

Player Name _____

Character Name **11** Warlord Combat Veteran Level Class Paragon Path Epic Destiny Total XP **26,000**

Tiefling Medium Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	Initiative	5	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	AC	15	6			3	1	

CONDITIONAL BONUSSES
+2 against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT
+2 when you charge or run

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
19	STR Strength	4	9
14	CON Constitution	2	7
11	DEX Dexterity	0	5
19	INT Intelligence	4	9
11	WIS Wisdom	0	5
14	CHA Charisma	2	7

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	15	4	1				

CONDITIONAL BONUSSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	REF	15	4				1	

CONDITIONAL BONUSSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	15	2	1				

CONDITIONAL BONUSSES

SENSSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5

Passive Perception

SCORE	BASE	SKILL BONUS
15	Passive Perception	5

SPECIAL SENSES
Low-light Vision

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
	38	SURGE VALUE SURGES/DAY
76	38	19 12
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES
76	0

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 10 Fire

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	5	0	-1	
14	Arcana	INT	9	5	n/a	
13	Athletics	STR	9	5	-1	
9	Bluff	CHA	7	0	n/a	2
12	Diplomacy	CHA	7	5	n/a	
5	Dungeoneering	WIS	5	0	n/a	
6	Endurance	CON	7	0	-1	
5	Heal	WIS	5	0	n/a	
14	History	INT	9	5	n/a	
5	Insight	WIS	5	0	n/a	
12	Intimidate	CHA	7	5	n/a	
5	Nature	WIS	5	0	n/a	
5	Perception	WIS	5	0	n/a	
9	Religion	INT	9	0	n/a	
6	Stealth	DEX	5	0	-1	2
7	Streetwise	CHA	7	0	n/a	
4	Thievery	DEX	5	0	-1	

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Infernal Wrath
- Fire Resistance
- Bloodhunt

CLASS / PATH / DESTINY FEATURES

- Combat Leader
- Commanding Presence
- Tactical Presence
- Inspiring Word
- Tough as Nails
- Combat Veteran's Action

LANGUAGES KNOWN

- Common
- Goblin

DAMAGE WORKSPACE

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4		3		

ABILITY: Melee Basic Attack using Parrying Longsword +3

Ranged Basic Attack using Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	5	0		2			

ABILITY: Ranged Basic Attack using Crossbow

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
15	vs AC	Parrying Longsword +:	1d8+7
7	vs AC	Crossbow	1d8
	vs		
	vs		

FEATS

- Tactical Assault - Ally gains bonus to damage equal to your Int modifier
- Arcane Initiate - Wizard: Arcana skill, magic missile 1/ encounter
- Durable - Increase number of healing surges by 2
- Powerful Charge - +2 damage, +2 to bull rush on a charge
- Fast Runner - +2 to speed when you charge or run
- Defensive Mobility - +2 to AC against opportunity attacks
- Improved Second Wind - Heal 5 additional damage with second wind

POWER INDEX

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

AT-WILL POWERS

Viper's Strike	<input type="checkbox"/>
Wolf Pack Tactics	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Infernal Wrath	<input type="checkbox"/>
Inspiring Word	<input type="checkbox"/>
Leaf on the Wind	<input type="checkbox"/>
Scorching Burst	<input type="checkbox"/>
Steel Monsoon	<input type="checkbox"/>
Surprise Attack	<input type="checkbox"/>
Skirmish Ploy	<input type="checkbox"/>

DAILY POWERS

Lead the Attack	<input type="checkbox"/>
Villain's Nightmare	<input type="checkbox"/>
Knock Them Down	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Aid the Injured	<input type="checkbox"/>
Quick Step	<input type="checkbox"/>
Ease Suffering	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Crossbow	_____
Adventurer's Kit	_____
Crossbow bolts (20)	_____

COINS AND OTHER WEALTH

Money on hand: 50 pp
Stored money: 0 gp
Residium: 0

MAGIC ITEM INDEX

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

MAGIC ITEMS

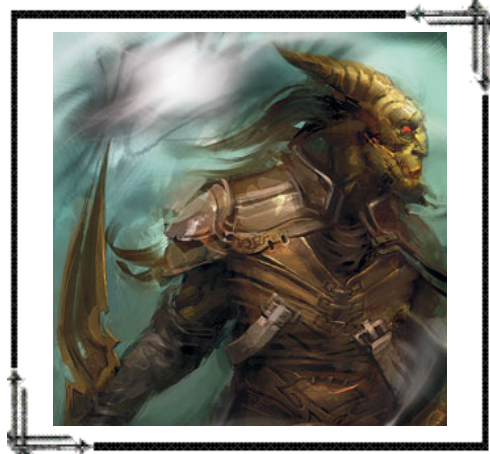
WEAPON	Parrying Longsword +3 (One-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Magic Chainmail +3 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Guardian Shield Light Shield (heroic tier) (Off-ha	<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

PLAYER NAME

RACE Tiefling CLASS Warlord LEVEL 11

HP 76	19 STR	Fort 20
AC 25	14 CON	Ref 20
Speed 5	19 INT	Will 18
Init +7	11 WIS	
	14 CHA	

15 Passive Insight **15** Passive Perception

Action Points

1 Action Points

Once per encounter, you can spend an action point. When you spend an action point, it's gone, but you can earn more.

Most often, you spend an action point to take an extra action during your turn.

If you spend an action point to take an extra action and are within sight of an allied warlord, the warlord's Commanding Presence grants you a benefit.

Instead of taking an extra action when you spend an action point, you can use a paragon path feature or a feat that requires an action point. Whatever you use an action point for, you can only spend 1 per encounter.

SPEND AN ACTION POINT: FREE ACTION

- During Your Turn
- Gain an Extra Action
- Once per Encounter

CLASS Player Ability LEVEL * PAGE PHB

Second Wind

19 Surge Value **12** Surges Per Day

You can dig into your resolve and endurance to find an extra burst of vitality. In game terms, you spend a healing surge to regain some of your lost hit points, and you focus on defending yourself.

Unless otherwise noted in the statistics block of a monster or a nonplayer character, this action is available only to player characters.

SECOND WIND: STANDARD ACTION

- Spend a Healing Surge
- +2 Bonus to All Defenses
- Once per Encounter
- Minor Action for Dwarves

CLASS Player Ability LEVEL * PAGE PHB

PLAY DATA DUNGEONS & DRAGONS

ACTION POINTS DUNGEONS & DRAGONS

SECOND WIND DUNGEONS & DRAGONS

Viper's Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
15 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier 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.

Your stats using Parrying Longsword +3: +15 bonus to hit, 1d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 1 PAGE PHB

Wolf Pack Tactics

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
15 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 damage.
Increase damage to 2[W] + Strength modifier at 21st level.

Your stats using Parrying Longsword +3: +15 bonus to hit, 1d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 1 PAGE PHB

Infernal Wrath

KEYWORDS

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 as extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Racial Power LEVEL * PAGE PHB

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

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 FROM RACE, CLASS, FEAT, ETC.

CLASS Warlord LEVEL 1 PAGE PHB

Leaf on the Wind

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
15 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. You or an ally adjacent to the target swaps places with the target.

Your stats using Parrying Longsword +3: +15 bonus to hit, 2d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 1 PAGE PHB

Scorching Burst

KEYWORDS Arcane, Fire, Implement USED

Standard	↓ 10 ↗	Area burst 1 within 10 squares
ACTION	← 1 *	RANGE
9 vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier fire damage.
Increase damage to 2d6 + Intelligence modifier at 21st level.

Your stats (Unarmed): +9 bonus to hit, 1d6+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 1 PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Steel Monsoon

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	← *	RANGE	
15	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and one ally within 5 squares of you can shift 1 square.
Tactical Presence: The number of allies who can shift equals your Intelligence modifier.

Your stats using Parrying Longsword +3:
+15 bonus to hit, 2d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 3 PAGE *PHB*

ENCOUNTER POWER DUNGEONS & DRAGONS

Surprise Attack

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	← *	RANGE	
15	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.
Tactical Presence: The ally gains a bonus to the attack roll equal to your Intelligence modifier.

Your stats using Parrying Longsword +3:
+15 bonus to hit, 1d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 7 PAGE *PHB*

ENCOUNTER POWER DUNGEONS & DRAGONS

Skirmish Ploy

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	← *	RANGE	
15	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. Reflex
Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. In addition, you slide the target 2 squares, and an ally within 2 squares of you shifts 1 square nearer to the target.

Your stats using Parrying Longsword +3:
+15 bonus to hit, 1d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS LEVEL 11 PAGE *PHB*

ENCOUNTER POWER DUNGEONS & DRAGONS

Lead the Attack

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	← *	RANGE	
15	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.
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.

Your stats using Parrying Longsword +3:
+15 bonus to hit, 3d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 1 PAGE *PHB*

DAILY POWER DUNGEONS & DRAGONS

Villain's Nightmare

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	← *	RANGE	
15	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. Reflex
Hit: 3[W] + Strength modifier damage.
Effect: Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

Your stats using Parrying Longsword +3:
+15 bonus to hit, 3d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 5 PAGE *PHB*

DAILY POWER DUNGEONS & DRAGONS

Knock Them Down

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	← *	RANGE	
15	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is knocked prone. Every ally within 10 squares of you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.
Miss: Half damage, and the target is knocked prone.

Your stats using Parrying Longsword +3:
+15 bonus to hit, 3d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 9 PAGE *PHB*

DAILY POWER DUNGEONS & DRAGONS

Aid the Injured

KEYWORDS		Healing, Martial	USED
Standard	* ↓ ↘	Melee touch	
ACTION	← *	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: The target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Warlord LEVEL 2 PAGE *PHB*

UTILITY POWER DUNGEONS & DRAGONS

Quick Step

KEYWORDS		Martial	USED
Minor	↓ 10 ↘	Ranged 10	
ACTION	← *	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: Increase the ally's speed by 2 until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Warlord LEVEL 6 PAGE *PHB*

UTILITY POWER DUNGEONS & DRAGONS

Ease Suffering

KEYWORDS		Martial	USED
Minor	↓ ↘	Personal	
ACTION	← *	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: Allies ignore ongoing damage on any turn they start adjacent to you, neither taking ongoing damage nor making saving throws to end it. This effect persists until the end of the encounter or for 5 minutes.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Warlord LEVEL 10 PAGE *PHB*

UTILITY POWER DUNGEONS & DRAGONS

Magic Chainmail +3

BONUS	ENHANCEMENT	CRITICAL
	+3 AC	
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
ITEM SLOT/TYPE	LEVEL	PRICE
Body	11	9000
		PAGE
		PHB

MAGIC ITEM



Parrying Longsword +3

BONUS	ENHANCEMENT	CRITICAL
	+3 Attack rolls and damag	+3d6 damage
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
<p>Power (Daily): Immediate Reaction. Use this power when an enemy makes a melee attack against you. Make a melee basic attack against that enemy, with a power bonus on your attack roll equal to this weapon's enhancement bonus; if your result exceeds that of the attack roll against you, the enemy's attack misses. The melee basic attack you make to block your enemy's attack has no other effect and does not deal damage.</p>		
ITEM SLOT/TYPE	LEVEL	PRICE
One-hand	12	13000
		PAGE
		AV

MAGIC ITEM



Guardian Shield Light Shield (herc

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
<p>Item Slot: Arms Power (Daily): Immediate Interrupt. You can use this power when an adjacent ally is hit by an attack. You are hit by the attack instead. The ally is unaffected by the attack. You then gain resistance to all damage equal to half the damage dealt by the attack (if any) until the start of your next turn.</p>		
ITEM SLOT/TYPE	LEVEL	PRICE
Off-hand	10	5000
		PAGE
		PHB

MAGIC ITEM

