

NAME _____

MALE HUMAN SKIRMISHING WARLORD

THEME: TEMPLAR

LEVEL 1 UNALIGNED

ABILITY SCORE MOD + 1/2 LEVEL

STRENGTH 18 +4

Athletics +8

CONSTITUTION 10 +0

Endurance +4

DEXTERITY 10 +0

Acrobatics -1, Stealth -1, Thievery -1

INTELLIGENCE 16 +3

Arcana +3, History +8, Religion +3

WISDOM 8 -1

Dungeoneering -1, Heal +4, Insight -1, Nature -1, Perception -1

Passive Insight 9, Passive Perception 9

CHARISMA 12 +1

Bluff +1, Diplomacy +1, Intimidate +6, Streetwise +1

AC 16 **FORTITUDE** 16

REFLEX 14 **WILL** 13

HIT POINTS 22 **BLOODIED** 11

SURGES 7 **HP HEALED** 5

SECOND WIND **ACTION POINT**

INITIATIVE +0 **SPEED** 6

VISION NORMAL

LANGUAGES COMMON, ELVEN

OTHER ABILITIES

Skirmishing Presence: When an ally who can see you spends an action point to make an attack, that ally can use a free action to shift 3 squares before or after the attack.

Fight On: You can use *inspiring word* 3 times per encounter instead of two.

EQUIPMENT

Longbow with 40 bone arrows, obsidian battleaxe, hide armor



Obsidian Battleaxe Melee Basic Attack

At-Will **Weapon**
Standard Action Melee weapon
Target: One creature
Attack: +6 vs. AC
Hit: 1d10 + 4 damage.

Longbow Ranged Basic Attack

At-Will **Weapon**
Standard Action Ranged weapon
Target: One creature
Attack: +6 vs. AC
Hit: 1d10 + 5 damage. Range 20/40. Load free.

POWERS

Direct the Strike **Warlord Attack 1**

You direct an ally to attack as an enemy lowers its guard.

At-Will **Martial**
Standard Action Ranged 5

Target: One ally

Effect: The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

Risky Shot **Warlord Attack 1**

You wait until the last possible moment to strike, dealing a more potent blow at the expense of defense.

At-Will **Martial, Weapon**
Standard Action Ranged weapon

Target: One creature

Attack: +6 vs. AC

Hit: 1d10 + 8 damage.

Effect: You grant combat advantage until the start of your next turn.

Wolf Pack Tactics **Warlord Attack 1**

Step by step, you and your friends surround the enemy.

At-Will **Martial, Weapon**
Standard Action Melee weapon

Target: One creature

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

Attack: +6 vs. AC

Hit: 1d10 + 4 damage.

Templar's Fist **Templar Theme Attack 1**

You command your foe to submit, crushing his spirit and slowing his flight. The same power that compels your foe to despair fills a nearby ally with brutal zeal.

Encounter **Arcane, Implement, Psychic**
Standard Action Close burst 5

Target: One creature in burst

Attack: +3 vs. Will

Hit: 1d10 + 3 psychic damage, and the target is slowed until the end of your next turn.

Effect: The next ally to hit and damage the target of this power with an attack before the end of your next turn gains a +3 power bonus on all attack rolls until the end of its next turn.

Inspiring Word **Warlord Feature**

You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.

Encounter (Special) **Martial, Healing**

Special: You can use this power three times per encounter, but only once per round.

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

Race the Arrow **Warlord Attack 1**

You catch your comrade's eye and designate a target. You fire a shot that diverts your foe's attention, giving your ally the chance to attack.

Encounter **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: +6 vs. AC

Hit: 1d10 + 5 damage. One ally you can see can charge the target or make a melee basic attack against the target as a free action, gaining a +3 power bonus to the attack and damage roll.

Inspiring Shot **Warlord Attack 1**

Your shot strikes an enemy hard, proving that victory is near.

Daily **Martial, Reliable, Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: +6 vs. AC

Hit: 3d10 + 5 damage. Until the end of the encounter, your healing powers restore 3 additional hit points.