

Player Name

Cevilla Tiberium 6 Warlord 7500

Character Name Level Class Paragon Path Epic Destiny Total XP

Human Medium 21 Female 5' 4" 130 lb Lawful Good The Raven Queen

Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
10	1	3	6

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	13	6					

CONDITIONAL BONUS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	5
8	CON Constitution	-1	2
13	DEX Dexterity	1	4
15	INT Intelligence	2	5
10	WIS Wisdom	0	3
20	CHA Charisma	5	8

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

CONDITIONAL BONUS

CONDITIONAL BONUS

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

CONDITIONAL BONUS

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	13	5	1			1	

CONDITIONAL BONUS

CONDITIONAL BONUS

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
45	22	11		6

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 +1 to all saving throws

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

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

Human Power Selection - Choose an option for your human character.

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, Icordian

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	+ 8

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

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longspear

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	3	2		2			

ABILITY: Melee Basic Attack - Longsword

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longspear

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+2	2				

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Longspear	1d10+2
8	vs AC	Longsword	1d8+2
5	vs AC	Unarmed (Melee)	1d4+2
4	vs AC	Unarmed (Range)	1d4+1

FEATS

Action Surge - +3 to attacks when you spend an action point

Combat Medic - Stabilize the dying as minor action, +2 to Heal checks

Skill Training (Bluff) - Gain training in Bluff

Improved Initiative - +4 to initiative checks

Human Perseverance - +1 to saving throws

SKILLS

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

POWER INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

AT-WILL POWERS

Wolf Pack Tactics	
Furious Smash	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Inspiring Word	<input type="checkbox"/> <input type="checkbox"/>
Hammer and Anvil	<input type="checkbox"/>
Warlord's Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Bastion of Defense	<input type="checkbox"/>
Villain's Nightmare	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Aid the Injured	<input type="checkbox"/>
Stand Tough	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Longsword
Chainmail (E)
Light Shield
Longspear (E)

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 59 / 140

MAGIC ITEM INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

MAGIC ITEMS

WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS	Bracers of Defense (heroic tier) (E)	<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Healer's Brooch +1	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Cevilia Tiberium

PLAYER NAME

RACE Human CLASS Warlord LEVEL 6

SCORE	ABILITY	MOD
HP	14 STR	+2
45	8 CON	-1
Spd	13 DEX	+1
5	15 INT	+2
Init	10 WIS	+0
+10	20 CHA	+5

AC	19
Fort	17
Ref	16
Will	20

18 Passive Insight 13 Passive Perception

Skills


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

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.



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

Second Wind

KEYWORDS

Standard * [down] [up] [air] Personal

ACTION [back] [star] RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 6 BOOK PH

PLAY DATA

Wolf Pack Tactics

KEYWORDS Martial, Weapon

Standard * [down] [up] [air] Melee weapon

ACTION [back] [star] RANGE

7 vs AC One creature

ATTACK DEFENSE TARGET

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.

Longspear: +7 attack, 1d10+2 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

ENCOUNTER SPECIAL

Furious Smash

KEYWORDS Martial, Weapon

Standard * [down] [up] [air] Melee weapon

ACTION [back] [star] RANGE

7 vs Fort One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. Fortitude
Hit: Deal damage equal to your Strength modifier (+2), and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier (+5) as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

Longspear: +7 attack, 2 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

UTILITY POWER

Inspiring Word

KEYWORDS Healing, Martial

Minor [down] [up] [air] Close burst 5 (10 at 11th level, 15)

ACTION 5 [back] [star] RANGE

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

CLASS Warlord LEVEL 6 BOOK PH

AT-WILL POWER

Hammer and Anvil

KEYWORDS Martial, Weapon

Standard * [down] [up] [air] Melee weapon

ACTION [back] [star] RANGE

7 vs Reflex One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. Reflex
Hit: 1[W] + Strength modifier (+2) damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier (+5) to the damage.

Longspear: +7 attack, 1d10+2 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

AT-WILL POWER

Warlord's Strike

KEYWORDS Martial, Weapon

Standard * [down] [up] [air] Melee weapon

ACTION [back] [star] RANGE

7 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+2) 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 (+5).

Longspear: +7 attack, 2d10+2 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 3 BOOK PH

Bastion of Defense

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↶ ↷	Melee weapon	
ACTION	↶ ↷	RANGE	
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+2) 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 (+5).

Longspear: +7 attack, 3d10+2 damage

ADDITIONAL EFFECTS

CLASS	Warlord	LEVEL	1	BOOK	PH
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DAILY POWER

Villain's Nightmare

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↶ ↷	Melee weapon	
ACTION	↶ ↷	RANGE	
7	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. Reflex
Hit: 3[W] + Strength modifier (+2) damage.
Effect: Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

Longspear: +7 attack, 3d10+2 damage

ADDITIONAL EFFECTS

CLASS	Warlord	LEVEL	5	BOOK	PH
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DAILY POWER

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

CLASS	Warlord	LEVEL	2	BOOK	PH
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UTILITY POWER

Stand Tough

KEYWORDS		Healing, Martial	USED
Minor	↓ ↶ ↷	Close burst 5	
ACTION	5 ↶ ↷	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Targets: You and each ally in burst
Effect: The targets regain hit points equal to 10 + your Charisma modifier (+5).

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS	Warlord	LEVEL	6	BOOK	PH
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UTILITY POWER

Bracers of Defense (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		7	1
ENHANCEMENT		LEVEL	TYPE
		7	Arms Slot Item

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Immediate Interrupt. You can use this power when you are hit by a melee attack. Reduce the damage dealt to you by the attack by 10.

ITEM SLOT	Arms	WEIGHT	0	PRICE	2600	BOOK	PH
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MAGIC ITEM

Healer's Brooch +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	1
ENHANCEMENT		LEVEL	TYPE
		4	Neck Slot Item

PROPERTIES

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Neck	WEIGHT	0	PRICE	840	BOOK	AV
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MAGIC ITEM