

Player Name

Katrek

Character Name

11

Level

Warlord

Class

Captain of Fortune

Paragon Path

Epic Destiny

26,000

Total XP

Tiefling

Medium

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
14	2	5	7

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
19	STR Strength	4	9
19	CON Constitution	4	9
14	DEX Dexterity	2	7
20	INT Intelligence	5	10
10	WIS Wisdom	0	5
20	CHA Charisma	5	10

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
81	40	20 11
	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 Feat bonus against fear effects

RESISTANCES Resist 10 Fire

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
26	AC	15	8			3		

CONDITIONAL BONUSSES

+1 AC against ranged, area, and close attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	FORT	15	4	1	1			

CONDITIONAL BONUSSES

+1 Fortitude Defense against ranged, area, and close attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	REF	15	5					

CONDITIONAL BONUSSES

+1 Reflex Defense against ranged, area, and close attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	WILL	15	5	1	1			

CONDITIONAL BONUSSES

+1 Will Defense against ranged, area, and close attacks

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.

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.

Bravura Presence - Ally who sees you who spends action point to take action and attacks can use this; on hit, ally can make basic attack or take move; on miss, ally grants combat advantage until end of next turn

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

Know Your Strength
Seize the Day

LANGUAGES KNOWN

Common, Primordial

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+

15	Passive Perception	10	+
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Ravenclaw Warblade Falchion

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	5	4		3		2	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	5	4					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Ravenclaw Warblade Falchion

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+10	4		2	4	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+8	4			4	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Ravenclaw Warblade Falchion	2d4+10
9	vs AC	Unarmed (Melee)	1d4+8
7	vs AC	Unarmed (Range)	1d4+2
	vs		

FEATS

Imperious Majesty
Improved Bravura - Ally gains +1 to attack rolls or speed with Bravura Presence

Scion of the Gods - +1 to Fortitude and Will defenses

Improved Inspiring Word - Add Cha modifier to inspiring word hp restored

Battle Hardened - +5 to saving throws against fear, +2 to initiative checks

Unbalancing Wrath - Infernal wrath target grants combat advantage to allies

Combat Anticipation - +1 to defenses against ranged, area, close attacks

Katrel

PLAYER NAME

RACE Tielfling CLASS Warlord LEVEL 11

SCORE ABILITY MOD

HP 81

STR +4

AC 26

Spd 5

DEX +2

Fort 21

Init +14

INT +5

Ref 20

WIS +0

Will 22

CHA +5

15 Passive Insight

15 Passive Perception

PLAY DATA



Skills

6 Acrobatics	DEX
10 Arcana	INT
8 Athletics	STR
12 Bluff	CHA
15 Diplomacy	CHA (Trained)
5 Dungeoneering	WIS
13 Endurance	CON (Trained)
5 Heal	WIS
10 History	INT
5 Insight	WIS
15 Intimidate	CHA (Trained)
5 Nature	WIS
5 Perception	WIS
15 Religion	INT (Trained)
8 Stealth	DEX
10 Streetwise	CHA
6 Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA



Action Point

ADDITIONAL EFFECTS

Seize the Day: When you spend an action point to attack and you roll an odd number on the first attack roll, you gain temporary hit points equal to 5 + one-half your level. If you roll an even number on the first attack roll, each ally within 5 squares of you gains temporary hit points equal to one-half your level.



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.

ENCOUNTER SPECIAL



Second Wind

KEYWORDS

Standard ACTION

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 20 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER



Infernal Wrath

KEYWORDS

Fire

Free ACTION

10

RANGE

Close burst 10

ATTACK

DEFENSE

TARGET

The triggering enemy in burst

Trigger: An enemy within 10 squares of you hits you

Effect: The target takes 1d6 + Intelligence modifier (+5) or Charisma modifier (+5) fire damage.

Level 11: 2d6 + Intelligence modifier (+5) or Charisma modifier (+5) fire damage.

Level 21: 3d6 + Intelligence modifier (+5) or Charisma modifier (+5) fire damage.

ADDITIONAL EFFECTS

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

CLASS

Racial Power

LEVEL *

BOOK

PH

ENCOUNTER POWER



CHARACTER NAME

Katrel

PLAYER NAME

RACE Tielfling CLASS Warlord LEVEL 11

SCORE ABILITY MOD

HP 81

STR +4

AC 26

Spd 5

DEX +2

Fort 21

Init +14

INT +5

Ref 20

WIS +0

Will 22

15 Passive Insight

15 Passive Perception

PLAY DATA



Wolf Pack Tactics

KEYWORDS

Martial, Weapon

Standard ACTION

14

vs AC

RANGE

Melee weapon

ATTACK

DEFENSE

TARGET

One creature

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.

Ravenclaw Warblade Falchion +2: +14 attack, 2d4+6 damage

ADDITIONAL EFFECTS

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

CLASS

Warlord

LEVEL 1

BOOK

PH

AT-WILL POWER



Intuitive Strike

KEYWORDS

Martial, Weapon

Standard ACTION

14

vs Will

RANGE

Melee weapon

ATTACK

DEFENSE

TARGET

One creature

Attack: Strength vs. Will

Hit: 1[W] damage. Until the start of your next turn, the next ally who attacks the target and has combat advantage against it gains a +2 power bonus to the attack roll.

Level 21: 2[W] damage.

Ravenclaw Warblade Falchion +2: +14 attack, 2d4+2 damage

ADDITIONAL EFFECTS

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

CLASS

Warlord

LEVEL 1

BOOK

PH

AT-WILL POWER



Inspiring Word

KEYWORDS

Healing, Martial

Minor ACTION

5

RANGE

Close burst 5 (10 at 11th level, 15

ATTACK

DEFENSE

TARGET

You or one ally in burst

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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS

Warlord

LEVEL

BOOK

PH

ENCOUNTER POWER



Lady Luck Smiles

KEYWORDS		USED	
Martial, Weapon			
Standard	* +	* +	Melee or Ranged weapon
ACTION	←	←	RANGE
14	vs	AC	One creature
ATTACK	DEFENSE		TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) damage. Until the end of your next turn, whenever an ally within 5 squares of you makes a melee or a ranged attack roll, he or she can roll twice and use either result.</p> <p>Ravenclaw Warblade Falchion +2: +14 attack, 4d4+6 damage</p>			
<p>ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>			
CLASS	Captain of Fortune	LEVEL	11
		BOOK	MP2

ENCOUNTER POWER

Provoke Overextension

KEYWORDS		USED	
Martial, Weapon			
Standard	* +	* +	Melee weapon
ACTION	←	←	RANGE
14	vs	AC	One creature
ATTACK	DEFENSE		TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) damage, and the target must make a basic attack against you as a free action. If the basic attack misses, an ally of yours can make a basic attack against the target as a free action. Bravura Presence: You gain a bonus to your AC against the target's basic attack equal to your Charisma modifier (+5) and your ally gains the same bonus to his or her basic attack's damage roll.</p> <p>Ravenclaw Warblade Falchion +2: +14 attack, 4d4+6 damage</p>			
<p>ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>			
CLASS	Warlord	LEVEL	7
		BOOK	MP

ENCOUNTER POWER

Road to Victory

KEYWORDS		USED	
Martial, Weapon			
Standard	* +	* +	Melee weapon
ACTION	←	←	RANGE
14	vs	AC	One creature
ATTACK	DEFENSE		TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) damage, and an ally within your line of sight can shift 1 square or move 3 squares as a free action. Effect: Until the end of your next turn, when you use inspiring word on an ally, that ally can shift 1 square or move a number of squares equal to your Intelligence modifier (+5) as a free action.</p> <p>Ravenclaw Warblade Falchion +2: +14 attack, 4d4+6 damage</p>			
<p>ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>			
CLASS	Warlord	LEVEL	3
		BOOK	Dragon 387

ENCOUNTER POWER

Guarding Attack

KEYWORDS		USED	
Martial, Weapon			
Standard	* +	* +	Melee weapon
ACTION	←	←	RANGE
14	vs	AC	One creature
ATTACK	DEFENSE		TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) damage. Until the end of your next turn, one ally adjacent to either you or the target gains a +2 power bonus to AC against the target's attacks. Inspiring Presence: The power bonus to AC equals 1 + your Charisma modifier (+5).</p> <p>Ravenclaw Warblade Falchion +2: +14 attack, 4d4+6 damage</p>			
<p>ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>			
CLASS	Warlord	LEVEL	1
		BOOK	PH

ENCOUNTER POWER

Rub Some Dirt On It

KEYWORDS		USED	
Martial			
Minor	* +	* +	Melee touch
ACTION	←	←	RANGE
<input type="checkbox"/> AT-WILL		<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Target: You if you're bloodied or one bloodied ally Effect: The target gains temporary hit points equal to 5 + your Charisma modifier (+5).</p>			
<p>ADDITIONAL EFFECTS</p>			
CLASS	Warlord	LEVEL	2
		BOOK	MP

UTILITY POWER

Dangerous Leader

KEYWORDS		USED	
Healing, Martial, Weapon			
Standard	* +	* +	Melee weapon
ACTION	←	←	RANGE
14	vs	AC	One creature
ATTACK	DEFENSE		TARGET
<p>Effect: Until the end of the encounter, whenever you hit with a charge, each ally within 5 squares of you regains 5 hit points. Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) damage. Miss: Half damage. Special: When charging, you can use this power in place of a melee basic attack.</p> <p>Ravenclaw Warblade Falchion +2: +14 attack, 6d4+6 damage</p>			
<p>ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>			
CLASS	Warlord	LEVEL	9
		BOOK	MP2

DAILY POWER

Stand the Fallen

KEYWORDS		USED	
Healing, Martial, Weapon			
Standard	* +	* +	Melee weapon
ACTION	←	←	RANGE
14	vs	AC	One creature
ATTACK	DEFENSE		TARGET
<p>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 (+5).</p> <p>Ravenclaw Warblade Falchion +2: +14 attack, 6d4+6 damage</p>			
<p>ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>			
CLASS	Warlord	LEVEL	5
		BOOK	PH

DAILY POWER

Lead the Attack

KEYWORDS		USED	
Martial, Weapon			
Standard	* +	* +	Melee weapon
ACTION	←	←	RANGE
14	vs	AC	One creature
ATTACK	DEFENSE		TARGET
<p>Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) damage. Until the end of your next turn, 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 (+5). Miss: Half damage. Until the end of your next turn, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.</p> <p>Ravenclaw Warblade Falchion +2: +14 attack, 6d4+6 damage</p>			
<p>ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>			
CLASS	Warlord	LEVEL	1
		BOOK	PH

DAILY POWER

Stand Tough

KEYWORDS: Healing, Martial

USED

Minor	↑	✈	Close burst 5	RANGE
ACTION	5	↶		

AT-WILL ENCOUNTER DAILY

Targets: You and each ally in burst
Effect: The targets regain hit points equal to 10 + your Charisma modifier (+5).

Unarmed: +5 attack

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

CLASS: Warlord LEVEL: 6 BOOK: PH

UTILITY POWER

Strength of Conviction

KEYWORDS: Healing, Martial

USED

Minor	↑	✈	Close burst 5	RANGE
ACTION	5	↶		

AT-WILL ENCOUNTER DAILY

Target: Each ally in burst
Effect: Each target can spend a healing surge. Until the end of the encounter, your healing powers restore the maximum number of hit points possible.

Unarmed: +5 attack

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

CLASS: Warlord LEVEL: 10 BOOK: MP2

UTILITY POWER

Ravenclaw Warblade Falchion +2

2d4	3	Heavy Blade	GROUP	RANGE
DAMAGE	PROFICIENT		8	+1d6 damage per plus

+2 attack rolls and damage rolls

ENHANCEMENT LEVEL CRITICAL

PROPERTIES
 When you use this weapon to reduce a nonminion enemy to 0 hit points, you can either spend a healing surge or make a saving throw.
 High Crit

Melee Basic Attack: +14 attack, 2d4+10 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT: Two-Hands WEIGHT: 7 PRICE: 3400 BOOK: PH

MAGIC WEAPON

Summoned Braidmail Armor +3

8	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY

+3 AC

ENHANCEMENT LEVEL TYPE

PROPERTIES
 Braidmail is an armor made according to an advanced technique perfected in elven tradition, consisting of closely linked chains that provide few openings for enemy attacks.

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT: Body WEIGHT: 40 PRICE: 9000 BOOK: AV

MAGIC ITEM

Bracers of Mighty Striking (paragon tie)

			1
AC BONUS	CHECK	SPEED	QUANTITY

12 Arms Slot Item

ENHANCEMENT LEVEL TYPE

PROPERTIES
 When you hit with a melee basic attack, you gain a +4 item bonus to the damage roll.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT: Arms WEIGHT: 0 PRICE: 13000 BOOK: PH

MAGIC ITEM

Boots of Equilibrium (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY

6 Feet Slot Item

ENHANCEMENT LEVEL TYPE

PROPERTIES
 You move normally on slippery surfaces, such as grease or ice.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT: Feet WEIGHT: 0 PRICE: 1800 BOOK: AV

MAGIC ITEM

Stand Tough

KEYWORDS: Healing, Martial

USED

Minor	↑	✈	Close burst 5	RANGE
ACTION	5	↶		

AT-WILL ENCOUNTER DAILY

Targets: You and each ally in burst
Effect: The targets regain hit points equal to 10 + your Charisma modifier (+5).

Unarmed: +5 attack

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

CLASS: Warlord LEVEL: 6 BOOK: PH

UTILITY POWER

Stand Tough

KEYWORDS: Healing, Martial

USED

Minor	↑	✈	Close burst 5	RANGE
ACTION	5	↶		

AT-WILL ENCOUNTER DAILY

Targets: You and each ally in burst
Effect: The targets regain hit points equal to 10 + your Charisma modifier (+5).

Unarmed: +5 attack

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

CLASS: Warlord LEVEL: 6 BOOK: PH

UTILITY POWER