

### Character Sheet

Player Name/RPGA

Mark Gill

### Khâlin Grundokri

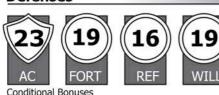
Good male Dwarf Warlord (Marshal)

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

Clangeddin Silverbeard Deitv 13000

Total XP 16500

#### **Defenses**



#### **Hit Points**

Max HP (Bloodied 30 ) 61	lemp ne
Current Hit Points	

#### **Healing Surges**

Surge Value

Initiative
Conditional Modifiers:

Speed

Surges/Day 9

**Combat Statistics and Senses** 

Current Conditions:

## Action Points

Action Points	Milestones	Action Points
THE STATE OF THE S	0	1
	1	2
	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** 

+5 Saving Throws against poison

#### Resistances/Vulnerabilities

#### **Current Conditions and Effects**

### **Basic Attacks**

#### Melee

Vanguard Craghammer +2

12

Strength vs. AC

8

Dexterity vs. AC

1d10+8

Damage

1d4+1

Damage

0

Ranged

### Dagger

5

7

14

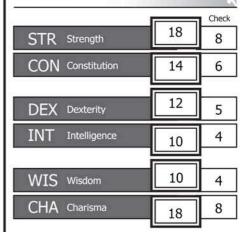
Languages
Common, Dwarven

## Passive Insight

Passive Perception 14

Special Senses: Low-light

## Abilities



#### Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	4
Athletics	Strength 🔷	13
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	6
Endurance	Constitution 💊	16
Heal	Wisdom	4
History	Intelligence 🔷	9
Insight	Wisdom	4
Intimidate	Charisma 💊	13
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	4
Stealth	Dexterity	5
Streetwise	Charisma	8
Thievery	Devterity	5



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# Khâlin Grundokri Character Name

Player Name



Character Details	Equipment
Background Occupation - Artisan	Head
Occupation - Artisan Occupation - Military	I ACCK
Theme	Arms
	Flame Bracers (heroic tier) Hands
Mannerisms and Appearance	
	Rings
	Off Hand
	Light Shield
Personality Traits	Main Hand Waist
	Vanguard Craghammer +2
	Armor
	Dwarven Scale Armor +1
Adventuring Company	Tattoo
Blackengorge	Feet
	Ki Focus
	Other Equipment
Companions and Allies	Adventurer's Kit
	Dagger Warhammer
	Tent Climber's Kit
	Flamedrinker Shield (heroic tier)
Session and Campaign Notes	
Other Notes	
	Total Weight (lbs.)  Carrying Capaci (lbs.)
I I	Treasure Normal 180
	O gp
	o gp o gp banked
	o gp o gp banked Heavy 360

Mark Gill

Player Name

### Khâlin Grundokri

Character Name



### **Racial Features**

#### Cast-Iron Stomach

+5 bonus to saving throws against poison.

#### **Dwarven Resilience**

You have the dwarven resilience power

#### **Dwarven Weapon Proficiency**

Proficient with hammers.

#### **Encumbered Speed**

Armor or heavy load doesn't reduce your speed. Can move 1 less when forced to move. (Other effects still can.)

#### Stand Your Ground

Immediate saving throw to avoid being knocked

#### Class/Other Features

#### **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

#### 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 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

#### Last Legion Officer

Your power enables an ally to spend a healing surge: the ally may also shift 1 sq (free action) or gain +2 to AC and Reflex until their next turn starts

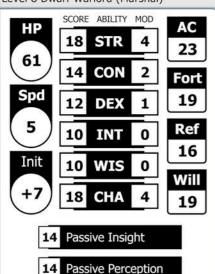
#### Shield the Fallen

Grant bloodied, unconscious, or helpless ally +2 to saving throws and all defenses



#### Khâlin Grundokri

Level 8 Dwarf Warlord (Marshal)



#### Skills

Acrobatics	Dexterity		5
Arcana	Intelligence		4
Athletics	Strength	•	13
Bluff	Charisma		8
Diplomacy	Charisma		8
Dungeoneering	Wisdom		6
Endurance	Constitution	•	16
Heal	Wisdom		4
History	Intelligence	•	9
Insight	Wisdom		4
Intimidate	Charisma	•	13
Nature	Wisdom		4
Perception	Wisdom		4
Religion	Intelligence		4
Stealth	Dexterity		5
Streetwise	Charisma		8
Thievery	Dexterity		5

#### **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

Player Name: Mark Gill

## Melee Basic Attack

At-Will • Standard Action

Vanguard Craghammer +2: +12 vs. AC, 1d10+8

**Dagger**: +11 vs. AC, 1d4+4 damage **Melee** weapon **Target**: On

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 (+4) damage.

**Level 21:** 2[W] + Str modifier (+4)

damage.

Additional Effects

+1d8 damage on any successful charge.

## Ranged Basic Attack At-Will • Standard Action

· indicates a trained skill.

Dagger: +8 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

+1d8 damage on any successful charge.

#### **Direct the Strike**

At-Will • Standard Action

Ranged 5 Target: One ally

You direct an ally to attack as an enemy lowers its quard.

Keyword: Martial

**Effect:** The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of

you.

Additional Effects

Basic Attack

#### Opening Shove

At-Will • Standard Action

Vanguard Craghammer +2: +12 vs. Reflex

Dagger: +11 vs. Reflex

You knock your foe off-balance while shouting a quick command to an ally.

**Keywords:** Martial, Weapon **Attack:** Strength vs. Reflex

**Hit:** You push the target 1 square. Then choose one ally you can see. That ally either shifts a number of squares equal to your Int modifier (+0) or makes a melee basic attack against the target.

Additional Effects

#### Shielded Assault

Encounter • Standard Action

Vanguard Craghammer +2: +12 vs. AC, 2d10+8 damage

Dagger: +11 vs. AC, 2d4+4 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 (+4) 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's Strike

Warlord Attack 1

Encounter • Standard Action

Vanguard Craghammer +2: +12 vs. AC, 2d10+8

damage

Dagger: +11 vs. AC, 2d4+4 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 (+4) 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 (+4).

Additional Effects

Used ☐ Warlord Attack 3

Used □

Warlord Attack 1

Warlord Attack 1

#### **Provoke Overextension**

Encounter • Standard Action

Vanguard Craghammer +2: +12 vs. AC, 2d10+8

damage

Dagger: +11 vs. AC, 2d4+4 damage

Melee weapon Target: One creature

You goad the enemy into pressing too far, setting up

Keywords: Martial, Weapon Attack: Strength vs. AC

your ally's counterstrike

Hit: 2[W] + Str modifier (+4) damage, and the target must make a basic attack against you as a free action. If the basic attack misses, an ally of yours can make a basic attack against the target as a free action.

Bravura Presence: You gain a bonus to your AC against the target's basic attack equal to your Cha modifier (+4) and your ally gains the same bonus to his or her basic attack's damage roll.

Additional Effects

#### Fearless Rescue

Vanguard Craghammer +2: +13 vs. AC, 2d10+8

Dagger: +12 vs. AC, 2d4+4 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 (+4) 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

#### Stand the Fallen

Vanguard Craghammer +2: +12 vs. AC, 3d10+8

Dagger: +11 vs. AC, 3d4+4 damage

Melee weapon Target: One creature

You make a powerful strike against your enemy and call to your comrades, lifting their spirits and restoring their battle lust.

Keywords: Healing, Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+4) damage.

Effect: Each ally within 10 squares of you can spend a healing surge and regains additional hit points equal to your Cha modifier (+4).

Additional Effects

Warlord Attack 7

Used | Warlord Attack 1

Used | Warlord Attack 5

Used [

#### **Inspiring Word**

Encounter (Special) ◆ Minor Action

#### Unarmed:

level)

Close burst 5 (10 at 11th level, 15 at 21st

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. Level 6: 2d6 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

**Dwarven Resilience** 

Encounter • Minor Action Personal

Effect: You use your second wind.

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 (+4) to damage rolls until you are no longer bloodied. Also, you gain temporary hit points equal to your level + your Cha modifier (+4).

Additional Effects

Warlord Feature

Used | Dwarf Racial Power

Additional Effects

Used ☐ Warlord Utility 2

Used

## Stand Tough

Unarmed:

Close burst 5

Targets: You and each ally in the burst

You fortify your allies with a few words of encouragement.

Keywords: Healing, Martial

Effect: Each target regains hit points equal to 10 + your Cha modifier (+4).

Flamedrinker Shield (heroic..

#### **Properties**

Gain resist 5 fire.

Power ◆ Daily (Immediate Interrupt)

Use this power when an ally adjacent to you would take fire damage. Grant that ally resist 10 fire until the end of your next turn.

Vanguard Craghammer +2

Damage: 1d10

**Proficiency Bonus: 2** Properties: Versatile, Brutal Enhancement: +2 attack rolls and

damage rolls

Critical: +1d8 damage per plus

#### **Properties**

Deal +1d8 damage on any successful

#### Power + Daily (Minor Action)

Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

Additional Effects

Warlord Utility 6

Used □

## Flame Bracers (heroic tier)

#### **Properties**

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.

## Dwarven Scale Armor +1

Armor Bonus: 7 Speed: -1

Enhancement: +1 AC

#### Properties

You gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

#### Power (Healing) ◆ Daily (Free Action)

You regain hit points as if you had spent a healing surge.