

Player Name **Mark Gill**

Character Name Khālin Grundokri		Level 3	Class Warlord		Paragon Path		Epic Destiny	Total XP 2,250
Race Dwarf	Size Medium	Age 44	Gender Male	Height 4'6"	Weight 195 lbs	Alignment Good	Moradin	Blackengorge
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
20	AC	11	7			1	2	-1

CONDITIONAL BONUSSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	4
14	CON Constitution	2	3
12	DEX Dexterity	1	2
10	INT Intelligence	0	1
10	WIS Wisdom	0	1
16	CHA Charisma	3	4

DEFENSES (Detailed)

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	11	3	1				
13	REF	11	1				2	-1
15	WILL	11	3	1				

CONDITIONAL BONUSSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+ 1
11	Passive Perception	10	+ 1

SPECIAL SENSES
Low-light Vision

HIT POINTS

MAX HP 36	BLOODED 18	HEALING SURGES SURGE VALUE 9	SURGES/DAY 9
CURRENT HIT POINTS	CURRENT SURGE USES	SECOND WIND 1/ENCOUNTER USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
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

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Warhammer

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	3		2			

ABILITY: Melee Basic Attack - Dagger

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Warhammer

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	3	2			

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

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

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Warhammer	1d10+5
7	vs AC	Dagger (Melee)	1d4+3
5	vs AC	Dagger (Range)	1d4+1
4	vs AC	Unarmed (Melee)	1d4+3

SKILLS

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

LANGUAGES KNOWN

Common, Dwarven

POWER INDEX

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

AT-WILL POWERS

Brash Assault	<input type="checkbox"/>
Furious Smash	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Dwarven Resilience	<input type="checkbox"/>
Inspiring Word	<input type="checkbox"/> <input type="checkbox"/>
Shielded Assault	<input type="checkbox"/>
Warlord's Strike	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Fearless Rescue	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Heroic Effort (Warlord)	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Light Shield (E)
Dagger
Warhammer (E)
Tent
Climber's Kit

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 Dwarven Scale Armor +1 (E)	<input type="checkbox"/>
ARMS Flame Bracers (heroic tier) (E)	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<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"/>

COINS AND OTHER WEALTH

Money on hand: 7 gp
Stored money: 0 gp
Encumbrance: 121 / 160

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Occupation - Artisan
You had a skilled occupation dedicated to a particular craft, such as baking, blacksmithing, carpentry, or cobbling. What did you make? Did you enjoy your work, or was it only a means of supporting yourself? What was your finest creation, and what happened to that item?

Occupation - Military
You served in a military organization, such as an army or a city guard. Were you conscripted, or did you volunteer?

CHARACTER NAME
Khālin Grundokri

PLAYER NAME
Mark Gill

RACE Dwarf CLASS Warlord LEVEL 3

SCORE	ABILITY	MOD
HP	STR	+3
36	16	
Spd	CON	+2
5	14	
Init	DEX	+1
+4	12	
	INT	+0
	10	
	WIS	+0
	10	
	CHA	+3
	16	

AC 20
Fort 15
Ref 13
Will 15

11 Passive Insight 11 Passive Perception


Skills

2	Acrobatics	DEX
1	Arcana	INT
9	Athletics	STR (Trained)
4	Bluff	CHA
4	Diplomacy	CHA
3	Dungeoneering	WIS
11	Endurance	CON (Trained)
1	Heal	WIS
6	History	INT (Trained)
1	Insight	WIS
9	Intimidate	CHA (Trained)
1	Nature	WIS
1	Perception	WIS
1	Religion	INT
2	Stealth	DEX
4	Streetwise	CHA
2	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

Second Wind

KEYWORDS: Minor, Personal, ACTION, RANGE

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 3 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS: Weapon, ACTION, RANGE

ATTACK	DEFENSE	TARGET
6	vs AC	One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Level 21: 2[W] + Strength modifier (+3) damage.

Warhammer: +6 attack, 1d10+5 damage
Dagger: +7 attack, 1d4+3 damage
Unarmed: +4 attack, 1d4+3 damage

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

CLASS Warlord LEVEL 3 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS: Weapon, ACTION, RANGE

ATTACK	DEFENSE	TARGET
5	vs AC	One creature

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+1) damage.
Level 21: 2[W] + Dexterity modifier (+1) damage.

Dagger: +5 attack, 1d4+1 damage
Unarmed: +2 attack, 1d4+1 damage

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

CLASS Warlord LEVEL 3 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Brash Assault

KEYWORDS: Martial, Weapon, ACTION, RANGE

ATTACK	DEFENSE	TARGET
6	vs AC	One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.
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.

Warhammer: +6 attack, 1d10+5 damage
Dagger: +7 attack, 1d4+3 damage
Unarmed: +4 attack, 1d4+3 damage

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

CLASS Warlord LEVEL 1 BOOK MP

AT-WILL POWER DUNGEONS & DRAGONS

Furious Smash

KEYWORDS: Martial, Weapon, ACTION, RANGE

ATTACK	DEFENSE	TARGET
6	vs Fort	One creature

Attack: Strength vs. Fortitude
Hit: Deal damage equal to your Strength modifier (+3), and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier (+3) 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.

Warhammer: +6 attack, 3 damage
Dagger: +7 attack, 3 damage
Unarmed: +4 attack, 3 damage

FLAVOR TEXT
You slam your shield into your enemy, bash him with your weapon's haft, or drive your shoulder into his gut. Your attack doesn't do much damage—but your anger inspires your ally to match your ferocity.

CLASS Warlord LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS: Healing, Martial, ACTION, RANGE

ATTACK	DEFENSE	TARGET
5	vs	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

FLAVOR TEXT
You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.

CLASS Warlord LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Shielded Assault

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

Requirement: You must be using a shield.
Attack: Strength vs. AC
Hit: 2[W] + Strength 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.

Warhammer: +6 attack, 2d10+5 damage
Dagger: +7 attack, 2d4+3 damage
Unarmed: +4 attack, 2d4+3 damage

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

CLASS	Warlord	LEVEL	1	BOOK	MP2
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Dwarven Resilience

KEYWORDS			USED
Minor	↓ ↻	Personal	
ACTION	↶ ↷	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	

Effect: You use your second wind.

FLAVOR TEXT

CLASS	Racial Power	LEVEL	*	BOOK	
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Warlord's Strike

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

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

Warhammer: +6 attack, 2d10+5 damage
Dagger: +7 attack, 2d4+3 damage
Unarmed: +4 attack, 2d4+3 damage

FLAVOR TEXT
One convincing cut is all you need to reveal the enemy's weakness and spur your allies into finishing him off.

CLASS	Warlord	LEVEL	3	BOOK	PH
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ENCOUNTER POWER

ENCOUNTER POWER

ENCOUNTER POWER

Fearless Rescue

KEYWORDS		Healing, Martial, Weapon	USED
Imm React	* ↓ ↻	Melee weapon	
ACTION	↶ ↷	RANGE	
7	vs	AC	The triggering enemy
ATTACK	DEFENSE	TARGET	

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] + Strength 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.

Warhammer: +7 attack, 2d10+5 damage
Dagger: +8 attack, 2d4+3 damage
Unarmed: +5 attack, 2d4+3 damage

FLAVOR TEXT
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.

CLASS	Warlord	LEVEL	1	BOOK	MP
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Heroic Effort (Warlord)

KEYWORDS		Martial	USED
Minor	↓ ↻	Close burst 10	
ACTION	10 ↶ ↷	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Requirement: You must be bloodied.
Target: Each ally in burst
Effect: The target can add your Charisma modifier (+3) to damage rolls until you are no longer bloodied. Also, you gain temporary hit points equal to your level + your Charisma modifier (+3).

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

CLASS	Warlord	LEVEL	2	BOOK	MP
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Dagger

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES
Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.)
Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.)

Melee Basic Attack: +7 attack, 1d4+3 damage
Ranged Basic Attack: +5 attack, 1d4+1 damage

ITEM SLOT Off-hand WEIGHT 1 PRICE 1 BOOK PH

Warhammer

1d10	2	Hammer	
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: +6 attack, 1d10+5 damage

ITEM SLOT One-hand WEIGHT 5 PRICE 15 BOOK PH

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.

ITEM SLOT WEIGHT 33 PRICE 15 BOOK PH

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.

ITEM SLOT Off-hand WEIGHT 6 PRICE 5 BOOK PH

WEAPON

ITEM

ITEM

Tent			
AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 20	PRICE 10	BOOK <i>PH</i>

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 <i>PH</i>

Flame Bracers (heroic tier)			
AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		3	Arms Slot Item
		LEVEL	TYPE
PROPERTIES			
When you score a critical hit with a melee attack, deal an extra 1d6 fire damage.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
POWER			
Power (Daily): Minor Action. Your next successful weapon attack before the end of your next round deals an extra 1d6 fire damage.			
ITEM SLOT	Arms	WEIGHT 0	PRICE 680
			BOOK <i>AI</i>

Dwarven Scale Armor +1			
AC BONUS	CHECK	SPEED	QUANTITY
7	-	-1	1
+1 AC		2	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Gain a +1 item bonus to Endurance checks.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
POWER			
Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.			
ITEM SLOT	Body	WEIGHT 45	PRICE 520
			BOOK <i>PH</i>

DUNGEONS & DRAGONS			
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MAGIC ITEM			
DUNGEONS & DRAGONS			