

Player Name _____

Froimos 2 Warlord 2,249
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Half-Elf Medium 17 Male 5'10" 170 Unaligned Ioun Dragonslayer Cohort
 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 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	11	3					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

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

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	11	3					

CONDITIONAL BONUSES

WILL

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
14	Passive Insight	10	4
12	Passive Perception	10	2

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

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

ABILITY: Ranged Basic Attack - Shortbow

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
31	15	7
	1/2 HP	1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

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

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

Diplomacy Bonus

Insight Bonus

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+2	2				

ABILITY: Ranged Basic Attack - Shortbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

SKILLS

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

Tactical Presence - Ally you can see that spends an action point to attack gains bonus to attack: 1/2 Int mod.

Inspiring Word - Use inspiring word as an encounter (special) power, minor action.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Greataxe	1d12+2
2	vs AC	Shortbow	1d8+1
3	vs AC	Unarmed (Melee)	1d4+2
2	vs AC	Unarmed (Range)	1d4+1

FEATS

Tactical Assault - Ally gains bonus to damage equal to your Int modifier

LANGUAGES KNOWN

Common, Elven, Giant

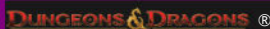
Froimos

PLAYER NAME

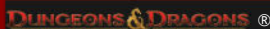
RACE Half-Elf CLASS Warlord LEVEL 2

HP 31	STR 15	AC 14
Spd 6	CON 14	Fort 14
Init +4	DEX 13	Ref 14
	INT 16	Will 14
	WIS 12	
	CHA 14	
14 Passive Insight	12 Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



Second Wind

KEYWORDS	USED	
Standard	⬅️ ⬆️ ⬇️	Personal
ACTION	⬅️ ⬆️ ⬇️	RANGE
	vs	Self
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK PH

ENCOUNTER ACTION



Viper's Strike

KEYWORDS	Martial, Weapon	USED
Standard	* ⬅️ ⬆️ ⬇️	Melee weapon
ACTION	⬅️ ⬆️ ⬇️	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
One creature		
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+2) damage. Increase damage to 2[W] + Strength modifier (+2) 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.		
Greataxe: +5 attack, 1d12+2 damage		
ADDITIONAL EFFECTS		
CLASS	Warlord	LEVEL 1 BOOK PH

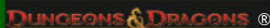
AT-WILL POWER



Wolf Pack Tactics

KEYWORDS	Martial, Weapon	USED
Standard	* ⬅️ ⬆️ ⬇️	Melee weapon
ACTION	⬅️ ⬆️ ⬇️	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
One creature		
Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action. Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+2) damage. Increase damage to 2[W] + Strength modifier (+2) at 21st level.		
Greataxe: +5 attack, 1d12+2 damage		
ADDITIONAL EFFECTS		
CLASS	Warlord	LEVEL 1 BOOK PH

AT-WILL POWER



Scorching Burst

KEYWORDS	Arcane, Fire, Implement	USED
Standard	* ⬅️ ⬆️ ⬇️ 10	Area burst 1 within 10 squares
ACTION	⬅️ ⬆️ ⬇️ 1	RANGE
4	vs	Reflex
ATTACK	DEFENSE	TARGET
Each creature in burst		
Attack: Intelligence vs. Reflex Hit: 1d6 + Intelligence modifier (+3) fire damage. Increase damage to 2d6 + Intelligence modifier (+3) at 21st level.		
Unarmed: +4 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS	Wizard	LEVEL 1 BOOK PH

ENCOUNTER POWER



Inspiring Word

KEYWORDS	Healing, Martial	USED
Minor	⬅️ ⬆️ ⬇️	Close burst 5 (10 at 11th level, 15 at 16th)
ACTION	⬅️ ⬆️ ⬇️	RANGE
5	vs	AC
ATTACK	DEFENSE	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

ENCOUNTER POWER



Warlord's Favor

KEYWORDS	Martial, Weapon	USED
Standard	* ⬅️ ⬆️ ⬇️	Melee weapon
ACTION	⬅️ ⬆️ ⬇️	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
One creature		
Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+2) damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn. Tactical Presence: The bonus to attack rolls that you grant equals 1 + your Intelligence modifier (+3).		
Greataxe: +5 attack, 2d12+2 damage		
ADDITIONAL EFFECTS		
CLASS	Warlord	LEVEL 1 BOOK PH

ENCOUNTER POWER



Lead the Attack

KEYWORDS	Martial, Weapon	USED
Standard	* ⬅️ ⬆️ ⬇️	Melee weapon
ACTION	⬅️ ⬆️ ⬇️	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
One creature		
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+2) damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier (+3). Miss: Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.		
Greataxe: +5 attack, 3d12+2 damage		
ADDITIONAL EFFECTS		
CLASS	Warlord	LEVEL 1 BOOK PH

DAILY POWER

