

Player Name

Rusty Rockhammer

3 Warlord

2,250

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Dwarf

Medium

55

Male

4'8"

225

Lawful Good

Moradin

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	1	1	2

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP		HEALING SURGES	
36	BLOODIED 18	SURGE VALUE 9	SURGES/DAY 9
1/2 HP		1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <div></div>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES		<div></div> <div></div> <div></div>	
SAVING THROW MODS +5 Racial bonus against poison			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	6				2	-1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	11	4	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	REF	11	1				2	-1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	11	2	1				

CONDITIONAL BONUSES

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2
14	Passive Perception	10 +	4

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	1	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
8	vs AC	Longsword	1d8+4
5	vs AC	Unarmed (Melee)	1d4+4
2	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

CHARACTER NAME
Rusty Rockhammer

PLAYER NAME

RACE Dwarf CLASS Warlord LEVEL 3

	SCORE	ABILITY	MOD
HP	36	STR	+4
Spd	5	DEX	+1
Init	+4	WIS	+1
		CHA	+2
		CON	+2
		INT	+0

AC 18 Fort 16 Ref 13 Will 14

12 Passive Insight 14 Passive Perception

Skills

1	Acrobatics	DEX
1	Arcana	INT
9	Athletics	STR (Trained)
3	Bluff	CHA
3	Diplomacy	CHA
4	Dungeoneering	WIS
9	Endurance	CON (Trained)
7	Heal	WIS (Trained)
1	History	INT
2	Insight	WIS
8	Intimidate	CHA (Trained)
2	Nature	WIS
4	Perception	WIS
1	Religion	INT
1	Stealth	DEX
3	Streetwise	CHA
1	Thievery	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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Minor Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 9 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 DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

Commander's Strike

KEYWORDS Martial, Weapon

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 (+0).

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Intuitive Strike

KEYWORDS Martial, Weapon

Standard * Melee weapon ACTION RANGE

8 vs Will One creature

ATTACK DEFENSE TARGET

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.

Longsword: +8 attack, 1d8+0 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK MP2

AT-WILL POWER DUNGEONS & DRAGONS

Dwarven Resilience

KEYWORDS

Minor Personal ACTION RANGE

vs

ATTACK DEFENSE TARGET

Effect: You use your second wind.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK

ENCOUNTER POWER DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS Healing, Martial

Minor Close burst 5 (10 at 11th level, 15 at 16th level) 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: +1 attack

ADDITIONAL EFFECTS

CLASS Warlord LEVEL BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Powerful Warning

KEYWORDS Martial

Imm Interr Close burst 5 ACTION RANGE

5 vs The triggering ally in burst

ATTACK 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

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 (+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: +8 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL 3

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Pin the Foe

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

8

vs

AC

One creature

ATTACK

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: +8 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL 1

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Aid the Injured

KEYWORDS

Healing, Martial

USED

Standard

*

↓

↗

Melee touch

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

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

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL 2

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS

Longsword

1d8

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

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: +8 attack, 1d8+4 damage

NOTES

ITEM SLOT

One-hand

WEIGHT 4

PRICE 15

BOOK PH

WEAPON

DUNGEONS & DRAGONS

Chainmail

6

-1

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

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

Adventurer's Kit

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

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.

NOTES

ITEM SLOT

WEIGHT 33

PRICE 15

BOOK PH

ITEM

DUNGEONS & DRAGONS

Light Shield

1

-

-

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

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.

NOTES

ITEM SLOT

Off-hand

WEIGHT 6

PRICE 5

BOOK PH

ITEM

DUNGEONS & DRAGONS

Camouflaged Clothing

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

This clothing is patterned so you blend into shadows. While wearing it, you gain a +1 item bonus to Stealth checks to hide.

NOTES

ITEM SLOT

WEIGHT 4

PRICE 30

BOOK Dragon 373

ITEM

DUNGEONS & DRAGONS

Chain (10 ft.)

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

NOTES

ITEM SLOT

WEIGHT 2

PRICE 30

BOOK PH

ITEM

DUNGEONS & DRAGONS

Crowbar

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
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.			
NOTES			
ITEM SLOT	WEIGHT 4	PRICE 2	BOOK <i>Dragon 373</i>

ITEM 

Common Meal

AC BONUS	CHECK	SPEED	QUANTITY
			2
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE	BOOK <i>PH</i>

ITEM 

Climber's Kit

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
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.			
NOTES			
ITEM SLOT	WEIGHT 11	PRICE 2	BOOK <i>PH</i>

ITEM 

Backpack (empty)

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 2	PRICE 2	BOOK <i>PH</i>

ITEM 

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 <i>PH2</i>

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 <i>PH</i>

ITEM 

Flint and Steel

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE 1	BOOK <i>PH</i>

ITEM 

Grappling Hook

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 4	PRICE 1	BOOK <i>PH</i>

ITEM 

Hammer

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 2	PRICE	BOOK <i>PH</i>

ITEM 

Hempen Rope (50 ft.)

			3
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 10	PRICE 1	BOOK PH
ITEM		DUNGEONS & DRAGONS	

Pitons

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 5	PRICE	BOOK PH
ITEM		DUNGEONS & DRAGONS	