

Player Name Mel

Threnody 4 Warlord 3,750
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Tiefling Medium 22 Female 5'6 160 Good
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	-1	2	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	7				1	

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	5
14	CON Constitution	2	4
8	DEX Dexterity	-1	1
15	INT Intelligence	2	4
10	WIS Wisdom	0	2
17	CHA Charisma	3	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	12	3	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	12	3	1				

CONDITIONAL BONUSES

SENSES

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

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

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Thundering Warhammer +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	2	3		2		1	

ABILITY: Melee Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
41	20	10
	1/2 HP	1/4 HP
		9

CURRENT HIT POINTS	CURRENT SURGE USES

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.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Thundering Warhammer +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+7	3		1		3

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	3				2

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Thundering Warhammer +1	1d10+7

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Unarmed (Melee)	1d4+5

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
1	vs AC	Unarmed (Range)	1d4-1

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		

SKILLS

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

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.

FEATS

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

Armor Proficiency (Scale) - Training with scale armor

Weapon Focus (Hammer) - Gain +1 damage per tier with Hammers.

LANGUAGES KNOWN

Supernal, Common, Abyssal

CHARACTER NAME
Threnody

PLAYER NAME
Mel

RACE **Tiefling** CLASS LEVEL **4**

HP 41	17 STR	AC 20
Spd 5	14 CON	Fort 16
Init +3	8 DEX	Ref 15
	15 INT	Will 16
	10 WIS	
	17 CHA	

12 Passive Insight **12** Passive Perception



Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 10 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

Commander's Strike

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
vs	One creature
ATTACK	DEFENSE
	TARGET

Attack: An ally of your choice makes a melee basic attack against the target
Hit: Ally's basic attack damage + your Intelligence modifier (+2).

ADDITIONAL EFFECTS

CLASS **Warlord** LEVEL **1** BOOK *PH*

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Viper's Strike

KEYWORDS Martial, Weapon USED

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

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.

Thundering Warhammer +1: +8 attack, 1d10+5 damage

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

CLASS **Warlord** LEVEL **1** BOOK *PH*

ENCOUNTER ACTION DUNGEONS & DRAGONS

Infernal Wrath

KEYWORDS

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*

AT-WILL POWER DUNGEONS & DRAGONS

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
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS **Warlord** LEVEL BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

Hammer and Anvil

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
8 vs Reflex	One creature
ATTACK	DEFENSE
	TARGET

Attack: Strength vs. Reflex
Hit: 1[W] + Strength modifier (+3) 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.

Thundering Warhammer +1: +8 attack, 1d10+5 damage

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

CLASS **Warlord** LEVEL **1** BOOK *PH*

ENCOUNTER POWER DUNGEONS & DRAGONS

Inspiring War Cry

KEYWORDS Martial, Weapon USED

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

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage.
Effect: One ally who can hear you and is within 5 squares of you makes a saving throw.

Thundering Warhammer +1: +8 attack, 2d10+5 damage

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

CLASS **Warlord** LEVEL **3** BOOK *PH*

ENCOUNTER POWER DUNGEONS & DRAGONS

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ENCOUNTER POWER DUNGEONS & DRAGONS

Bastion of Defense

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	← ✨	RANGE	
8	vs	AC	One creature
ATTACK		DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+3) 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).</p> <p>Thundering Warhammer +1: +8 attack, 3d10+5 damage</p>			
ADDITIONAL EFFECTS			
+1 to attack rolls against bloodied foes - Bloodhunt.			
CLASS	Warlord	LEVEL	1
		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>Target: You or one adjacent ally Effect: The target can spend a healing surge.</p>			
ADDITIONAL EFFECTS			
+1 to attack rolls against bloodied foes - Bloodhunt.			
CLASS	Warlord	LEVEL	2
		BOOK	PH

UTILITY POWER



Thundering Warhammer +1

	+1 attack rolls and damag	+1d6 thunder damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Power (Daily • Thunder): Free Action. Use this power when you hit with the weapon. Deal 1d8 thunder damage and push 1 square.		
ITEM SLOT/TYPE	One-hand	LEVEL 3
PRICE	680	BOOK

MAGIC ITEM



Gauntlets of Ogre Power (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Item Slot: Hands Power (Daily): Free Action. Use this power when you hit with a melee attack. Add a +5 power bonus to the damage roll.		
ITEM SLOT/TYPE	Hands	LEVEL 5
PRICE	1000	BOOK

MAGIC ITEM



Bracers of Mighty Striking (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Arms		
ITEM SLOT/TYPE	Arms	LEVEL 2
PRICE	520	BOOK

MAGIC ITEM

