

Player Name

Ael, Son of Mol 8 Warlord 13,000
 Character Name Level Class Epic Destiny Total XP
 Dwarf Medium Male
 Race Size Age Gender Paragon Path RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
6	Initiative	4	2

CONDITIONAL MODIFIERS

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	9
12	CON Constitution	1	5
10	DEX Dexterity	0	4
8	INT Intelligence	-1	3
18	WIS Wisdom	4	8
11	CHA Charisma	0	4

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
59	29	14	8
		1/2 HP	1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS						
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	4	0	-1	0
3	Arcana	INT	3	0	n/a	0
8	Athletics	STR	9	0	-1	0
4	Bluff	CHA	4	0	n/a	0
4	Diplomacy	CHA	4	0	n/a	0
10	Dungeoneering	WIS	8	0	n/a	2
11	Endurance	CON	5	5	-1	2
13	Heal	WIS	8	5	n/a	0
8	History	INT	3	5	n/a	0
8	Insight	WIS	8	0	n/a	0
9	Intimidate	CHA	4	5	n/a	0
8	Nature	WIS	8	0	n/a	0
8	Perception	WIS	8	0	n/a	0
3	Religion	INT	3	0	n/a	0
3	Stealth	DEX	4	0	-1	0
4	Streetwise	CHA	4	0	n/a	0
3	Thievery	DEX	4	0	-1	0

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC
19	AC	14	3			2	

CONDITIONAL BONUSES

FORT							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
22	FORT	14	5	1		2	

CONDITIONAL BONUSES

REF							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
16	REF	14				2	

CONDITIONAL BONUSES

WILL							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
21	WILL	14	4	1		2	

CONDITIONAL BONUSES

ACTION POINTS		
	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Dwarven Weapon Proficiency	- Proficient with hammers.
Cast-Iron Stomach	- +5 bonus to saving throws against po
Encumbered Speed	- Armor or heavy load doesn't reduce y
Dwarven Resilience	- Second wind is minor action.
Stand Your Ground	- Can move 1 less when forced to move

CLASS / PATH / DESTINY FEATURES	
Archer Warlord	
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.
Skirmishing Presence	- Ally can use free action to shift your Int or Wis modifier in squares before or after making action point attack
Inspiring Word	- Use inspiring word as an encounter (special) power, minor action.

LANGUAGES KNOWN	
Common, Dwarven	

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
5	Speed (Squares)	5	

SPECIAL MOVEMENT

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	8
18	Passive Perception	10	8

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE							
ABILITY:	Melee Basic Attack - Crashing Mordenkrad +2						
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+13	4	5		2		2	

ABILITY: Ranged Basic Attack - Crashing Mordenkrad +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+13	4	5		2		2	

DAMAGE WORKSPACE					
ABILITY:	Melee Basic Attack - Crashing Mordenkrad +2				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d6+9	5	2	2		

ABILITY: Ranged Basic Attack - Crashing Mordenkrad +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d6+9	5	2	2		

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Crashing Mordenkrad +2 (Me)	2d6+9
13	vs AC	Crashing Mordenkrad +2 (Ra)	2d6+9
9	vs AC	Unarmed (Melee)	1d4+5
4	vs AC	Unarmed (Range)	1d4

FEATS	
Saving Inspiration	- Ally gains saving throw with inspiring word
Dwarven Weapon Training	- +2 damage and proficiency with axes and hammers
Resilience of Stone	- Use second wind as immediate interrupt when damaged
Inspirational Attacker	- Inspiring word heals extra hp if target is adjacent to enemy you hit
Lend Strength	- Ally gains +2 damage with basic attack you grant

CHARACTER NAME
Ael, Son of Mol

PLAYER NAME

RACE Dwarf CLASS Warlord LEVEL 8

SCORE	ABILITY	MOD
HP	20 STR	+5
59	12 CON	+1
Spd	10 DEX	+0
5	8 INT	-1
Init	18 WIS	+4
+6	11 CHA	+0

AC	19
Fort	22
Ref	16
Will	21

18 Passive Insight 18 Passive Perception

Skills

3	Acrobatics	DEX
3	Arcana	INT
8	Athletics	STR
4	Bluff	CHA
4	Diplomacy	CHA
10	Dungeoneering	WIS
11	Endurance	CON (Trained)
13	Heal	WIS (Trained)
8	History	INT (Trained)
8	Insight	WIS
9	Intimidate	CHA (Trained)
8	Nature	WIS
8	Perception	WIS
3	Religion	INT
3	Stealth	DEX
4	Streetwise	CHA
3	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

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ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Minor, Personal

ACTION: Standard, Ranged

AT-WILL: ENCOUNTER: DAILY:

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS: Second wind is a minor action for dwarves.

CLASS: Dwarf LEVEL: 8 BOOK: PH

Risky Shot

KEYWORDS: Martial, Weapon

ACTION: Standard, Ranged weapon

13 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) + Intelligence modifier (-1) or Wisdom modifier (+4) damage.
Level 21: 2[W] + Strength modifier (+5) + Intelligence modifier (-1) or Wisdom modifier (+4) damage.
Effect: You grant combat advantage until the start of your next turn.

Crashing Mordenkrad +2: +13 attack, 2d6+13 damage

ADDITIONAL EFFECTS

CLASS: Warlord LEVEL: 1 BOOK: MP2

Direct the Strike

KEYWORDS: Martial

ACTION: Standard, Ranged 5

vs One ally

ATTACK DEFENSE TARGET

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.

ADDITIONAL EFFECTS

CLASS: Warlord LEVEL: 1 BOOK: MP2

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS: Healing, Martial

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

5 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.

Unarmed: +4 attack

ADDITIONAL EFFECTS

CLASS: Warlord LEVEL: 8 BOOK: PH

Race the Arrow

KEYWORDS: Martial, Weapon

ACTION: Standard, Ranged weapon

13 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage. One ally you can see can charge the target or make a melee basic attack against the target as a free action.
Skirmishing Presence: The ally gains a power bonus to the attack roll and the damage roll equal to your Intelligence modifier (-1) or Wisdom modifier (+4).

Crashing Mordenkrad +2: +13 attack, 2d6+9 damage

ADDITIONAL EFFECTS

CLASS: Warlord LEVEL: 1 BOOK: MP2

Deadly Distraction

KEYWORDS: Martial, Weapon

ACTION: Standard, Melee or Ranged weapon

13 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) damage. Until the end of your next turn, you and each ally adjacent to the target do not provoke opportunity attacks from it.

Crashing Mordenkrad +2: +13 attack, 4d6+9 damage

ADDITIONAL EFFECTS

CLASS: Warlord LEVEL: 3 BOOK: MP2

ENCOUNTER POWER DUNGEONS & DRAGONS

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Friendly Fire

KEYWORDS Martial USED

Imm React Close burst 10

ACTION 10 **RANGE**

ATTACK vs **DEFENSE** **TARGET** The triggering enemy

Trigger: An enemy misses you or an ally you can see with a melee or ranged attack.
Effect: The target repeats the attack as a free action against a creature you choose within 2 squares of the target of its original attack. The new target must still be legal for the attack.

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 7 BOOK *Dragon 384*

ENCOUNTER POWER DUNGEONS & DRAGONS

Relentless Wounding

KEYWORDS Martial, Reliable, Weapon USED

Standard Ranged weapon

ACTION **RANGE**

13 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+5) damage.
 Until the end of the encounter, your allies gain a power bonus to damage rolls against the target equal to your Intelligence modifier (-1) or Wisdom modifier (+4).

Crashing Mordenkrad +2: +13 attack, 6d6+9 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK *MP2*

DAILY POWER DUNGEONS & DRAGONS

Create Opportunity

KEYWORDS Martial, Weapon USED

Standard Ranged weapon

ACTION **RANGE**

13 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) damage.
Effect: Until the end of the encounter, whenever you hit the target with a ranged attack, one ally adjacent to it can either make a melee basic attack against it as a free action or shift a number of squares equal to your Intelligence modifier (-1) or Wisdom modifier (+4) as a free action.

Crashing Mordenkrad +2: +13 attack, 4d6+9 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 5 BOOK *MP2*

DAILY POWER DUNGEONS & DRAGONS

Spur to Action

KEYWORDS Martial USED

No Action Close burst 10

ACTION 10 **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: You roll initiative
Target: You and each ally in burst
Effect: Each target can reroll his or her initiative but must use the second result.

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 2 BOOK *MP2*

UTILITY POWER DUNGEONS & DRAGONS

Reassuring Gesture

KEYWORDS Martial USED

Free Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: You use inspiring word on your ally
Effect: Your inspiring word also grants its target temporary hit points equal to 5 + your Wisdom or Charisma modifier.

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 6 BOOK *MP2*

UTILITY POWER DUNGEONS & DRAGONS

Crashing Mordenkrad +2

2d6	2	Hammer	5/10
DAMAGE	PROFICIENT	GROUP	RANGE

+2 attack rolls and damage rolls 9 +2d6 damage and the

ENHANCEMENT	LEVEL	CRITICAL
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PROPERTIES
 This weapon can be used as a heavy thrown weapon with a range of 5/10.
 Brutal, Heavy Thrown

Melee Basic Attack: +13 attack, 2d6+9 damage
 Ranged Basic Attack: +13 attack, 2d6+9 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Trigger: You hit with a ranged weapon attack using this weapon.
 Effect: The target and each creature adjacent to the target is knocked prone.

ITEM SLOT	Two-Hands	WEIGHT	12	PRICE	4200	BOOK	AV
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MAGIC WEAPON DUNGEONS & DRAGONS

Delver's Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY

+2 AC	8	Armor
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): No Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

ITEM SLOT	Body	WEIGHT	25	PRICE	3400	BOOK	PH
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MAGIC ITEM DUNGEONS & DRAGONS

Cloak of Resistance +2

			1
AC BONUS	CHECK	SPEED	QUANTITY

+2 Fortitude, Reflex, and Will	7	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOT	Neck	WEIGHT	0	PRICE	2600	BOOK	PH
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MAGIC ITEM DUNGEONS & DRAGONS

Couters of Second Chances (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY

	5	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Use this power when you miss with a melee attack. Reroll the attack, and use the second result, even if it's lower.

ITEM SLOT	Arms	WEIGHT	0	PRICE	1000	BOOK	AV
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MAGIC ITEM DUNGEONS & DRAGONS