

Player Name

Rusty Rockhammer

4

Warlord

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

3,750

Race

Medium

55

Male

4'8"

225

Lawful Good

Moradin

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	1	2	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	12	6				2	-1

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
19	STR Strength	4	6
14	CON Constitution	2	4
12	DEX Dexterity	1	3
10	INT Intelligence	0	2
12	WIS Wisdom	1	3
15	CHA Charisma	2	4

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	12	4	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3

16	Passive Perception	10 +	6
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	4		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	2	4					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Longsword	1d8+4
6	vs AC	Unarmed (Melee)	1d4+4
3	vs AC	Unarmed (Range)	1d4+1
	vs		

FEATS

Shield the Fallen - Grant bloodied, unconscious, or

helpless ally +2 to saving throws and all defenses

Inspiring Aid - Aid another, aid attack, aid defense grant

+4 instead of +2

Alertness - Cannot be surprised, +2 to Perception

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
41	20	10	9

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

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

Dwarven Weapon Proficiency - Proficient with hammers.**Cast-Iron Stomach** - +5 bonus to saving throws against po**Encumbered Speed** - Armor or heavy load doesn't reduce y**Dwarven Resilience** - You have the dwarven resilience pow**Stand Your Ground** - Can move 1 less when forced to move

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, Dwarven

CHARACTER NAME
Rusty Rockhammer

PLAYER NAME

RACE Dwarf

CLASS Warlord

LEVEL 4

SCORE

ABILITY

MOD

HP

41

STR

+4

CON

+2

DEX

+1

INT

+0

WIS

+1

CHA

+2

AC

19

Fort

17

Ref

14

Will

15

Spd

5

Init

+5

13

Passive Insight

16

Passive Perception

Skills

2	Acrobatics	DEX
2	Arcana	INT
10	Athletics	STR (Trained)
4	Bluff	CHA
4	Diplomacy	CHA
5	Dungeoneering	WIS
10	Endurance	CON (Trained)
8	Heal	WIS (Trained)
2	History	INT
3	Insight	WIS
9	Intimidate	CHA (Trained)
3	Nature	WIS
6	Perception	WIS
2	Religion	INT
2	Stealth	DEX
4	Streetwise	CHA
2	Thiery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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

USED

Minor

AT-WILL

ENCOUNTER

DAILY

Personal

RANGE

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

Second wind is a minor action for dwarves.

CLASS

LEVEL

BOOK

PH

UTILITY POWER

Melee Basic Attack

KEYWORDS

Weapon

USED

Standard

ACTION

RANGE

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage.
Level 21: 2[W] + Strength modifier (+4) damage.

Longsword: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK

PH

AT-WILL POWER

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

ACTION

RANGE

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+1) damage.
Level 21: 2[W] + Dexterity modifier (+1) damage.

Unarmed: +3 attack, 1d4+1 damage

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK

PH

AT-WILL POWER

Commander's Strike

KEYWORDS

Martial, Weapon

USED

Standard

ACTION

RANGE

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 (+0).

ADDITIONAL EFFECTS

CLASS

LEVEL 1

BOOK

PH

AT-WILL POWER

Direct the Strike

KEYWORDS

Martial

USED

Standard

ACTION

RANGE

One ally

ATTACK

DEFENSE

TARGET

Effect: The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL 1

BOOK

MP2

AT-WILL POWER

Dwarven Resilience

KEYWORDS

USED

Minor

+

✱

✱

←

Personal

RANGE

vs

DEFENSE

TARGET

Effect: You use your second wind.

ADDITIONAL EFFECTS

CLASS: Racial Power

LEVEL: *

BOOK: PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS

USED

Minor

+

✱

✱

←

Healing, Martial

RANGE

5

vs

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: +2 attack

ADDITIONAL EFFECTS

CLASS: Warlord

LEVEL:

BOOK: PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Powerful Warning

KEYWORDS

USED

Imm

+

✱

✱

←

Interr

RANGE

5

vs

DEFENSE

TARGET

Trigger: An ally within 5 squares of you is hit by an enemy
Effect: The target gains a +2 power bonus to all defenses against the attack. The target can make a melee basic attack against the enemy as a free action.
Insightful Presence: The bonus to your ally's defenses equals 1 + your Wisdom modifier (+1) or Charisma modifier (+2).

ADDITIONAL EFFECTS

CLASS: Warlord

LEVEL: 1

BOOK: MP2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Warlord's Strike

KEYWORDS

USED

Standard

+

✱

✱

←

Martial, Weapon

RANGE

9

vs

AC

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 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.
Inspiring Presence: The bonus to damage rolls equals 1 + your Charisma modifier (+2).
Longsword: +9 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS: Warlord

LEVEL: 3

BOOK: PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Pin the Foe

KEYWORDS

USED

Standard

+

✱

✱

←

Martial, Weapon

RANGE

9

vs

AC

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+4) damage.
Effect: Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.
Longsword: +9 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS: Warlord

LEVEL: 1

BOOK: PH

DAILY POWER

DUNGEONS & DRAGONS

Aid the Injured

KEYWORDS

USED

Standard

+

✱

✱

←

Healing, Martial

RANGE

AT-WILL

ENCOUNTER

DAILY

Target: You or one adjacent ally
Effect: The target can spend a healing surge.
Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS: Warlord

LEVEL: 2

BOOK: PH

UTILITY POWER

DUNGEONS & DRAGONS

Longsword

DAMAGE

PROFICIENT

GROUP

RANGE

1d83Heavy Blade

VERSATILE

Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.
A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)

Melee Basic Attack: +9 attack, 1d8+4 damage

NOTES

ITEM SLOT: One-hand

WEIGHT: 4

PRICE: 15

BOOK: PH

WEAPON

DUNGEONS & DRAGONS

Chainmail

AC BONUS

CHECK

SPEED

QUANTITY

6-1-11

PROPERTIES

Metal rings woven together into a shirt, leggings, and a hood make up a suit of chainmail. Chainmail grants good protection, but it's cumbersome, so it reduces your mobility and agility.

NOTES

ITEM SLOT: Body

WEIGHT: 40

PRICE: 40

BOOK: PH

ITEM

DUNGEONS & DRAGONS

Rusty Rockhammer

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<div> <div>Adventurer's Kit</div> <div> <div>AC BONUS</div> <div>CHECK</div> <div>SPEED</div> <div>QUANTITY</div> </div> <div>1</div> </div> <div> <div>PROPERTIES</div> <div> This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin. </div> </div> <div>NOTES</div>	<div> <div>Chain (10 ft.)</div> <div> <div>AC BONUS</div> <div>CHECK</div> <div>SPEED</div> <div>QUANTITY</div> </div> <div>1</div> </div> <div> <div>PROPERTIES</div> <div></div> </div> <div>NOTES</div>
<div> <div>Light Shield</div> <div> <div>AC BONUS</div> <div>CHECK</div> <div>SPEED</div> <div>QUANTITY</div> </div> <div>1</div> <div>-</div> <div>-</div> <div>1</div> </div> <div> <div>PROPERTIES</div> <div> While you're using a light shield, you can use your shield hand to hold another item, to climb, and the like, but you can't make attacks with that hand or with anything in it. </div> </div> <div>NOTES</div>	<div> <div>Camouflaged Clothing</div> <div> <div>AC BONUS</div> <div>CHECK</div> <div>SPEED</div> <div>QUANTITY</div> </div> <div></div> <div></div> <div>1</div> </div> <div> <div>PROPERTIES</div> <div> This clothing is patterned so you blend into shadows. While wearing it, you gain a +1 item bonus to Stealth checks to hide. </div> </div> <div>NOTES</div>
<div> <div>Item Slot</div> <div>Weight</div> <div>Price</div> <div>Book</div> <div>PH</div> </div> <div>Off-hand</div> <div>6</div> <div>5</div> <div></div> <div></div>	<div> <div>Item Slot</div> <div>Weight</div> <div>Price</div> <div>Book</div> <div>Dragon</div> <div>PH</div> </div> <div>373</div> <div>4</div> <div>30</div> <div></div> <div></div>
<div> <div>ITEM</div> <div></div> </div> <div> <div>DUNGEONS & DRAGONS</div> </div>	<div> <div>ITEM</div> <div></div> </div> <div> <div>DUNGEONS & DRAGONS</div> </div>
<div> <div>Crowbar</div> <div> <div>AC BONUS</div> <div>CHECK</div> <div>SPEED</div> <div>QUANTITY</div> </div> <div></div> <div></div> <div>1</div> </div> <div> <div>PROPERTIES</div> <div> When a lock is too tricky to circumvent, brute strength can sometimes do the trick. A crowbar grants a +2 item bonus to Athletics checks made to open locked doors or containers. </div> </div> <div>NOTES</div>	<div> <div>Backpack (empty)</div> <div> <div>AC BONUS</div> <div>CHECK</div> <div>SPEED</div> <div>QUANTITY</div> </div> <div></div> <div></div> <div>1</div> </div> <div> <div>PROPERTIES</div> <div></div> </div> <div>NOTES</div>
<div> <div>Item Slot</div> <div>Weight</div> <div>Price</div> <div>Book</div> <div>Dragon</div> <div>PH</div> </div> <div>4</div> <div>2</div> <div></div> <div>373</div> <div></div>	<div> <div>Item Slot</div> <div>Weight</div> <div>Price</div> <div>Book</div> <div>PH</div> </div> <div></div> <div>2</div> <div>2</div> <div></div> <div></div>
<div> <div>ITEM</div> <div></div> </div> <div> <div>DUNGEONS & DRAGONS</div> </div>	<div> <div>ITEM</div> <div></div> </div> <div> <div>DUNGEONS & DRAGONS</div> </div>
<div> <div>Common Meal</div> <div> <div>AC BONUS</div> <div>CHECK</div> <div>SPEED</div> <div>QUANTITY</div> </div> <div></div> <div></div> <div>2</div> </div> <div> <div>PROPERTIES</div> <div></div> </div> <div>NOTES</div>	<div> <div>Climber's Kit</div> <div> <div>AC BONUS</div> <div>CHECK</div> <div>SPEED</div> <div>QUANTITY</div> </div> <div></div> <div></div> <div>1</div> </div> <div> <div>PROPERTIES</div> <div> This kit includes all the items grouped beneath its entry: a grappling hook, a small hammer, and ten pitons. When you use a climber's kit, you gain a +2 bonus to Athletics checks for climbing. </div> </div> <div>NOTES</div>
<div> <div>Item Slot</div> <div>Weight</div> <div>Price</div> <div>Book</div> <div>PH</div> </div> <div></div> <div>0</div> <div></div> <div></div> <div></div>	<div> <div>Item Slot</div> <div>Weight</div> <div>Price</div> <div>Book</div> <div>PH</div> </div> <div></div> <div>11</div> <div>2</div> <div></div> <div></div>
<div> <div>ITEM</div> <div></div> </div> <div> <div>DUNGEONS & DRAGONS</div> </div>	<div> <div>ITEM</div> <div></div> </div> <div> <div>DUNGEONS & DRAGONS</div> </div>

Drum					
AC BONUS	CHECK	SPEED	QUANTITY	1	
PROPERTIES					
Bards and other characters use instruments for art and entertainment. A nonmagical musical instrument confers no game benefit but can be enchanted later.					
NOTES					
ITEM SLOT	WEIGHT 1	PRICE 3	BOOK	PH2	
ITEM					

Everburning Torch					
AC BONUS	CHECK	SPEED	QUANTITY	1	
PROPERTIES					
This torch never stops burning. It casts bright light to a radius of 5 squares but sheds no heat, so you can stow it in a bag or a pouch. You can't set fire to anything with it.					
NOTES					
ITEM SLOT	WEIGHT 1	PRICE 50	BOOK	PH	
ITEM					

Flint and Steel					
AC BONUS	CHECK	SPEED	QUANTITY	1	
PROPERTIES					
NOTES					
ITEM SLOT	WEIGHT 0	PRICE 1	BOOK	PH	
ITEM					

Grappling Hook					
AC BONUS	CHECK	SPEED	QUANTITY	1	
PROPERTIES					
NOTES					
ITEM SLOT	WEIGHT 4	PRICE 1	BOOK	PH	
ITEM					

Hammer					
AC BONUS	CHECK	SPEED	QUANTITY	1	
PROPERTIES					
NOTES					
ITEM SLOT	WEIGHT 2	PRICE	BOOK	PH	
ITEM					

Hempen Rope (50 ft.)					
AC BONUS	CHECK	SPEED	QUANTITY	3	
PROPERTIES					
NOTES					
ITEM SLOT	WEIGHT 10	PRICE 1	BOOK	PH	
ITEM					

Pitons					
AC BONUS	CHECK	SPEED	QUANTITY	1	
PROPERTIES					
NOTES					
ITEM SLOT	WEIGHT 5	PRICE	BOOK	PH	
ITEM					