

Player Name

Chance

5

Warlord

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

5,500

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
SPECIAL SENSES			
Low-light Vision			

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					

ABILITY: Melee Basic Attack - Longsword									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 9	2	4		3					

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								

ABILITY: Melee Basic Attack - Longsword									
DAMAGE	ABIL	FEAT	ENH	MISC	MISC				
1d8+4	4								

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

ABILITY: Melee Basic Attack - Longsword			
DAMAGE	ABIL	FEAT	ENH
1d8+4	4		

ABILITY: Melee Basic Attack - Longsword			
DAMAGE	ABIL	FEAT	ENH
1d8+4	4		

ABILITY: Melee Basic Attack - Longsword			
DAMAGE	ABIL	FEAT	ENH
1d8+4	4		

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DAMAGE	ABIL	FEAT	ENH
1d8+4	4		

ABILITY: Melee Basic Attack - Longsword			
DAMAGE	ABIL	FEAT	ENH
1d8+4	4		

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
44	22	11	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

RESISTANCES Resist 7 Fire,

CURRENT CONDITIONS AND EFFECTS

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### ACTION POINTS

MILESTONES	ACTION POINTS
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.



























### LANGUAGES KNOWN

Common, Draconic








CHARACTER NAME  
Chance

PLAYER NAME

RACETiefling

CLASSWarlord

LEVEL5

HP

44

STR

18

AC

20

Spd

6

CON

12

Fort

18

Init

+4

DEX

10

Ref

17

WIS

8

Will

17

CHA

16

11

Passive Insight

11

Passive Perception



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

BOOKPH

PLAY DATA

DUNGEONS & DRAGONS®

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

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

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Warlord

LEVEL

BOOK

PH

ENCOUNTER POWER

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ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

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

DUNGEONS & DRAGONS®

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

DUNGEONS & DRAGONS®

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

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

DUNGEONS & DRAGONS®

Shielding Retaliation

KEYWORDS

Martial, Weapon

USED

Imm Interr

\* ↓ ↗

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

DUNGEONS & DRAGONS®



Keywords

Healing, Martial, Weapon

USED

Imm React

\*

↓

↗

Melee weapon

ACTION

←

✱

RANGE

12

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

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 regains 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®

Keywords

Martial

USED

Standard

↓

↗

Close burst 5

ACTION

←

5

✱

RANGE

vs

Each ally in burst

ATTACK

DEFENSE

TARGET

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®

Keywords

Martial

USED

Minor

↓

↗

Close burst 10

ACTION

←

10

✱

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Requirement: You must be bloodied.

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

+2 attack rolls and damage

+2d6 damage

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

Keywords

USED

ACTION

☐ 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/TYPE

One-hand

LEVEL

6

PRICE

1800

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Healer's Brooch +1

+1 Fortitude, Reflex, and Will

BONUS

ENHANCEMENT

CRITICAL

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.

Keywords

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE

Neck

LEVEL

4

PRICE

840

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Darkleaf Hide Armor +1

+1 AC

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

Gain a +2 item bonus to AC against the first attack made against you in each encounter.

Keywords

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT/TYPE

Body

LEVEL

4

PRICE

840

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Chance

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