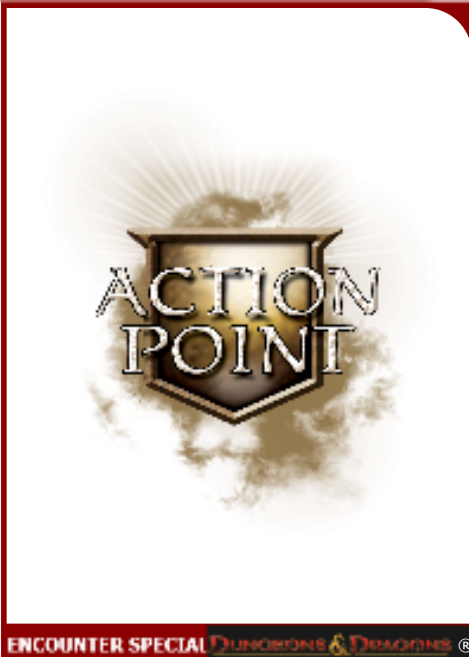
Passive Insight

21

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 25 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

DUNGEONS & DRAGONS®

Melee Basic Attack

KEYWORDS

Weapon

USED

Standard

* +

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Aftershock Spear +4: +21 attack, 1d8+13 damage

ADDITIONAL EFFECTS

+3 to attack rolls with opportunity attacks - Combat Superiority.

CLASS

LEVEL *

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS®

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

* +

Ranged weapon

ACTION

RANGE

11

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+3) damage. Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.

Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed: +11 attack, 1d4+3 damage

ADDITIONAL EFFECTS

+3 to attack rolls with opportunity attacks - Combat Superiority.

CLASS

LEVEL *

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS®

Wolf Pack Tactics

KEYWORDS

Martial, Weapon

USED

Standard

* +

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Aftershock Spear +4: +21 attack, 1d8+13 damage

Vicious Short sword +2: +18 attack, 1d6+9 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Combat Challenge

KEYWORDS

Martial, Weapon

USED

Standard

* +

Melee

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy.

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Tide of Iron

KEYWORDS

Martial, Weapon

USED

Standard

* +

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be using a shield.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Aftershock Spear +4: +21 attack, 1d8+13 damage

Vicious Short sword +2: +18 attack, 1d6+9 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Viper's Strike

KEYWORDS

Martial, Weapon

USED

Standard

* +

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Aftershock Spear +4: +21 attack, 1d8+13 damage

Vicious Short sword +2: +18 attack, 1d6+9 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

King Leonidas

Page 3

Wimwick



Inspiring Word

KEYWORDS

Healing, Martial



USED

Standard

*  

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +8 attack

ADDITIONAL EFFECTS


CLASS

Warlord

LEVEL

BOOK

PH

ENCOUNTER POWER 



Rain of Blows

KEYWORDS

Martial, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC, two attacks
Hit: 1[W] damage.
Weapon: If you're wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.

Aftershock Spear +4: +21 attack, 1d8+8 damage
Vicious Short sword +2: +18 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS


Fighter

LEVEL

3

BOOK

PH

ENCOUNTER POWER 



Phalanx Assault

KEYWORDS

Martial, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be using a shield.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) damage, and allies adjacent to you gain a +2 power bonus to AC and Reflex until the end of your next turn.
Resourceful Presence: Adjacent allies gain the +2 power bonus to AC and Reflex even if you miss.

Aftershock Spear +4: +21 attack, 2d8+13 damage
Vicious Short sword +2: +18 attack, 2d6+9 damage

ADDITIONAL EFFECTS

CLASS


Warlord

LEVEL

7

BOOK

MP

ENCOUNTER POWER 



Blades from All Angles

KEYWORDS

Martial, Weapon


USED

Standard

*  

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+5) damage, and the target is knocked prone.
Weapon: If you're wielding a light blade, heavy blade or a spear, you gain a bonus to the damage roll equal to your Dexterity modifier (+3).

Aftershock Spear +4: +21 attack, 3d8+16 damage
Vicious Short sword +2: +18 attack, 3d6+12 damage

ADDITIONAL EFFECTS

CLASS


Fighter

LEVEL

13

BOOK

Dragon 2009

ENCOUNTER POWER 



Frontline Surge

KEYWORDS

Martial, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) damage, and you push the target 1 square. You can shift into the square formerly occupied by the target. If you do so, each ally within 2 squares of you can shift 1 square as well.

Aftershock Spear +4: +21 attack, 2d8+13 damage
Vicious Short sword +2: +18 attack, 2d6+9 damage

ADDITIONAL EFFECTS

CLASS


Iron Vanguard

LEVEL

11

BOOK

PH

ENCOUNTER POWER 



Brazen Assault

KEYWORDS

Martial, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Prerequisite: You must be trained in Endurance.
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+5) damage + Constitution modifier (+2) damage, and the target is pushed 2 squares.
Effect: You gain resist 5 to all damage, but grant combat advantage to all attacks. This effect lasts until the end of the encounter, or until you end it as a free action on your turn.

Aftershock Spear +4: +21 attack, 3d8+13 damage
Vicious Short sword +2: +18 attack, 3d6+9 damage

ADDITIONAL EFFECTS

CLASS


Fighter

LEVEL

5

BOOK

Dragon 381

DAILY POWER 



Knock Them Down

KEYWORDS

Martial, Weapon

USED

Standard

*  

Melee weapon

ACTION

RANGE

21

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+5) damage, and the target is knocked prone. Every ally within 10 squares of you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.
Miss: Half damage, and the target is knocked prone.

Aftershock Spear +4: +21 attack, 3d8+13 damage
Vicious Short sword +2: +18 attack, 3d6+9 damage

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

9

BOOK

PH

DAILY POWER 



Dragon's Fangs

KEYWORDS

Martial, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

21

vs

AC

One or two creatures

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC, two attacks against one target or one attack against each target
Hit: 3[W] + Strength modifier (+5) damage.
Miss: Half damage.

Aftershock Spear +4: +21 attack, 3d8+13 damage
Vicious Short sword +2: +18 attack, 3d6+9 damage

ADDITIONAL EFFECTS

CLASS


Fighter

LEVEL

15

BOOK

PH



DAILY POWER 

Inspiring Fortitude

KEYWORDS



USED

Standard

Close burst 5

ACTION

5  

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Requirement: Your second wind must be available for you to use
Target: Each ally in burst
Effect: You use your second wind, and each target gains temporary hit points equal to 10 + your Constitution modifier (+2).
Prerequisite: You must be trained in Endurance.

ADDITIONAL EFFECTS

CLASS


Endurance

LEVEL

2

BOOK

PH3

UTILITY POWER 

Phalanx Formation

KEYWORDS

Martial, Stance

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

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.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

6

BOOK

MP

UTILITY POWER

Hunker Down

KEYWORDS

Martial, Stance

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Requirement: You must be using a shield.
Effect: Until the stance ends, you are slowed, but you gain cover against all attacks. You can end this stance as a free action.

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

10

BOOK

MP

UTILITY POWER

Interposing Shield

KEYWORDS

Martial

USED

Imm Interr

Melee 1

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: An adjacent ally is hit by an attack
Effect: The ally gains a +2 power bonus to AC and Reflex defense against the triggering attack. If you are using a shield, increase the bonus to +4.

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL

16

BOOK

PH

UTILITY POWER

Inexorable Shift

KEYWORDS

Martial

USED

Move

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: Shift into any adjacent square. If a creature occupies the square into which you shift, you push that creature 1 square.

ADDITIONAL EFFECTS

CLASS

Iron Vanguard

LEVEL

12

BOOK

PH

UTILITY POWER

Aftershock Spear +4

1d8	2	Spear	
DAMAGE	PROFICIENT	GROUP	RANGE
+4 attack rolls and damage rolls		17	See below
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Versatile

Melee Basic Attack: +21 attack, 1d8+13 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

6

PRICE

65000

BOOK

PH

MAGIC WEAPON

Vicious Short sword +2

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		7	+2d12 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Off-hand

Melee Basic Attack: +18 attack, 1d6+9 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

2

PRICE

2600

BOOK

PH

MAGIC WEAPON

Guardian Shield Heavy Shield (heroic ti

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY
		10	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Shields grant a shield bonus that you add to your AC and your Reflex defense.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

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.

ITEM SLOT

Off-hand

WEIGHT

15

PRICE

5000

BOOK

PH

MAGIC ITEM

Counterstrike Drowmesh +3

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		15	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

The first enemy that hits you during an encounter takes ongoing 5 damage (save ends).

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Body

WEIGHT

10

PRICE

25000

BOOK

AV

MAGIC ITEM

Iron Armbands of Power (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Gain a +2 item bonus to melee damage rolls.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Arms

WEIGHT

0

PRICE

1800

BOOK

AV

MAGIC ITEM

Dwarven Boots (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		12	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
POWER			
Power (Daily): Immediate Interrupt. Use this power when an attack would knock you prone or pull, push, slide, or immobilize you. The attacker rerolls the attack, using the second result even if it's lower.			
ITEM SLOT	Feet	WEIGHT 0	PRICE 13000 BOOK 41/
MAGIC ITEM		DUNGEONS & DRAGONS®	

Frostwolf Pelt +3

			1
AC BONUS	CHECK	SPEED	QUANTITY
+3 Fortitude, Reflex, and Will		14	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
You gain resist 10 cold.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
POWER			
Power (Daily): Immediate Reaction. Trigger: An enemy adjacent to you hits you. Effect: The triggering enemy is knocked prone.			
ITEM SLOT	Neck	WEIGHT 0	PRICE 21000 BOOK 41/2
MAGIC ITEM		DUNGEONS & DRAGONS®	

Helm of Vigilant Awareness (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		7	Head Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
POWER			
Power (Daily): Immediate Interrupt. Use this power when an attack would make you blinded or deafened. The blinded or deafened condition from that attack does not affect you			
ITEM SLOT	Head	WEIGHT 0	PRICE 2600 BOOK 41/
MAGIC ITEM		DUNGEONS & DRAGONS®	