### King Leonidas

**Race:** Human  
**Class:** Fighter  
**Paragon Path:** Warlord  
**Alignment:** Good  
**Level:** 16  
**Height:** Medium  
**Weight:** Male  
**Gender:** Male  

### INITIATIVE

<table>
<thead>
<tr>
<th>Score</th>
<th>Ability</th>
<th>ABIL MOD</th>
<th>MOD + 1/2 LVL</th>
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<tbody>
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<td>STR</td>
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### ABILITY SCORES

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### DEATH SAVING THROW FAILURES

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### CONDITIONAL MODIFIERS

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### TEMPORARY HIT POINTS

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<tr>
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<td>51</td>
<td>25</td>
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### CONDITIONS AND EFFECTS

- **Condition:** Bloodied
- **Healing Surge:** 10
- **Surge Value:** 25
- **Surges/Day:** 10

### CONDITIONAL MODIFIERS

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<td>11</td>
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</table>

### CLASS / PATH / DESTINY FEATURES

- **Combat Specialty:** Add Wis mod to opportunity attack rolls.
- **Combat Superiority:** Mark targets you attack with.
- **Combat Challenge (Hybrid):** You, and allies within 10 that see and hear you.
- **Inspiring Word (Hybrid):** Use Inspiring Word once per encounter.
- **Trample the Fallen:** Creature you target can not push.
- **Enduring Warrior:** When you drop to 0 hp, regain hp equal to half your level.
- **Ferocious Reaction:** When dropped to 0 hp, may spend an action point to attack.
- **Shield Proficiency (Heavy):** Proficiency with heavy shields.
- **Weapon Focus (Spear):** Gain +1 damage per tier with Spears.
- **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 attacks.
- **Weapon Expertise (Spear):** Bonus to attack rolls with Spears.
- **Phalanx Warrior:** Adjacent allies gain +1 AC when you wield a shield.
- **Shield Specialization:** +1 to AC and Reflex when using a shield.
- **Spear Push:** Add 1 square to distance pushed with spear or polearm.
- **Paragon Defenses:** +1 to Fortitude, Reflex, and Will.

### LANGUAGES KNOWN

- Common
- Elven

### MOVEMENT

<table>
<thead>
<tr>
<th>Skill</th>
<th>Score</th>
<th>BASE</th>
<th>ARMOR</th>
<th>ITEM</th>
<th>MISC</th>
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### SENSES

- **Perception:** 11
- **Nature:** 11
- **Insight:** 11
- **Heal:** 15
- **Endurance:** 11
- **Wisdom:** 18
- **Intelligence:** 13
- **Dexterity:** 19
- **Constitution:** 21
- **Wisdom:** 29
- **Intelligence:** 29
- **Strength:** 27
- **Constitution:** 29

### RACE FEATURES

- **Bonus Feat:** Choose an 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.

### ACTION POINTS

<table>
<thead>
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<th>Action Points</th>
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<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Action Points</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### HIT POINTS

- **Max HP:** 102
- **Bloodied:** 51
- **Surge Value:** 25
- **Surges/Day:** 10

### RESISTANCES

- **Resist:** 10 Cold

### DAMAGE WORKSPACE

- **Melee Basic Attack:** Aftershock Spear +4
  - **Damage:** 1d8+13
  - **Ability:** Melee Basic Attack - Aftershock Spear +4

### GENERAL

- **Alignment:** Good
- **Level:** 16
- **Height:** Medium
- **Weight:** Male
- **Gender:** Male
- **Race:** Human

### SPECIAL MOVEMENT

- **Speed (Squares):** 6

### SPECIAL SENSES

- **Passive Perception:** 10 + 11

### ATTACK WORKSPACE

- **Melee Basic Attack:** Vicious Short sword +2
  - **Damage:** 1d6+9
  - **Ability:** Melee Basic Attack - Vicious Short sword +2

### FEATS

- **Hybrid Talent:** Gain a talent option from one of your hybrid classes.
- **Shield Proficiency (Heavy):** Proficiency with heavy shields.
- **Weapon Focus (Spear):** Gain +1 damage per tier with Spears.
- **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 attacks.
- **Weapon Expertise (Spear):** Bonus to attack rolls with Spears.
- **Phalanx Warrior:** Adjacent allies gain +1 AC when you wield a shield.
- **Shield Specialization:** +1 to AC and Reflex when using a shield.
- **Spear Push:** Add 1 square to distance pushed with spear or polearm.
- **Paragon Defenses:** +1 to Fortitude, Reflex, and Will.

### LANGUAGES KNOWN

- Common
- Elven
### POWER INDEX

**AT-WILL POWERS**
- Wolf Pack Tactics
- Combat Challenge
- Tide of Iron
- Viper's Strike

**ENCOUNTER POWERS**
- Second Wind
- Inspiring Word
- Rain of Blows
- Phalanx Assault
- Frontline Surge
- Blades from All Angles

**DAILY POWERS**
- Brazen Assault
- Knock Them Down
- Dragon's Fangs

**UTILITY POWERS**
- Inspiring Fortitude
- Phalanx Formation
- Hunker Down
- Inexorable Shift
- Interposing Shield

### MAGIC ITEM INDEX

**WEAPON**
- Aftershock Spear +4 (E)
- Vicious Short sword +2

**ARMOR**
- Counterstrike Drowmesh +3 (E)
- Iron Armbands of Power (heroic tier) (E)

**FEET**
- Dwarven Boots (paragon tier) (E)

**HANDS**

**HEAD**
- Helm of Vigilant Awareness (heroic tier) (E)

**NECK**
- Frostwolf Pelt +3 (E)

**RINGS**

**WAIST**
- Guardian Shield Heavy Shield (heroic tier) (Off-I)

**OTHER EQUIPMENT**

**COINS AND OTHER WEALTH**
- Money on hand: 0 gp
- Stored money: 0 gp
- Encumbrance: 33 / 200

### 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.

### COMPANIONS AND ALLIES

### SESSION AND CAMPAIGN NOTES
AT-WILL POWER

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

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

**Unarmed:** +11 attack, 1d4+3 damage

**Requirements:**
- You must be using a shield.
- You must have a size smaller than the target occupied.

**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.

**Special:** 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

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

**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.

**Requirements:**
- You must be using a shield.
- You must have a size smaller than the target occupied.

**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.

**Special:** You can shift into the space that the target occupied. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

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

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier (+3) damage.

**Requirements:**
- You must be using a shield.
- You must have a size smaller than the target occupied.

**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.

**Special:** You can shift into the space that the target occupied. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

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

**Hit:** 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.
**Inspiring Word**

**KEYWORDS:** Healing, Martial

**CLASS:** Warlord

**LEVEL:** 13

**BOOK:** Dragon 2009

**USED:**

<table>
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<th>RANGE</th>
<th>TARGET</th>
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</table>

**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**

---

**Rain of Blows**

**KEYWORDS:** Martial, Weapon

**CLASS:** Fighter

**LEVEL:** 3

**BOOK:** PH

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**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**

---

**Phalanx Assault**

**KEYWORDS:** Martial, Weapon

**CLASS:** Warlord

**LEVEL:** 7

**BOOK:** PH

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</table>

**ATTACK**

**DEFENSE**

**TARGET**

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

**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.

---

**Knock Them Down**

**KEYWORDS:** Martial, Weapon

**CLASS:** Warlord

**LEVEL:** 9

**BOOK:** PH

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</table>

**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**

---

**Dragon's Fangs**

**KEYWORDS:** Martial, Weapon

**CLASS:** Fighter

**LEVEL:** 15

**BOOK:** PH

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</tbody>
</table>

**ATTACK**

**DEFENSE**

**TARGET**

**Advantage:** The target is at a disadvantage on a hit.

**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.

---

**Inspiring Fortitude**

**KEYWORDS:** Martial, Weapon

**CLASS:** Endurance

**LEVEL:** 2

**BOOK:** PH3

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**AT-WILL**

**ENCOUNTER**

**DAILY**

**Effect:** You use your second wind, and each target gains temporary hit points equal to 10 + your Constitution modifier (+2).

---

**Blades from All Angles**

**KEYWORDS:** Martial, Weapon

**CLASS:** Fighter

**LEVEL:** 13

**BOOK:** Dragon 2009

**USED:**

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**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**

---

**Frontline Surge**

**KEYWORDS:** Martial, Weapon

**CLASS:** Iron Vanguard

**LEVEL:** 11

**BOOK:** PH

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</table>

**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**

---

**Brazen Assault**

**KEYWORDS:** Martial, Weapon

**CLASS:** Warlord

**LEVEL:** 7

**BOOK:** PH

**USED:**

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</tbody>
</table>

**ATTACK**

**DEFENSE**

**TARGET**

**Prerequisite:** You must be trained in Endurance.

**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.

---

**King Leonidas**

**Page 4**

**Wimwick**
### Interposing Shield

**KEYWORDS** Martial, Stance  

**USED** Melee 1  

**ACTION** AT-WILL  

**RANGE** 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.

---

### Inexorable Shift

**KEYWORDS** Martial  

**USED** Move  

**ACTION** AT-WILL  

**RANGE** ENCOUNTER DAILY  

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

---

### Aftershock Spear +4

- **Damage:** 1d8 +4  
- **Proficient:** Spear  
- **Group:** See below  
- **Range:** +4 attack rolls and damage rolls

**Properties:** Versatile  

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

---

### Vicious Short sword +2

- **Damage:** 1d6 +2  
- **Proficient:** Light Blade  
- **Group:** See below  
- **Range:** +2 attack rolls and damage rolls

**Properties:** Off-hand  

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

---

### Guardian Shield Heavy Shield (heroic tier)

- **AC Bonus:** 2  
- **Check:** -2  
- **Speed:** -  
- **Quantity:** 1  

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

---

### Counterstrike Drowmesh +3

- **AC Bonus:** 2  
- **Check:** -  
- **Speed:** -  
- **Quantity:** 1  

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

---

### Iron Armbands of Power (heroic tier)

- **AC Bonus:** 2  
- **Check:** -  
- **Speed:** -  
- **Quantity:** 1  

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

---

### Phalanx Formation

**KEYWORDS** Martial, Stance  

**USED** Minor  

**ACTION** Personal  

**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.

---

### Hunker Down

**KEYWORDS** Martial, Stance  

**USED** Minor  

**ACTION** Personal  

**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.
**Helm of Vigilant Awareness (heroic tier)**

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

**Enhancement**

**Level**: 7

**Type**: Head Slot Item

**Properties**

**AT-WILL**

**Encounter**

**Daily**

**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**: AV

**MAGIC ITEM®**

---

**Dwarven Boots (paragon tier)**

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

**Enhancement**

**Level**: 12

**Type**: Feet Slot Item

**Properties**

**AT-WILL**

**Encounter**

**Daily**

**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**: AV

**MAGIC ITEM®**

---

**Frostwolf Pelt +3**

- **AC Bonus**: +3 Fortitude, Reflex, and Will
- **Check**: 
- **Speed**: 
- **Quantity**: 1

**Enhancement**

**Level**: 14

**Type**: Neck Slot Item

**Properties**

**AT-WILL**

**Encounter**

**Daily**

**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**: AV

**MAGIC ITEM®**

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**King Leonidas Page 6 Wimwick**