

Player Name

Chance

5

Warlord

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

5,500

Tiefling

Medium

Male

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	Initiative	2	2

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	<b>STR</b> Strength	4	6
12	<b>CON</b> Constitution	1	3
10	<b>DEX</b> Dexterity	0	2
16	<b>INT</b> Intelligence	3	5
8	<b>WIS</b> Wisdom	-1	1
16	<b>CHA</b> Charisma	3	5

### HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
44	22	11	8
	1/2 HP	1/4 HP	

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 7 Fire

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	<b>Acrobatics</b>	DEX 2	0	-1	
5	<b>Arcana</b>	INT 5	0	n/a	
10	<b>Athletics</b>	STR 6	5	-1	
7	<b>Bluff</b>	CHA 5	0	n/a	2
10	<b>Diplomacy</b>	CHA 5	5	n/a	
1	<b>Dungeoneering</b>	WIS 1	0	n/a	
2	<b>Endurance</b>	CON 3	0	-1	
1	<b>Heal</b>	WIS 1	0	n/a	
10	<b>History</b>	INT 5	5	n/a	
1	<b>Insight</b>	WIS 1	0	n/a	
10	<b>Intimidate</b>	CHA 5	5	n/a	
1	<b>Nature</b>	WIS 1	0	n/a	
1	<b>Perception</b>	WIS 1	0	n/a	
5	<b>Religion</b>	INT 5	0	n/a	
3	<b>Stealth</b>	DEX 2	0	-1	2
5	<b>Streetwise</b>	CHA 5	0	n/a	
1	<b>Thievery</b>	DEX 2	0	-1	

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	6			1	1	

CONDITIONAL BONUSES

+2 AC against the first attack made against you in each encounter

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	12	4	1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	12	3			1	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	12	3	1		1		

CONDITIONAL BONUSES

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Infernal Wrath** - Use infernal wrath as an encounter

power.

**Fire Resistance** - Resist fire 5 + 1/2 level.**Bloodhunt** - +1 on attacks against bloodied foes.

### CLASS / PATH / DESTINY FEATURES

**Combat Leader** - You, and allies within 10 that see and hear you, gain +2 to initiative.**Commanding Presence** - Choose a Presence benefit; provides bonuses with certain powers.**Bravura Presence** - Ally who sees you who spends action point to take action and attacks can use this; on hit, ally can make basic attack or take move; on miss, ally grants combat advantage until end of next turn**Inspiring Word** - Use inspiring word as an encounter (special) power, minor action.

### LANGUAGES KNOWN

Common, Draconic

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1

11	Passive Perception	10 +	1
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SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Sacrificial Longsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	4		3			

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Sacrificial Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+6	4		2		

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Sacrificial Longsword +2	1d8+6
9	vs AC	Longsword	1d8+4
6	vs AC	Unarmed (Melee)	1d4+4
2	vs AC	Unarmed (Range)	1d4

### FEATS

**Improved Bravura** - Ally gains +1 to attack rolls or speed with Bravura Presence**Saving Inspiration** - Ally gains saving throw with inspiring word**Sickening Finish** - Drop foe to gain +1 to defenses

## POWER INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

### AT-WILL POWERS

Brash Assault	
Wolf Pack Tactics	

### ENCOUNTER POWERS

Infernal Wrath	
Inspiring Word	
Luring Focus	
Shielding Retaliation	

### DAILY POWERS

Fearless Rescue	
Scent of Victory	

### UTILITY POWERS

Heroic Effort	

### OTHER EQUIPMENT

Longsword
Light Shield (E)
Adventurer's Kit

### COINS AND OTHER WEALTH

Money on hand: 840 gp  
Stored money: 0 gp  
Encumbrance: 88 / 180

## MAGIC ITEM INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

### MAGIC ITEMS

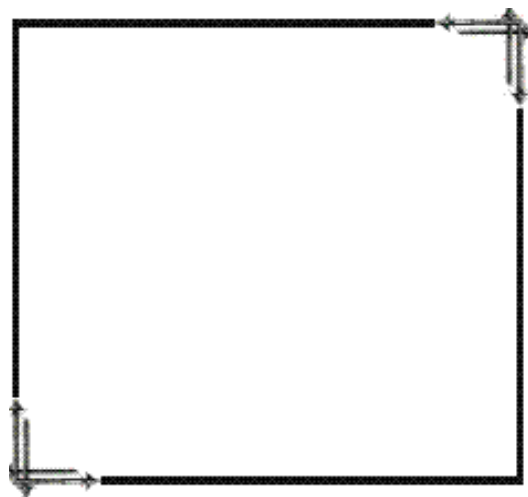
WEAPON	Sacrificial Longsword +2 (E)	
WEAPON		
WEAPON		
WEAPON		
ARMOR	Darkleaf Hide Armor +1 (E)	
ARMS		
FEET		
HANDS		
HEAD		
NECK	Healer's Brooch +1 (E)	
RING		
RING		
WAIST		

### Daily Item Powers Per Day

Heroic (1-10)		Milestone		/		/		/	
Paragon (11-20)		Milestone		/		/		/	
Epic (21-30)		Milestone		/		/		/	

### RITUALS / ALCHEMY


## CHARACTER PORTRAIT



### PERSONALITY TRAITS


### MANNERISMS AND APPEARANCE


### CHARACTER BACKGROUND


### COMPANIONS AND ALLIES


### SESSION AND CAMPAIGN NOTES


CHARACTER NAME  
Chance

PLAYER NAME

RACE  
Tiefling

CLASS  
Warlord

LEVEL  
5

HP  
44

Spd  
6

Init  
+4

18 STR

12 CON

10 DEX

16 INT

8 WIS

16 CHA

AC  
20

Fort  
18

Ref  
17

Will  
17

11 Passive Insight

11 Passive Perception

ACTION POINT

Second Wind

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK  
PH

PLAY DATA

Brash Assault

KEYWORDS  
Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

11

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+4) damage.  
Increase damage to 2[W] + Strength modifier (+4) at 21st level.  
Effect: The target can make a melee basic attack against you as a free action and has combat advantage for the attack. If the target makes this attack, an ally of your choice within 5 squares of the target can make a basic attack against the target as a free action and has combat advantage for the attack.  
  
Sacrificial Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS  
Warlord

LEVEL  
1

BOOK  
MP

ENCOUNTER SPECIAL

Wolf Pack Tactics

KEYWORDS  
Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

11

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 (+4) damage.  
Increase damage to 2[W] + Strength modifier (+4) at 21st level.  
  
Sacrificial Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS  
Warlord

LEVEL  
1

BOOK  
PH

ENCOUNTER ACTION

Infernal Wrath

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+3) as extra damage.

ADDITIONAL EFFECTS

CLASS  
Racial Power

LEVEL  
\*

BOOK  
PH

AT-WILL POWER

Inspiring Word

KEYWORDS  
Healing, Martial

USED

Minor

Close burst 5 (10 at 11th level, 15 at 16th level)

ACTION

5

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.  
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.

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS  
Warlord

LEVEL

BOOK  
PH

AT-WILL POWER

Luring Focus

KEYWORDS  
Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

11

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Fortitude  
Hit: 1[W] + Strength modifier (+4) damage.  
Choose another enemy within 5 squares of you and pull it 1 square.  
Bravura Presence: Pull the enemy a number of squares equal to your Charisma modifier (+3).  
Special: When charging, you can use this power in place of a melee basic attack.  
  
Sacrificial Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS  
Warlord

LEVEL  
1

BOOK  
MP

ENCOUNTER POWER

Shielding Retaliation

KEYWORDS  
Martial, Weapon

USED

Minor

Melee 1

ACTION

RANGE

11

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger: An adjacent enemy hits an ally with an opportunity attack  
Effect: The opportunity attack hits you instead.  
Attack: Strength vs. AC  
Hit: 2[W] + Strength modifier (+4) damage, and the ally can shift 2 squares.  
  
Sacrificial Longsword +2: +11 attack, 2d8+6 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS  
Warlord

LEVEL  
3

BOOK  
MP

Fearless Rescue

KEYWORDS

Healing, Martial, Weapon

USED

Imm React

\*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

12

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger: An enemy within 5 squares of you reduces an ally to 0 hit points or fewer

Effect: Before the attack, you can move to the nearest square from which you can attack the target.

Attack: Strength + 1 vs. AC

Hit: 2[W] + Strength modifier (+4) damage.

Effect: The ally can spend a healing surge and regains an additional 1d6 hit points for every opportunity attack you provoke while moving to the target.

Sacrificial Longsword +2: +12 attack, 2d8+6 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Warlord

LEVEL

1

BOOK

MP

Scent of Victory

KEYWORDS

Martial

USED

Standard

↓

↗

Close burst 5

ACTION

↶

5

✱

RANGE

vs

Each ally in burst

ATTACK

DEFENSE

TARGET

Special: Each target can make a melee basic attack as a free action against a bloodied enemy adjacent to him or her.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

5

BOOK

MP

Heroic Effort

KEYWORDS

Martial

USED

Minor

↓

↗

Close burst 10

ACTION

↶

10

✱

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Requirement: You must be bloodied.

Target: Each ally in burst

Effect: The target can add your Charisma modifier (+3) to damage rolls until you are no longer bloodied. Also, you gain temporary hit points equal to your level + your Charisma modifier (+3).

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

2

BOOK

MP

DAILY POWER

DAILY POWER

UTILITY POWER

Sacrificial Longsword +2

1d8

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

6

+2d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Versatile

Melee Basic Attack: +11 attack, 1d8+6 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

ITEM SLOT

One-hand

WEIGHT

4

PRICE

1800

BOOK

MAGIC WEAPON

Darkleaf Hide Armor +1

3

-1

-

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

4

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +2 item bonus to AC against the first attack made against you in each encounter.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Body

WEIGHT

25

PRICE

840

BOOK

MAGIC ITEM

Healer's Brooch +1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 Fortitude, Reflex, and Will

4

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Neck

ITEM SLOT

Neck

WEIGHT

0

PRICE

840

BOOK

MAGIC ITEM