

Player Name

Dorian Bronzetongue

2

Warlord

1,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Dragonborn

Medium

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	Initiative	1	2

CONDITIONAL MODIFIERS

### DEFENSES

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

CONDITIONAL BONUSES

### MOVEMENT

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

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
19	STR Strength	4	5
14	CON Constitution	2	3
10	DEX Dexterity	0	1
11	INT Intelligence	0	1
10	WIS Wisdom	0	1
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
12	REF	11					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
11	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Perception	10	+

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Battleaxe

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

ABILITY: Ranged Basic Attack - Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	1	0		2		1	

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Battleaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	4		1		

ABILITY: Ranged Basic Attack - Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	0		1		

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Battleaxe	1d10+5
4	vs AC	Hand Crossbow	1d6+1
9	vs AC	Dagger (Melee)	1d4+5
5	vs AC	Dagger (Range)	1d4+1

### FEATS

**Enlarged Dragon Breath** - Dragon breath becomes blast 5

**Dragonborn Frenzy** - +2 damage when bloodied

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
1/2 HP	1/4 HP	SURGE VALUE
31	15	9
		9

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

**Dragon Breath** - Use dragon breath as an encounter

power.

**Dragon Breath Strength** - Use STR for Dragon Breath

**Dragon Breath Lightning** - Dragon Breath deals lightning

damage

**Dragonborn Fury** - +1 to attacks while bloodied.

**Draconic Heritage** - Add Con mod to healing surge value.

### 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, Draconic

### SKILLS

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



CHARACTER NAME  
**Dorian Bronzetongue**

PLAYER NAME

RACE Dragonborn CLASS Warlord LEVEL 2

SCORE	ABILITY	MOD
HP	19 STR	+4
31	14 CON	+2
Spd	10 DEX	+0
5	11 INT	+0
Init	10 WIS	+0
+3	14 CHA	+2

AC	18
Fort	16
Ref	12
Will	14

11 Passive Insight 11 Passive Perception


Skills

0	Acrobatics	DEX
1	Arcana	INT
4	Athletics	STR
3	Bluff	CHA
8	Diplomacy	CHA (Trained)
1	Dungeoneering	WIS
7	Endurance	CON (Trained)
1	Heal	WIS
8	History	INT (Trained)
1	Insight	WIS
10	Intimidate	CHA (Trained)
1	Nature	WIS
1	Perception	WIS
1	Religion	INT
0	Stealth	DEX
3	Streetwise	CHA
0	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 Standard, Personal

ACTION: Standard, Personal

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

CLASS Warlord LEVEL 1 BOOK PH

Wolf Pack Tactics

KEYWORDS Martial, Weapon

ACTION: Standard, Melee weapon

8 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 (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Battleaxe: +8 attack, 1d10+5 damage

ADDITIONAL EFFECTS  
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.  
+2 to damage rolls while you are bloodied - Dragonborn Frenzy.

CLASS Warlord LEVEL 1 BOOK PH

Commander's Strike

KEYWORDS Martial, Weapon

ACTION: Standard, Melee weapon

8 vs AC 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

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison

ACTION: Minor, Close blast 3 or 5

8 vs Reflex All creatures in area.

ATTACK DEFENSE TARGET

**Attack:** Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex  
**Hit:** 1d6 + Constitution modifier (+2) damage. Increase to +4 bonus and 2d6 + Constitution modifier (+2) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+2) damage at 21st level.  
**Special:** When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

Unarmed: +8 attack, 1d6+3 damage

ADDITIONAL EFFECTS  
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.  
+2 to damage rolls while you are bloodied - Dragonborn Frenzy.

CLASS Racial Power LEVEL \* BOOK PH

Inspiring Word

KEYWORDS Healing, Martial

ACTION: Minor, Close burst 5 (10 at 11th level, 15 at 16th)

5 vs AC 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: +2 attack

ADDITIONAL EFFECTS  
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Warlord LEVEL 1 BOOK PH

Hammer and Anvil

KEYWORDS Martial, Weapon

ACTION: Standard, Melee weapon

8 vs Reflex One creature

ATTACK DEFENSE TARGET

**Attack:** Strength vs. Reflex  
**Hit:** 1[W] + Strength modifier (+4) damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier (+2) to the damage.

Battleaxe: +8 attack, 1d10+5 damage






ADDITIONAL EFFECTS  
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.  
+2 to damage rolls while you are bloodied - Dragonborn Frenzy.





CLASS Warlord LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

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ENCOUNTER POWER DUNGEONS & DRAGONS

Lead the Attack			
KEYWORDS Martial, Weapon			USED
Standard	*  	Melee weapon	
<b>ACTION</b>	 	<b>RANGE</b>	
8	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Attack:</b> Strength vs. AC  <b>Hit:</b> 3[W] + Strength modifier (+4) 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 (+0).  <b>Miss:</b> 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.</p> <p>Battleaxe: +8 attack, 3d10+5 damage</p>			
<small>ADDITIONAL EFFECTS</small> +1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury. +2 to damage rolls while you are bloodied - Dragonborn Frenzy.			
CLASS Warlord	LEVEL 1	BOOK <i>PH</i>	
<b>DAILY POWER</b>			

Aid the Injured			
KEYWORDS Healing, Martial			USED
Standard	*  	Melee touch	
<b>ACTION</b>	 	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p><b>Target:</b> You or one adjacent ally  <b>Effect:</b> The target can spend a healing surge.</p> <p>Unarmed: +2 attack</p>			
<small>ADDITIONAL EFFECTS</small> +1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.			
CLASS Warlord	LEVEL 2	BOOK <i>PH</i>	
<b>UTILITY POWER</b>		