

Player Name _____

Chance 5 Warlord 5,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 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

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

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

SENSES

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

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

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
44	22	11
	1/2 HP	1/4 HP

HEALING SURGES	SURGE VALUE	SURGES/DAY
11	11	8

CURRENT HIT POINTS

CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	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

SKILLS

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

Chance

PLAYER NAME

RACE Tiefling CLASS Warlord LEVEL 5

HP 44	18 STR	AC 20
Spd 6	12 CON	Fort 18
Init +4	10 DEX	Ref 17
	16 INT	Will 17
	8 WIS	
	16 CHA	

11 Passive Insight **11** Passive Perception



PLAY DATA



ENCOUNTER SPECIAL



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

AT-WILL POWER



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

AT-WILL POWER



Second Wind

KEYWORDS USED

Standard	+ +	Personal
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

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

ENCOUNTER POWER



Inspiring Word

KEYWORDS Healing, Martial USED

Minor	+ +	Close burst 5 (10 at 16th level, 15 at 21st level)
ACTION	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

ENCOUNTER 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

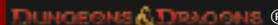
Trigger: An adjacent enemy hits an ally with an opportunity attack
Effect: The opportunity attack hits you instead.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage, and the ally can shift 2 squares.

Sacrificial Longsword +2: +11 attack, 2d8+6 damage

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

CLASS Warlord LEVEL 3 BOOK MP

ENCOUNTER POWER



Fearless Rescue

KEYWORDS Healing, Martial, Weapon USED

Imm React	* ↓ ↗	Melee weapon
ACTION	← ✖	RANGE
12	vs	AC
ATTACK		TARGET
The triggering enemy		

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 regain 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

DAILY POWER DUNGEONS & DRAGONS

Scent of Victory

KEYWORDS Martial USED

Standard	↓ ↗	Close burst 5
ACTION	← 5 ✖	RANGE
	vs	
ATTACK		TARGET
Each ally in burst		

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

DAILY POWER DUNGEONS & DRAGONS

Heroic Effort

KEYWORDS Martial USED

Minor	↓ ↗	Close burst 10
ACTION	← 10 ✖	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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

UTILITY POWER DUNGEONS & DRAGONS

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 DUNGEONS & DRAGONS

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 DUNGEONS & DRAGONS

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 DUNGEONS & DRAGONS