

Player Name _____

Damling Hammerhorn - Bailiff 5 Warlord 5,500
 Character Name Level Class Paragon Path Epic Destiny Total XP

Dwarf Medium
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4		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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
19	STR Strength	4	6
12	CON Constitution	1	3
10	DEX Dexterity	0	2
15	INT Intelligence	2	4
10	WIS Wisdom	0	2
11	CHA Charisma	0	2

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	12	4	1		1		

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12	2			1	1	

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	12		1		1		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	2
12	Passive Perception	10	2

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Magic Longsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	2	4					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
	1/2 HP	1/4 HP
49	24	12
		8

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 _____

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
3	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Magic Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4	1	2		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.

Cast-Iron Stomach - +5 bonus to saving throws against poison.

Encumbered Speed - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

Dwarven Resilience - Second wind is minor action.

Stand Your Ground - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	AC	Magic Longsword +2	1d8+7
6	AC	Unarmed (Melee)	1d4+4
2	AC	Unarmed (Range)	1d4

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX	2	0	-1
4	Arcana	INT	4	0	n/a
10	Athletics	STR	6	5	-1
2	Bluff	CHA	2	0	n/a
7	Diplomacy	CHA	2	5	n/a
4	Dungeoneering	WIS	2	0	n/a
4	Endurance	CON	3	0	-1
7	Heal	WIS	2	5	n/a
9	History	INT	4	5	n/a
2	Insight	WIS	2	0	n/a
2	Intimidate	CHA	2	0	n/a
2	Nature	WIS	2	0	n/a
2	Perception	WIS	2	0	n/a
4	Religion	INT	4	0	n/a
1	Stealth	DEX	2	0	-1

CLASS / PATH / DESTINY FEATURES

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.

Tactical Presence - Ally you can see that spends an action point to attack gains bonus to attack: 1/2 Int mod.

Inspiring Word - Use inspiring word as an encounter (special) power, minor action.

FEATS

Weapon Focus (Heavy Blade) - Gain +1 damage per tier with Heavy Blades.

Tactical Assault - Ally gains bonus to damage equal to your Int modifier

Toughness - Gain 5 additional hit points per tier

LANGUAGES KNOWN

CHARACTER NAME

Damling Hammerhorn - Bailiff

PLAYER NAME

RACE Dwarf CLASS Warlord LEVEL 5

HP 49	19 STR	AC 20
Spd 5	12 CON	Fort 18
Init +4	10 DEX	Ref 16
	15 INT	Will 14
	10 WIS	
	11 CHA	

12 Passive Insight	12 Passive Perception
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Second Wind

KEYWORDS USED

Minor		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 12 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 LEVEL BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



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.

Magic Longsword +2: +11 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

AT-WILL POWER



Viper's Strike

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

Magic Longsword +2: +11 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

AT-WILL POWER



Inspiring Word

KEYWORDS Healing, Martial USED

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

CLASS Warlord LEVEL BOOK PH

ENCOUNTER POWER



Warlord's Favor

KEYWORDS Martial, Weapon USED

Standard	*	Melee weapon
ACTION		RANGE
11 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

Tactical Presence: The bonus to attack rolls that you grant equals 1 + your Intelligence modifier (+2).

Magic Longsword +2: +11 attack, 2d8+7 damage

ADDITIONAL EFFECTS

Hold the Line

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.
Effect: Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.

Magic Longsword +2: +11 attack, 1d8+7 damage

ADDITIONAL EFFECTS

Lead the Attack

KEYWORDS Martial, Weapon USED

Standard	*	Melee weapon
ACTION		RANGE
11 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+4) 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 (+2).
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.

Magic Longsword +2: +11 attack, 3d8+7 damage

ADDITIONAL EFFECTS

Villain's Nightmare

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↻	Melee weapon	
ACTION	↶ ↷	RANGE	
11	vs Reflex	One creature	
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength vs. Reflex Hit: 3[W] + Strength modifier (+4) 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.</p> <p>Magic Longsword +2: +11 attack, 3d8+7 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Warlord	LEVEL	5
BOOK	PH		

DAILY POWER



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	
<p>Effect: The target can spend a healing surge.</p>			
ADDITIONAL EFFECTS			
CLASS	Warlord	LEVEL	2
BOOK	PH		

UTILITY POWER



Magic Longsword +2

	+2 attack rolls and damage	+2d6 damage	
BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
KEYWORDS			
USED			
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT/TYPE	One-hand	LEVEL	6
PRICE	1800	BOOK	PH

MAGIC ITEM



Chainmail of Sacrifice +1

	+1 AC		
BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
KEYWORDS			
USED			
ACTION			
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
<p>Power (At-Will): Minor Action. Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn.</p> <p>Power (Daily • Healing): Minor Action. Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.</p>			
ITEM SLOT/TYPE	Body	LEVEL	5
PRICE	1000	BOOK	PH

MAGIC ITEM



Collar of Recovery +1

	+1 Fortitude, Reflex, and V		
BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
<p>Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.</p>			
KEYWORDS			
USED			
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Item Slot: Neck			
ITEM SLOT/TYPE	Neck	LEVEL	4
PRICE	840	BOOK	AV

MAGIC ITEM

