

Khâlin Grundokri

Good male Dwarf Marshal

44 Age 4'6" Height 195 lbs Weight Medium Size Clangeddin Silverbeard Deity

3750

Total XP 5500

Defenses

21 AC	16 FORT	14 REF	16 WILL
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Conditional Bonuses

+5 Saving Throws against poison

Hit Points

Max HP (Bloodied 20) 41	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
10	9

Current Conditions:

Combat Statistics and Senses

Initiative	5
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Conditional Modifiers:

Speed	5
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Special Movement:

Passive Insight	12
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Passive Perception	12
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Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	2	3

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.

Second Wind (one per encounter)

 Used

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

Death Saving Throw Failures

Saving Throw Mods	0
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+5 Saving Throws against poison

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Warhammer	7	1d10+5
	Strength vs. AC	Damage

Ranged

Dagger	6	1d4+1
	Dexterity vs. AC	Damage

Languages

Common, Dwarven



Abilities

Ability	Score	Check
STR Strength	17	5
CON Constitution	14	4
DEX Dexterity	12	3
INT Intelligence	10	2
WIS Wisdom	10	2
CHA Charisma	17	5

Skills

Skill	Ability	Score
Acrobatics	Dexterity	3
Arcana	Intelligence	2
Athletics	Strength	10 ✓
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	4
Endurance	Constitution	14 ✓
Heal	Wisdom	2
History	Intelligence	7 ✓
Insight	Wisdom	2
Intimidate	Charisma	10 ✓
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	2
Stealth	Dexterity	3
Streetwise	Charisma	5
Thievery	Dexterity	3

Mark Gill

Khâlin Grundokri

Player Name

Character Name



Character Details

Background

Occupation - Artisan
Occupation - Military

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Blackengorge

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Flame Bracers (heroic tier)

Hands

Rings

Rings

Off Hand

Light Shield

Main Hand

Warhammer

Waist

Armor

Dwarven Scale Armor +1

Feet

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Dagger
Tent
Climber's Kit

Total Weight (lbs.)

121

Carrying Capacity (lbs.)

Treasure

Normal

170

Heavy

340

Max

850

Mark Gill

Player Name

Khâlin Grundokri

Character Name



Racial Features

Dwarven Weapon Proficiency

Proficient with hammers.

Cast-Iron Stomach

+5 bonus to saving throws against poison.

Encumbered Speed

Armor or heavy load doesn't reduce your speed.
(Other effects still can.)

Dwarven Resilience

You have the dwarven resilience power

Stand Your Ground

Can move 1 less when forced to move.

Immediate saving throw to avoid being knocked prone.

Dungeoneering Bonus

@

Endurance Bonus

@

Class/Other 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.

Bravura Presence

Ally who sees you who spends action point to take action and attacks can use this; on hit, ally can make basic attack or take move; on miss, ally grants combat advantage until end of next turn

Inspiring Word

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

Feats

Armor Proficiency: Scale

Training with scale armor

Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

Prepared for Anything

Allies gain +2 AC until they act

Khàlin Grundokri

Level 4 Dwarf Marshal

	SCORE	ABILITY	MOD	
HP	17	STR	3	AC
41				21
Spd	14	CON	2	Fort
5				16
Init	12	DEX	1	Ref
+5				14
	10	INT	0	Will
				16
	10	WIS	0	
	17	CHA	3	

12 Passive Insight

12 Passive Perception

Player Name: Mark Gill

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	2
Athletics	Strength	• 10
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	4
Endurance	Constitution	• 14
Heal	Wisdom	2
History	Intelligence	• 7
Insight	Wisdom	2
Intimidate	Charisma	• 10
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	2
Stealth	Dexterity	3
Streetwise	Charisma	5
Thievery	Dexterity	3

• indicates a trained skill.

Action Point

Base action points: 1



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.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Warhammer: +7 vs. AC, 1d10+5 damage

Dagger: +8 vs. AC, 1d4+3 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+3) damage.

Level 21: 2[W] + Str modifier (+3) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger: +6 vs. AC, 1d4+1 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Brash Assault

At-Will ♦ Standard Action

Warhammer: +7 vs. AC, 1d10+5 damage

Dagger: +8 vs. AC, 1d4+3 damage

Melee weapon **Target:** One creature

Your bold lunge leaves you open to an enemy's counterattack, but that's just what you want.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+3) damage.

Effect: The target can make a melee basic attack against you as a free action and has combat advantage for the attack. If the target makes this attack, an ally of your choice within 5 squares of the target can make a basic attack against the target as a free action and has combat advantage for the attack.

Additional Effects

Warlord Attack 1

Furious Smash

At-Will ♦ Standard Action

Warhammer: +7 vs. Fortitude, 3 damage

Dagger: +8 vs. Fortitude, 3 damage

Melee weapon **Target:** One creature

You deliver a smashing blow to a foe that gets its attention more than harms it, encouraging an ally to hit the enemy where it hurts.

Keywords: Martial, Weapon

Attack: Strength vs. Fortitude

Hit: Str modifier (+3) damage. Choose an ally adjacent to you or to the target. The ally gains a power bonus to the next attack roll and damage roll that he or she makes against the target before the end of his or her next turn. The power bonus equals your Cha modifier (+3).

Additional Effects

Warlord Attack 1

Shielded Assault

Encounter ♦ Standard Action

Warhammer: +7 vs. AC, 2d10+5 damage

Dagger: +8 vs. AC, 2d4+3 damage

Melee weapon **Target:** One creature

You attack cautiously, protecting yourself and nearby allies with your shield.

Keywords: Martial, Weapon

Requirement: You must be using a shield.

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+3) damage.

Effect: Until the end of your next turn, you gain a +2 power bonus to AC, and your allies gain a +2 power bonus to AC while adjacent to you.

Additional Effects

Warlord Attack 1

Used

Warlord's Strike

Encounter ♦ Standard Action

Warhammer: +7 vs. AC, 2d10+5 damage

Dagger: +8 vs. AC, 2d4+3 damage

Melee weapon **Target:** One creature

One convincing strike is all you need to expose the enemy's weakness and spur your allies into finishing it off.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+3) damage. Until the end of your next turn, each of your allies gains a +2 bonus to damage rolls against the target.

Inspiring Presence: The bonus equals 1 + your Cha modifier (+3).

Additional Effects

Warlord Attack 3

Used

Fearless Rescue

Daily ♦ Immediate Reaction

Warhammer: +8 vs. AC, 2d10+5 damage
Dagger: +9 vs. AC, 2d4+3 damage

Melee weapon **Target:** The triggering enemy

One of your allies falls, and without regard for your own well-being, you rush to make the attacker pay. Your bravery inspires your ally to fight on.

Keywords: Healing, Martial, Weapon

Trigger: An enemy within 5 squares of you reduces an ally to 0 hit points or fewer

Effect: Before the attack, you can move to the nearest square from which you can attack the target.

Attack: Strength + 1 vs. AC

Hit: 2[W] + Str modifier (+3) damage.

Effect: The ally can spend a healing surge and regains an additional 1d6 hit points for every opportunity attack you provoke while moving to the target.

Additional Effects

Warlord Attack 1 Used

Inspiring Word

Encounter (Special) ♦ Minor Action

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.

Keywords: Healing, Martial

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

Warlord Feature Used

Dwarven Resilience

Encounter ♦ Minor Action

Personal

Effect: You use your second wind.

Additional Effects

Dwarf Racial Power Used

Heroic Effort (Warlord)

Daily ♦ Minor Action

Close burst 10 **Target:** Each ally in the burst

On the brink of exhaustion, you still manage to rally your allies.

Keyword: Martial

Requirement: You must be bloodied.

Effect: The target can add your Cha modifier (+3) to damage rolls until you are no longer bloodied. Also, you gain temporary hit points equal to your level + your Cha modifier (+3).

Additional Effects

Warlord Utility 2 Used

Dwarven Scale Armor +1

Armor ♦ Level 2

Armor Bonus: 7
Speed: -1
Enhancement: +1 AC
Property: You gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

Power (Daily * Healing): Free Action. You regain hit points as if you had spent a healing surge.

Flame Bracers (heroic tier)

Arms Slot Item ♦ Level 3

Property: When you score a critical hit, the target takes 1d6 extra fire damage.

Power (Daily): Minor Action. The next time you hit with an attack, the target takes 1d6 extra fire damage.