

Player Name \_\_\_\_\_

Kavmen Drell 10 Warlord 20,500  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Human Medium 37 Male 6' 198 Lawful Good  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>6</b>	<b>-1</b>	<b>5</b>	<b>2</b>

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>25</b>	<b>AC</b>	<b>15</b>	<b>7</b>			<b>2</b>	<b>1</b>	

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed (Squares)</b>	<b>6</b>	<b>-1</b>	

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>16</b>	<b>STR</b> Strength	<b>3</b>	<b>8</b>
<b>14</b>	<b>CON</b> Constitution	<b>2</b>	<b>7</b>
<b>8</b>	<b>DEX</b> Dexterity	<b>-1</b>	<b>4</b>
<b>18</b>	<b>INT</b> Intelligence	<b>4</b>	<b>9</b>
<b>12</b>	<b>WIS</b> Wisdom	<b>1</b>	<b>6</b>
<b>14</b>	<b>CHA</b> Charisma	<b>2</b>	<b>7</b>

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>22</b>	<b>FORT</b>	<b>15</b>	<b>3</b>	<b>1</b>		<b>2</b>	<b>1</b>	

CONDITIONAL BONUSES

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>23</b>	<b>REF</b>	<b>15</b>	<b>4</b>			<b>2</b>	<b>2</b>	

CONDITIONAL BONUSES

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>21</b>	<b>WILL</b>	<b>15</b>	<b>2</b>	<b>1</b>		<b>2</b>	<b>1</b>	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>23</b>	<b>Passive Insight</b>	<b>10</b>	<b>13</b>
<b>16</b>	<b>Passive Perception</b>	<b>10</b>	<b>6</b>

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Sacrificial Longsword +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+14</b>	<b>5</b>	<b>3</b>		<b>3</b>		<b>3</b>	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+8</b>	<b>5</b>	<b>3</b>					

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
<b>71</b>	<b>35</b>	<b>17</b> <b>9</b>

1/2 HP 1/4 HP

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Sacrificial Longsword +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8+6</b>	<b>3</b>		<b>3</b>		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+3</b>	<b>3</b>				

### SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 bonus against fear effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### RACE FEATURES

**Bonus Feat** - Choose an extra feat at 1st level.

**Bonus Skill** - Trained in one additional class skill.

**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.

**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>14</b>	<b>AC</b>	Sacrificial Longsword +3	1d8+6
<b>8</b>	<b>AC</b>	Unarmed (Melee)	1d4+3
<b>4</b>	<b>AC</b>	Unarmed (Range)	1d4-1

### SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
<b>4</b>	<b>Acrobatics</b>	DEX	4	0	
<b>9</b>	<b>Arcana</b>	INT	9	0	n/a
<b>13</b>	<b>Athletics</b>	STR	8	5	
<b>7</b>	<b>Bluff</b>	CHA	7	0	n/a
<b>12</b>	<b>Diplomacy</b>	CHA	7	5	n/a
<b>6</b>	<b>Dungeoneering</b>	WIS	6	0	n/a
<b>12</b>	<b>Endurance</b>	CON	7	5	
<b>6</b>	<b>Heal</b>	WIS	6	0	n/a
<b>14</b>	<b>History</b>	INT	9	5	n/a
<b>13</b>	<b>Insight</b>	WIS	6	5	n/a
<b>12</b>	<b>Intimidate</b>	CHA	7	5	n/a
<b>6</b>	<b>Nature</b>	WIS	6	0	n/a
<b>6</b>	<b>Perception</b>	WIS	6	0	n/a
<b>9</b>	<b>Religion</b>	INT	9	0	n/a
<b>4</b>	<b>Stealth</b>	DEX	4	0	

### CLASS / PATH / DESTINY FEATURES

**Student of One-Handed Weapons** - +1 to attack with one-handed weapons once per encounter

**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

**Student of the Sword** - Fighter: skill training, +1 to attack 1/ encounter

**Armor Proficiency (Scale)** - Training with scale armor

**Shield Proficiency (Heavy)** - Proficiency with heavy shields

**Novice Power** - Swap one encounter power with one of multiclass

**Improved Tactics** - Ally gains +1 to attack rolls with Tactical Presence

**Acolyte Power** - Swap one utility power with one of multiclass

**Adept Power** - Swap one daily power with one of multiclass

### LANGUAGES KNOWN



CHARACTER NAME  
**Kavmen Drell**

PLAYER NAME

RACE Human CLASS Warlord LEVEL 10

<b>HP</b> 71	<b>STR</b> 16	<b>AC</b> 25
<b>Spd</b> 5	<b>CON</b> 14	<b>Fort</b> 22
<b>Init</b> +6	<b>DEX</b> 8	<b>Ref</b> 23
	<b>INT</b> 18	<b>Will</b> 21
	<b>WIS</b> 12	
	<b>CHA</b> 14	

**23** Passive Insight    **16** Passive Perception



### Second Wind

KEYWORDS: USED

Standard	Melee weapon	Personal
<b>ACTION</b>	<b>RANGE</b>	
vs	Self	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You spend a healing surge and regain 17 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 10 BOOK PH

**PLAY DATA** DUNGEONS & DRAGONS

**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

**ENCOUNTER ACTION** DUNGEONS & DRAGONS

### Opening Shove

KEYWORDS: Martial, Weapon USED

Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
14 vs Reflex	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. Reflex  
Hit: You push the target 1 square. Then choose one ally you can see. That ally either shifts a number of squares equal to your Intelligence modifier (+4) or makes a melee basic attack against the target.

Sacrificial Longsword +3: +14 attack, 0 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK MP

### Furious Smash

KEYWORDS: Martial, Weapon USED

Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
14 vs Fort	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. Fortitude  
Hit: Deal damage equal to your Strength modifier (+3), and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier (+2) as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

Sacrificial Longsword +3: +14 attack, 6 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

### Viper's Strike

KEYWORDS: Martial, Weapon USED

Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
14 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) 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.

Sacrificial Longsword +3: +14 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

**AT-WILL POWER** DUNGEONS & DRAGONS

**AT-WILL POWER** DUNGEONS & DRAGONS

**AT-WILL POWER** DUNGEONS & DRAGONS

### Inspiring Word

KEYWORDS: Healing, Martial USED

Minor	Close burst 5 (10 at 11th level, 15 at 16th)	
<b>ACTION</b>	<b>RANGE</b>	
vs	You or one ally in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

### Warlord's Favor

KEYWORDS: Martial, Weapon USED

Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
14 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Sacrificial Longsword +3: +14 attack, 2d8+6 damage

ADDITIONAL EFFECTS

### Steel Monsoon

KEYWORDS: Martial, Weapon USED

Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
14 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Sacrificial Longsword +3: +14 attack, 2d8+6 damage

ADDITIONAL EFFECTS

## Come and Get It

KEYWORDS		Martial, Weapon		USED
Standard		Close burst 3		
<b>ACTION</b>		3	<b>RANGE</b>	
14	vs	AC	Each enemy in burst you can see	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.</p> <p>Attack: Strength vs. AC</p> <p>Hit: 1[W] + Strength modifier (+3) damage.</p> <p>Sacrificial Longsword +3: +14 attack, 1d8+6 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Fighter	LEVEL	7	BOOK PH

ENCOUNTER POWER



## Lead the Attack

KEYWORDS		Martial, Weapon		USED
Standard		Melee weapon		
<b>ACTION</b>		<b>RANGE</b>		
14	vs	AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Attack: Strength vs. AC</p> <p>Hit: 3[W] + Strength modifier (+3) 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 (+4).</p> <p>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.</p> <p>Sacrificial Longsword +3: +14 attack, 3d8+6 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Warlord	LEVEL	1	BOOK PH

DAILY POWER



## Stand the Fallen

KEYWORDS		Healing, Martial, Weapon		USED
Standard		Melee weapon		
<b>ACTION</b>		<b>RANGE</b>		
14	vs	AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Attack: Strength vs. AC</p> <p>Hit: 3[W] + Strength modifier (+3) damage.</p> <p>Effect: Each ally within 10 squares can spend a healing surge and regain additional hit points equal to your Charisma modifier (+2).</p> <p>Sacrificial Longsword +3: +14 attack, 3d8+6 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Warlord	LEVEL	5	BOOK PH

DAILY POWER



## Knock Them Down

KEYWORDS		Martial, Weapon		USED
Standard		Melee weapon		
<b>ACTION</b>		<b>RANGE</b>		
14	vs	AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Attack: Strength vs. AC</p> <p>Hit: 3[W] + Strength modifier (+3) 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.</p> <p>Miss: Half damage, and the target is knocked prone.</p> <p>Sacrificial Longsword +3: +14 attack, 3d8+6 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Warlord	LEVEL	9	BOOK PH

DAILY POWER



## Repositioning Command

KEYWORDS		Martial		USED
Move		Close burst 5		
<b>ACTION</b>		5	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
<p>Effect: Each target can shift 1 square.</p> <p>Tactical Presence: Increase the burst to 10.</p>				
ADDITIONAL EFFECTS				
CLASS	Warlord	LEVEL	2	BOOK MP

UTILITY POWER



## Stand Tough

KEYWORDS		Healing, Martial		USED
Minor		Close burst 5		
<b>ACTION</b>		5	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
<p>Effect: The targets regain hit points equal to 10 + your Charisma modifier (+2).</p>				
ADDITIONAL EFFECTS				
CLASS	Warlord	LEVEL	6	BOOK PH

UTILITY POWER



## Instant Planning

KEYWORDS		Martial		USED
Minor		Close burst 5		
<b>ACTION</b>		5	<b>RANGE</b>	
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
<p>Effect: Until the end of your next turn, every target gains your choice of a power bonus to attack rolls equal to your Charisma modifier (+2), a power bonus to speed equal to your Charisma modifier (+2), or a power bonus to all defenses equal to your Intelligence modifier (+4).</p> <p>Resourceful Presence: You can grant a different bonus to each target.</p>				
ADDITIONAL EFFECTS				

## Sacrificial Longsword +3

BONUS	ENHANCEMENT	CRITICAL
	+3 attack rolls and damage	+3d6 damage
PROPERTIES		
KEYWORDS		
USED		
<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
<p>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.</p>		

## Scale Armor of Sacrifice +2

BONUS	ENHANCEMENT	CRITICAL
	+2 AC	
PROPERTIES		
KEYWORDS		
USED		
<b>ACTION</b>		
<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>		

# Healer's Brooch +2

+2 Fortitude, Reflex, and W

**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 9

PRICE 4200

BOOK AV

**MAGIC ITEM**

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