

Player Name **Seth**

**Bahb** 6 **Warlord** 7,500  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
**Tiefling** Medium 24 Male 6'1 222 Good Kord  
 Race Size Age Gender Height Weight Alignment Deity  
 Adventuring Company RPGA Number

## INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>5</b>	<b>Initiative</b>	<b>3</b>	<b>2</b>

CONDITIONAL MODIFIERS

## DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>20</b>	<b>AC</b>	<b>13</b>	<b>6</b>			<b>1</b>		

CONDITIONAL BONUS

## 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>19</b>	<b>STR</b> Strength	<b>4</b>	<b>7</b>
<b>13</b>	<b>CON</b> Constitution	<b>1</b>	<b>4</b>
<b>10</b>	<b>DEX</b> Dexterity	<b>0</b>	<b>3</b>
<b>12</b>	<b>INT</b> Intelligence	<b>1</b>	<b>4</b>
<b>8</b>	<b>WIS</b> Wisdom	<b>-1</b>	<b>2</b>
<b>16</b>	<b>CHA</b> Charisma	<b>3</b>	<b>6</b>

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>FORT</b>	<b>13</b>	<b>4</b>	<b>1</b>				

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>14</b>	<b>REF</b>	<b>13</b>	<b>1</b>					

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>17</b>	<b>WILL</b>	<b>13</b>	<b>3</b>	<b>1</b>				

CONDITIONAL BONUS

## SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>12</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>2</b>

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>12</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>2</b>

SPECIAL SENSES

Low-light Vision

## ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Flaming Greataxe +1

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

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 7</b>	<b>3</b>	<b>4</b>					

## HIT POINTS

MAX HP	BLOODED	HEALING SURGES
<b>50</b>	<b>25</b>	<b>12</b>
	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 8 Fire

CURRENT CONDITIONS AND EFFECTS

## SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>2</b>	<b>Acrobatics</b>	DEX	<b>3</b>	<b>0</b>	<b>-1</b>	
<b>4</b>	<b>Arcana</b>	INT	<b>4</b>	<b>0</b>	n/a	
<b>11</b>	<b>Athletics</b>	STR	<b>7</b>	<b>5</b>	<b>-1</b>	
<b>8</b>	<b>Bluff</b>	CHA	<b>6</b>	<b>0</b>	n/a	<b>2</b>
<b>11</b>	<b>Diplomacy</b>	CHA	<b>6</b>	<b>5</b>	n/a	
<b>2</b>	<b>Dungeoneering</b>	WIS	<b>2</b>	<b>0</b>	n/a	
<b>3</b>	<b>Endurance</b>	CON	<b>4</b>	<b>0</b>	<b>-1</b>	
<b>7</b>	<b>Heal</b>	WIS	<b>2</b>	<b>5</b>	n/a	
<b>9</b>	<b>History</b>	INT	<b>4</b>	<b>5</b>	n/a	
<b>2</b>	<b>Insight</b>	WIS	<b>2</b>	<b>0</b>	n/a	
<b>6</b>	<b>Intimidate</b>	CHA	<b>6</b>	<b>0</b>	n/a	
<b>2</b>	<b>Nature</b>	WIS	<b>2</b>	<b>0</b>	n/a	
<b>2</b>	<b>Perception</b>	WIS	<b>2</b>	<b>0</b>	n/a	
<b>4</b>	<b>Religion</b>	INT	<b>4</b>	<b>0</b>	n/a	
<b>4</b>	<b>Stealth</b>	DEX	<b>3</b>	<b>0</b>	<b>-1</b>	<b>2</b>
<b>6</b>	<b>Streetwise</b>	CHA	<b>6</b>	<b>0</b>	n/a	
<b>2</b>	<b>Thievery</b>	DEX	<b>3</b>	<b>0</b>	<b>-1</b>	

## ACTION POINTS

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.**Bluff Bonus****Stealth Bonus**

## 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.**Inspiring Presence** - Ally that sees you and spends an action point for extra action regains lost hp: 1/2 your level + Cha mod.**Inspiring Word** - Use inspiring word as an encounter (special) power, minor action.

## LANGUAGES KNOWN

Common, Draconic

## DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Flaming Greataxe +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d12+7</b>	<b>4</b>		<b>1</b>	<b>2</b>	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+6</b>	<b>4</b>			<b>2</b>	

## BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>11</b>	vs <b>AC</b>	Flaming Greataxe +1	1d12+7
<b>7</b>	vs <b>AC</b>	Unarmed (Melee)	1d4+6
<b>3</b>	vs <b>AC</b>	Unarmed (Range)	1d4
	vs		

## FEATS

**Armor Proficiency (Scale)** - Training with scale armor**Hellfire Blood** - +1 attack and damage with fire and fear powers**Lend Might** - +1 to attack rolls of attacks you grant**Weapon Expertise (Axe)** - Gain bonus to attack rolls with axes.

**POWER INDEX**

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

**AT-WILL POWERS**

Commander'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"/>
Hammer and Anvil	<input type="checkbox"/>
Warlord's Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Bastion of Defense	<input type="checkbox"/>
Stand the Fallen	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Aid the Injured	<input type="checkbox"/>
Rousing Words	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**


**COINS AND OTHER WEALTH**

Money on hand: 100 gp
Stored money:
Encumbrance: 54 / 190

**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	Flaming Greataxe +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Magic Chainmail +1 (E)	<input type="checkbox"/>
ARMS	Bracers of Mighty Striking (heroic tier) (E)	<input type="checkbox"/>
FEET	Wavestrider Boots (heroic tier) (E)	<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"/>
	Healer's Gloves ()	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<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"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

**RITUALS / ALCHEMY**


**CHARACTER PORTRAIT****PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**


**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME

Bahb

PLAYER NAME

Seth

RACE Tiefling CLASS Warlord LEVEL 6

<b>HP</b> 50	<b>STR</b> 19	<b>AC</b> 20
<b>Spd</b> 5	<b>CON</b> 13	<b>Fort</b> 18
<b>Init</b> +5	<b>DEX</b> 10	<b>Ref</b> 14
	<b>INT</b> 12	<b>Will</b> 17
	<b>WIS</b> 8	
	<b>CHA</b> 16	
<b>12</b> Passive Insight	<b>12</b> Passive Perception	



Second Wind

KEYWORDS	USED	
Standard	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 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK PH

PLAY DATA **DUNGEONS & DRAGONS**

Wolf Pack Tactics

KEYWORDS	Martial, Weapon	USED
Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
11 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Special:</b> Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.		
<b>Attack:</b> Strength vs. AC		
<b>Hit:</b> 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level.		
Flaming Greataxe +1: +11 attack, 1d12+5 damage		
ADDITIONAL EFFECTS		
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS	Warlord	LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Inspiring Word

KEYWORDS	Healing, Martial	USED
Minor	Close burst 5 (10 at 11th level, 15 at 16th level)	
<b>ACTION</b>	<b>RANGE</b>	
5 vs	You or one ally in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Special:</b> 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.		
<b>Effect:</b> 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: +3 attack		
ADDITIONAL EFFECTS		
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS	Warlord	LEVEL BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Commander's Strike

KEYWORDS	Martial, Weapon	USED
Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
vs	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Attack:</b> An ally of your choice makes a melee basic attack against the target		
<b>Hit:</b> Ally's basic attack damage + your Intelligence modifier (+1).		
ADDITIONAL EFFECTS		
CLASS	Warlord	LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Hammer and Anvil

KEYWORDS	Martial, Weapon	USED
Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
11 vs Reflex	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Attack:</b> Strength vs. Reflex		
<b>Hit:</b> 1[W] + Strength modifier (+4) damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier (+3) to the damage.		
Flaming Greataxe +1: +11 attack, 1d12+5 damage		
ADDITIONAL EFFECTS		
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS	Warlord	LEVEL 1 BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Infernal Wrath

KEYWORDS		USED
Minor	Personal	
<b>ACTION</b>	<b>RANGE</b>	
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Effect:</b> 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**

Warlord's Strike

KEYWORDS	Martial, Weapon	USED
Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
11 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Attack:</b> Strength vs. AC		
<b>Hit:</b> 2[W] + Strength modifier (+4) damage. Until the end of your next turn, all of your allies gain a +2 bonus to damage rolls against the target.		
<b>Inspiring Presence:</b> The bonus to damage rolls equals 1 + your Charisma modifier (+3).		
Flaming Greataxe +1: +11 attack, 2d12+5 damage		
ADDITIONAL EFFECTS		
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS	Warlord	LEVEL 3 BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

### Bastion of Defense

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↖ ↗	Melee weapon
<b>ACTION</b>	↖ ↗	<b>RANGE</b>
<b>11</b>	vs	<b>AC</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+4) damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter.  
**Effect:** Allies within 5 squares of you gain temporary hit points equal to 5 + your Charisma modifier (+3).

Flaming Greataxe +1: +11 attack, 3d12+5 damage

ADDITIONAL EFFECTS  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 1 BOOK PH

**DAILY POWER** DUNGEONS & DRAGONS®

### Stand the Fallen

KEYWORDS Healing, Martial, Weapon USED

Standard	* ↓ ↖ ↗	Melee weapon
<b>ACTION</b>	↖ ↗	<b>RANGE</b>
<b>11</b>	vs	<b>AC</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+4) damage.  
**Effect:** Each ally within 10 squares can spend a healing surge and regains additional hit points equal to your Charisma modifier (+3).

Flaming Greataxe +1: +11 attack, 3d12+5 damage

ADDITIONAL EFFECTS  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 5 BOOK PH

**DAILY POWER** DUNGEONS & DRAGONS®

### Aid the Injured

KEYWORDS Healing, Martial USED

Standard	* ↓ ↖ ↗	Melee touch
<b>ACTION</b>	↖ ↗	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You or one adjacent ally  
**Effect:** The target can spend a healing surge.

Unarmed: +3 attack

ADDITIONAL EFFECTS  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 2 BOOK PH

**UTILITY POWER** DUNGEONS & DRAGONS®

### Rousing Words

KEYWORDS Healing, Martial USED

Minor	* ↓ ↖ ↗	Close burst 5
<b>ACTION</b>	5 ↖ ↗	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You or one ally in burst  
**Effect:** The target can spend two healing surges.  
**Inspiring Presence:** The target regains additional hit points equal to 5 + your Charisma modifier (+3).

Unarmed: +3 attack

ADDITIONAL EFFECTS  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 6 BOOK MP

**UTILITY POWER** DUNGEONS & DRAGONS®

### Wavestrider Boots (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		4	1
ENHANCEMENT		LEVEL	TYPE
			Feet Slot Item

PROPERTIES  
If you begin your turn standing on a solid surface, you can move across liquid as if it were normal terrain. If you are still on liquid at the end of your turn, you fall in.

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily):** Minor Action. You can move across liquid surfaces as if they were normal terrain until the end of the encounter.

ITEM SLOT Feet WEIGHT 0 PRICE 840 BOOK PH

**MAGIC ITEM** DUNGEONS & DRAGONS®

### Flaming Greataxe +1

1d12	2	Axe	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		5	+1d6 fire damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES  
High Crit

Melee Basic Attack: +11 attack, 1d12+7 damage

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (At-Will • Fire):** Free Action. All damage dealt by this weapon is fire damage. Another free action returns the damage to normal.  
**Power (Daily • Fire):** Free Action. Use this power when you hit with the weapon. Deal 1d6 fire damage, and the target takes ongoing 5 fire damage (save ends).

ITEM SLOT Two-Hands WEIGHT 12 PRICE 1000 BOOK PH

**MAGIC WEAPON** DUNGEONS & DRAGONS®

### Magic Chainmail +1

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		1	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Body WEIGHT 40 PRICE 360 BOOK PH

**MAGIC ITEM** DUNGEONS & DRAGONS®

### Bracers of Mighty Striking (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		2	1
ENHANCEMENT		LEVEL	TYPE
			Arms Slot Item

PROPERTIES  
When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Arms WEIGHT 0 PRICE 520 BOOK PH

**MAGIC ITEM** DUNGEONS & DRAGONS®

### Healer's Gloves

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER  
+1d6 healing on all healing spells

ITEM SLOT WEIGHT 0 PRICE BOOK

**MAGIC ITEM** DUNGEONS & DRAGONS®