

# TIEFLING WARLORD

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a tiefling warlord, you honor the military tradition of the fallen nation of Bael Turath. You are a soldier and a leader, and your allies turn to you for guidance and support.*

Hit Points 24 \_\_\_\_\_

Bloodied 12 Healing Surge 6 Surges Per Day 8

Initiative +2 \_\_\_\_\_ Action Points \_\_\_\_\_

## DEFENSES

AC	Fortitude	Reflex	Will
18	14	14	12

## ATTACKS

**Melee Basic Attack:** +6 (longsword) **Damage:** 1d8+3

**Ranged Basic Attack:** +2 (crossbow) **Damage:** 1d8+0

## RACIAL TRAITS

**Height:** 6'0" **Weight:** 240 lb. **Size:** Medium

**Speed:** 6 squares **Vision:** Low-light

**Languages:** Common, Goblin

**Alignment:** Good

**Skill Bonus:** +2 Bluff, +2 Stealth (already included)

**Bloodhunt:** You gain a +1 racial bonus to attack rolls against bloodied foes.

**Fire Resistance:** You have resist 5 fire (becomes resist 6 fire at level 2).

**Infernal Wrath:** You can use *infernal wrath* as an encounter power.

## CLASS FEATURES

**Combat Leader:** You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.

**Tactical Presence:** When an ally you can see spends an action point to make an attack, the ally gains a +2 bonus to the attack roll.

**Inspiring Word:** You can use *inspiring word* as an encounter power.

### 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 twice 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.

## FEAT

**Tactical Assault:** When an ally who can see you spends an action point to make an attack, the attack's damage roll gains a +4 bonus.

## AT-WILL POWERS

### Viper's Strike

Warlord Attack 1

*You trick your adversary into making a tactical error that gives your comrade a chance to strike.*

**At-Will ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 1d8 + 3 damage.

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

### 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:** 1d8 + 3 damage.

## ENCOUNTER POWERS

### Infernal Wrath

Tiefling Racial Power

*You call upon your furious nature to improve your odds of harming your foe.*

**Encounter**

**Minor Action** Personal

**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 an extra +1 damage.

### Leaf on the Wind

Warlord Attack 1

*Like a leaf caught in the autumn wind, your foe is driven by the flow of battle. Your fierce attacks force him to give ground.*

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 2d8 + 3 damage. You or an ally adjacent to the target swaps places with the target.

## DAILY POWER

### Lead the Attack

Warlord Attack 1

*Under your direction, arrows hit their marks and blades drive home.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 3d8 + 3 damage. Until the end of the encounter, you and each ally within 5 squares of you gain a +5 power bonus to attack rolls against the target.

**Miss:** Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-1
Arcana (Int)		+4
Athletics (Str)	Yes	+7
Bluff (Cha)		+3
Diplomacy (Cha)	Yes	+6
Dungeoneering (Wis)		+0
Endurance (Con)		+0
Heal (Wis)		+0
History (Int)	Yes	+9
Insight (Wis)		+0
Intimidate (Cha)	Yes	+6
Nature (Wis)		+0
Perception (Wis)		+0
Religion (Int)		+4
Stealth (Dex)		+1
Streetwise (Cha)		+1
Thievery (Dex)		-1

## GEAR

**Armor:** Hide armor, light shield

**Weapon:** Longsword, crossbow, crossbow bolts (20). Your crossbow has a range of 15/30.

**Adventurer's Kit:** This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

**Gold:** 9 gp

## 2ND LEVEL

At 2nd level, you gain the following:

**Hit Points:** Increase to 29 **Bloodied:** Increase to 14

**Healing Surge:** Increase to 7

**Level Modifier:** Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

**Feat: Arcane Initiate:** You gain training in the Arcana skill (add +5 to the Arcana skill). You can use the *scorching blast* power once per encounter.

### Scorching Burst

Wizard Attack 1

*A vertical column of golden flames burns all within.*

**At-Will** ♦ **Arcane, Fire, Implement**

**Standard Action** Area burst 1 within 10 squares

**Target:** Each creature in burst

**Attack:** +4 vs. Reflex

**Hit:** 1d6 + 4 fire damage.

### Aid the Injured

Warlord Utility 2

*Your presence is both a comfort and an inspiration.*

**Encounter** ♦ **Healing, Martial**

**Standard Action** Melee touch

**Target:** You or one adjacent ally

**Effect:** The target can spend a healing surge.

## 3RD LEVEL

At 3rd level, you gain the following:

**Hit Points:** Increase to 34 **Bloodied:** Increase to 17

**Healing Surge:** Increase to 8

### Steel Monsoon

Warlord Attack 3

*You leap into the fray with a wild, whirling attack—but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** +7 vs. AC

**Hit:** 2d8 + 3 damage, and one ally within 5 squares of you can shift 5 squares.

	Ability Scores	Check Modifier
Str	16	+3
Con	12	+1
Dex	10	+0
Int	18	+4
Wis	10	+0
Cha	12	+1