

Player Name

Threnody 7 Warlord 10,000
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Tiefling Medium 22 Female 5'6 160lbs Good
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	-1	3	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	13	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
18	STR Strength	4	7
14	CON Constitution	2	5
8	DEX Dexterity	-1	2
14	INT Intelligence	2	5
10	WIS Wisdom	0	3
16	CHA Charisma	3	6

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	13	2					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Perception	10	+

 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Flaming Maul +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+12	3	4		2		2	1

ABILITY: Melee Basic Attack - Hungry Spear Javelin +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	3	4		2		1	

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
56	28	14	9	

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, Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

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 - Flaming Maul +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d6+9	4	1	2	2	

ABILITY: Melee Basic Attack - Hungry Spear Javelin +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+7	4		1	2	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Flaming Maul +2	2d6+9
10	vs AC	Hungry Spear Javelin +1 (Me)	1d6+7
10	vs AC	Hungry Spear Javelin +1 (Rar)	1d6+5
7	vs AC	Unarmed (Melee)	1d4+6

SKILLS

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

LANGUAGES KNOWN

Abyssal, Common, Primordial

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.

Weapon Expertise (Hammer) - Gain bonus to attack rolls with hammers.

CHARACTER NAME
Threnody

PLAYER NAME

RACE Tiefling CLASS Warlord LEVEL 7

HP 56	18 STR	AC 21
Spd 5	14 CON	Fort 18
Init +4	8 DEX	Ref 15
	14 INT	Will 17
	10 WIS	
	16 CHA	

13 Passive Insight **13** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER
	<input type="checkbox"/> DAILY

Effect: You spend a healing surge and regain 14 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 DUNGEONS & DRAGONS

Rousing Assault

KEYWORDS Martial, Weapon USED

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

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you add your Charisma modifier (+3) to the hit points restored with any warlord healing power you use before the end of your next turn. Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Flaming Maul +2: +12 attack, 2d6+7 damage

ADDITIONAL EFFECTS

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

CLASS Warlord LEVEL 1 BOOK PH1

AT-WILL POWER DUNGEONS & DRAGONS

Opening Shove

KEYWORDS Martial, Weapon USED

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

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 (+2) or makes a melee basic attack against the target.

Flaming Maul +2: +12 attack

ADDITIONAL EFFECTS

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

CLASS Warlord LEVEL 1 BOOK MP

AT-WILL POWER 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

ENCOUNTER POWER DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS Healing, Martial USED

Minor	Close burst 5 (10 at 11th level, 15
ACTION	RANGE
5	
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.

Unarmed: +3 attack

ADDITIONAL EFFECTS

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

CLASS Warlord LEVEL BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Hammer and Anvil

KEYWORDS Martial, Weapon USED

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

Attack: Strength vs. Reflex
Hit: 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 Maul +2: +12 attack, 2d6+7 damage

ADDITIONAL EFFECTS

+1 Racial bonus 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
12 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage.
Effect: One ally who can hear you and is within 5 squares of you makes a saving throw.

Flaming Maul +2: +12 attack, 4d6+7 damage

ADDITIONAL EFFECTS

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

CLASS Warlord LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Lion's Roar

KEYWORDS Healing, Martial, Weapon USED

Standard	* ↓ ↘	Melee weapon
ACTION	↶ ↷	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage.
Effect: You or one ally within 5 squares of you can spend a healing surge.
Inspiring Presence: Your ally (but not you) gains additional hit points equal to your Charisma modifier (+3).

Flaming Maul +2: +12 attack, 4d6+7 damage

ADDITIONAL EFFECTS

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

CLASS Warlord LEVEL 7 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Bastion of Defense

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↘	Melee weapon
ACTION	↶ ↷	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET

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 Maul +2: +12 attack, 6d6+7 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
ACTION	↶ ↷	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET

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 Maul +2: +12 attack, 6d6+7 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
ACTION	↶ ↷	RANGE
<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
ACTION	↶ ↷	RANGE
<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

Flaming Maul +2

2d6	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	10	+2d6 fire damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Melee Basic Attack: +12 attack, 2d6+9 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 5000 BOOK PH

MAGIC WEAPON DUNGEONS & DRAGONS

Hungry Spear Javelin +1

1d6	2	Spear	10/20
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	2	+1d6 damage per plus	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

This weapon has the heavy thrown property and a range of 10/20.
 Heavy Thrown

Melee Basic Attack: +10 attack, 1d6+7 damage
 Ranged Basic Attack: +10 attack, 1d6+5 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter): Standard. Make a ranged basic attack with this spear. On a hit, the target is also immobilized (save ends). The spear doesn't return to you until the immobilized effect on the target imposed by this weapon is ended.

ITEM SLOT One-hand WEIGHT 2 PRICE 520 BOOK PH

MAGIC WEAPON DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

			4
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT WEIGHT 0 PRICE 50 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Bracers of Mighty Striking (heroic tier)

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

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

Gauntlets of Ogre Power (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		5	Hands Slot Item
		LEVEL	TYPE
<small>PROPERTIES</small> Gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
<small>POWER</small> 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	WEIGHT	PRICE	BOOK
Hands	0	1000	PH

MAGIC ITEM



Catstep Boots (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		3	Feet Slot Item
		LEVEL	TYPE
<small>PROPERTIES</small> When you fall or jump down, you take only half normal falling damage and always land on your feet.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
<small>POWER</small> Power (Daily): Free Action. Gain a +5 power bonus to your next Acrobatics check or Athletics check.			
ITEM SLOT	WEIGHT	PRICE	BOOK
Feet	0	680	PH

MAGIC ITEM



Serpentine Scale Armor +1

AC BONUS	CHECK	SPEED	QUANTITY
7	-	-1	1
+1 AC		4	Armor
ENHANCEMENT		LEVEL	TYPE
<small>PROPERTIES</small> You gain resist 5 poison.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
<small>POWER</small> Power (Daily): Free. Trigger: An enemy adjacent to you shifts. Effect: The triggering enemy takes damage equal to 5 + the armor's enhancement bonus. Level 14 or 19: 10 + enhancement bonus. Level 24 or 29: 15 + enhancement bonus.			
ITEM SLOT	WEIGHT	PRICE	BOOK
Body	45	840	PH

MAGIC ITEM

