

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

DEFENSES

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

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

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Perception	10	+

 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					

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
36	18	9	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

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		

SKILLS

BONUS	SKILL NAME	DEX	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

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

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	18 STR	+4
36	14 CON	+2
Spd	12 DEX	+1
5	10 INT	+0
Init	12 WIS	+1
+4	14 CHA	+2

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

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Minor, Personal

ACTION: 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: Warlord LEVEL: 1 BOOK: PH

Commander's Strike

KEYWORDS: Martial, Weapon

ACTION: Standard vs Will

ATTACK: vs Will

DEFENSE: vs Will

TARGET: One creature

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

Intuitive Strike

KEYWORDS: Martial, Weapon

ACTION: Standard vs Will

ATTACK: 8 vs Will

DEFENSE: vs Will

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.

Longsword: +8 attack, 1d8+0 damage

ADDITIONAL EFFECTS

CLASS: Warlord LEVEL: 1 BOOK: MP2

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Dwarven Resilience

KEYWORDS: Minor, Personal

ACTION: AT-WILL ENCOUNTER DAILY

Effect: You use your second wind.

ADDITIONAL EFFECTS

CLASS: Racial Power LEVEL: * BOOK: PH

Inspiring Word

KEYWORDS: Healing, Martial

ACTION: Minor vs Will

ATTACK: vs Will

DEFENSE: vs Will

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.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS: Warlord LEVEL: 1 BOOK: PH

Powerful Warning

KEYWORDS: Martial

ACTION: Imm Interr vs Will

ATTACK: vs Will

DEFENSE: vs Will

TARGET: The triggering ally in burst

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

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Warlord's Strike

KEYWORDS Martial, Weapon		USED
Standard	* ↓ ↘	Melee weapon
ACTION	← ✖	RANGE
8	vs	AC
ATTACK	DEFENSE	One creature
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
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ENCOUNTER POWER DUNGEONS & DRAGONS

Pin the Foe

KEYWORDS Martial, Weapon		USED
Standard	* ↓ ↘	Melee weapon
ACTION	← ✖	RANGE
8	vs	AC
ATTACK	DEFENSE	One creature
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
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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: +1 attack

ADDITIONAL EFFECTS

CLASS Warlord	LEVEL 2	BOOK PH
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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
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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
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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
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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
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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
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ITEM DUNGEONS & DRAGONS

Chain (10 ft.)

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT	WEIGHT 2	PRICE 30	BOOK PH
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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 *Dragon 373*

Common Meal

AC BONUS	CHECK	SPEED	QUANTITY
			2

PROPERTIES

NOTES

ITEM SLOT WEIGHT 0 PRICE BOOK *PH*

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 *PH*

ITEM 

ITEM 

ITEM 

Backpack (empty)

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT WEIGHT 2 PRICE 2 BOOK *PH*

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*

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 

ITEM 

ITEM 

Flint and Steel

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT WEIGHT 0 PRICE 1 BOOK *PH*

Grappling Hook

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT WEIGHT 4 PRICE 1 BOOK *PH*

Hammer

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT WEIGHT 2 PRICE BOOK *PH*

ITEM 

ITEM 

ITEM 

Hempen Rope (50 ft.)

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

Pitons

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