

Buddie Bahkupp
Character Name
Deva
Race
Medium
Size
9001
Age
Male
Gender
4
Level
Warlord|Shaman
Class
Paragon Path
Chaotic Evil
Alignment
Torog
Deity
Epic Destiny
Total XP
3,750

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	

CONDITIONAL MODIFIERS

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	1
13	CON Constitution	1	3
10	DEX Dexterity	0	2
19	INT Intelligence	4	6
19	WIS Wisdom	4	6
11	CHA Charisma	0	2

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
40	20	10	8
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES Resist 7 Necrotic, Resist 7 Radiant			
CURRENT CONDITIONS AND EFFECTS			

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

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	
23	AC	12	8			1	2		

CONDITIONAL BONUSES
+1 AC against attacks made by bloodied creatures

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	12	1	2			

CONDITIONAL BONUSES
+1 Fortitude Defense against attacks made by bloodied creatures

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12	4			2	-2

CONDITIONAL BONUSES
+1 Reflex Defense against attacks made by bloodied creatures

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	12	4				

CONDITIONAL BONUSES
+1 Will Defense against attacks made by bloodied creatures

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	
1	2	
2	3	

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Astral Majesty	+1 to defenses against bloodied creatures
Astral Resistance	You have resist necrotic and resist radiant 5 + 1/2 level
Immortal Origin	You have the immortal origin
Memory of a Thousand Lifetimes	You have the memory of a thousand lifetimes power

CLASS / PATH / DESTINY FEATURES	
Level 1 Disgraced Noble Feature	Gain the dirty deed power
Inspiring Word (Hybrid)	Use Inspiring Word once per encounter
Warlord Leadership	
Battlefront Leader (Hybrid)	Gain heavy shield proficiency
Hybrid Warlord Fortitude	
Companion Spirit (Hybrid)	Gain the call spirit companion
Watcher Spirit (Hybrid)	Count as having Watcher Spirit
Healing Spirit (Hybrid)	Gain the healing spirit power
Speak with Spirits	Gain the speak with spirits power
Hybrid Shaman Fortitude	
Commanding Presence (Hybrid)	Choose a Presence benefit
Insightful Presence (Hybrid)	Ally with line of sight to ally

LANGUAGES KNOWN	
Common, Giant, Goblin	

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

SPECIAL MOVEMENT

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
18	Passive Insight	10	+	8
21	Passive Perception	10	+	11

SPECIAL SENSES

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Whip									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+1	-1	2	-1						-2
ABILITY: Melee Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+1	-1	2	-1						-2

DAMAGE WORKSPACE						
ABILITY: Melee Basic Attack - Whip						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d4-1	-1					
ABILITY: Melee Basic Attack - Unarmed						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d4-1	-1					

BASIC ATTACKS				
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE	
-1	vs AC	Whip	1d4-1	
-1	vs AC	Unarmed (Melee)	1d4-1	
0	vs AC	Unarmed (Range)	1d4	
	vs			

FEATS	
Hybrid Talent	Gain a hybrid talent option for one of your hybrid class entries
Shared Memories	Use memory of a thousand lifetimes to give +1d6 on adjacent ally's attack roll, saving throw, or skill check
Jack of All Trades	+2 to untrained skill checks

CHARACTER NAME
Buddie Bahkupp

PLAYER NAME

RACE Deva CLASS Hybrid LEVEL 4

	SCORE	ABILITY	MOD
HP 40	8	STR	-1
Spd 5	13	CON	+1
Init +2	10	DEX	+0
	19	INT	+4
	19	WIS	+4
	11	CHA	+0

AC 23
Fort 15
Ref 16
Will 16

18 Passive Insight **21** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard Personal

ACTION **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Opportunity Attack

KEYWORDS

Opportunity Melee 1

ACTION **RANGE**

vs The triggering enemy

ATTACK **DEFENSE** **TARGET**

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.
Effect: You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Skills

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

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

Bull Rush Attack

KEYWORDS

Standard Melee 1

ACTION **RANGE**

-1 **vs** **Fort** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. Fortitude
Hit: You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: -1 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Call Spirit Companion

KEYWORDS Conjuraction, Primal

Minor Close burst 20

ACTION **20** **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Requirement: Your spirit companion must not be present.
Effect: You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.
The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

ADDITIONAL EFFECTS

CLASS Shaman LEVEL BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Action Point

ADDITIONAL EFFECTS

Insightful Presence (Hybrid): When an ally you can see spends an action point to take an extra action, that ally gains a bonus to all defenses equal to half your Wisdom modifier or half your Charisma modifier until the end of your next turn.

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.

ACTION POINT

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Grab Attack

KEYWORDS

Standard Melee touch

ACTION **RANGE**

-1 **vs** **Reflex** One creature that is no more than

ATTACK **DEFENSE** **TARGET**

Requirement: You must have a hand free.
Attack: Strength vs. Reflex
Hit: You grab the target until the end of your next turn. You can end the grab as a free action.
Sustain Minor: The grab persists until the end of your next turn.

Unarmed: -1 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Direct the Strike

KEYWORDS Martial

Standard 5 Ranged 5

ACTION **RANGE**

vs One ally





ATTACK **DEFENSE** **TARGET**





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





CLASS Warlord LEVEL 1 BOOK MP2





AT-WILL POWER **DUNGEONS & DRAGONS**





Spirit Infusion				
KEYWORDS Primal, Spirit				USED
Standard	*			Melee spirit 1
ACTION				RANGE
	vs			One ally
ATTACK		DEFENSE		TARGET
Effect: Your spirit companion disappears, and the target can make a basic attack with a +2 power bonus to the attack roll and a power bonus to the damage roll equal to your Intelligence modifier (+4).				
ADDITIONAL EFFECTS				
CLASS Shaman		LEVEL 1	BOOK <i>DSCS</i>	
AT-WILL POWER		DUNGEONS & DRAGONS		





Speak with Spirits			
KEYWORDS Primal			USED
Minor			Personal
ACTION			RANGE
	vs		
ATTACK	DEFENSE	TARGET	
Effect: During this turn, you gain a bonus to your next skill check equal to your Wisdom modifier (+4).			
ADDITIONAL EFFECTS			
CLASS Shaman		LEVEL	BOOK <i>PH2</i>
ENCOUNTER POWER		DUNGEONS & DRAGONS	





Sly Fox Spirit			
KEYWORDS Primal, Spirit			USED
Standard	*  	Melee spirit 1	
ACTION	 	RANGE	
	vs	One ally	
ATTACK	DEFENSE	TARGET	
Effect: The target can make a basic attack as a free action. If that attack hits, a second ally adjacent to your spirit companion can make a basic attack as a free action.			
ADDITIONAL EFFECTS			
CLASS Shaman		LEVEL 3	BOOK <i>PP</i>
ENCOUNTER POWER		DUNGEONS & DRAGONS	





Inspiring Word			
KEYWORDS Healing, Martial			USED
Minor			Close burst 5 (10 at 11th level, 15 at 16th)
ACTION	5 		RANGE
	vs		You or one ally in burst
ATTACK	DEFENSE		TARGET
Effect: The target can spend a healing surge and regain 1d6 additional hit points. Level 6: 2d6 additional hit points. Level 11: 3d6 additional hit points. Level 16: 4d6 additional hit points. Level 21: 5d6 additional hit points. Level 26: 6d6 additional hit points.			
Unarmed: +0 attack			
ADDITIONAL EFFECTS			
CLASS Warlord	LEVEL	BOOK PH	
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Dirty Deed			
KEYWORDS Martial			USED
Standard	*  	Melee 1	
ACTION	 	RANGE	
7	vs Reflex	One creature granting combat advantage	
ATTACK	DEFENSE	TARGET	
Attack: Primary ability +3 vs. Reflex Increase to +5 bonus at 11th level, and to +7 bonus at 21st level.			
Hit: The target falls prone.			
Effect: One ally of yours adjacent to the target can make a melee basic attack against the target as a free action.			
Unarmed: +7 attack			
ADDITIONAL EFFECTS			
CLASS Disgraced Noble	LEVEL	BOOK	TBOVD
ENCOUNTER POWER			
DUNGEONS & DRAGONS			

Battlefront Shift			
KEYWORDS Martial			USED
No Action	 	Close burst 3	
ACTION	3  	RANGE	
	vs	You or one ally in burst	
ATTACK	DEFENSE	TARGET	
Trigger: You roll initiative			
Effect: The target shifts half his or her speed.			
ADDITIONAL EFFECTS			
CLASS Warlord	LEVEL	BOOK	MP2
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Healing Spirit			
KEYWORDS Healing, Primal			USED
Minor			Close burst 5
ACTION	5 		RANGE
	vs		You or one ally in burst
ATTACK	DEFENSE	TARGET	
Effect: The target can spend a healing surge. If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points.			
Level 6: 2d6 hit points.			
Level 11: 3d6 hit points.			
Level 16: 4d6 hit points.			
Level 21: 5d6 hit points.			
Level 26: 6d6 hit points.			
Unarmed: +0 attack			
ADDITIONAL EFFECTS			
CLASS Shaman	LEVEL	BOOK	PH2
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Powerful Warning			
KEYWORDS Martial			USED
Imm Interr		 	Close burst 5
ACTION		5  	RANGE
	vs		The triggering ally in burst
ATTACK		DEFENSE	TARGET
<p>Trigger: An ally within 5 squares of you is hit by an enemy</p> <p>Effect: The target gains a +2 power bonus to all defenses against the attack. The target can make a melee basic attack against the enemy as a free action.</p> <p>Insightful Presence: The bonus to your ally's defenses equals 1 + your Wisdom modifier (+4) or Charisma modifier (+0).</p>			
ADDITIONAL EFFECTS			
CLASS Warlord		LEVEL 1	BOOK MP2
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Destructive Surprise				
KEYWORDS Martial, Weapon				USED
Standard			Close burst 10	
ACTION	10			RANGE
	vs	One ally in burst		
ATTACK	DEFENSE		TARGET	
Effect: The target can use the power Destructive Surprise Attack.				
ADDITIONAL EFFECTS				
CLASS Warlord		LEVEL 1	BOOK <i>Dragon 384</i>	
DAILY POWER		DUNGEONS & DRAGONS		



Destructive Surprise Attack

KEYWORDS

Martial, Weapon



USED

Free

*  * 

Melee or Ranged weapon

ACTION

RANGE

0

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Requirement: The power Destructive Surprise must be active in order to use this power.

Effect: The ally shifts 2 squares.

Attack: Strength or Dexterity vs. Reflex

Hit: 3[W] + Strength modifier (-1) or Dexterity modifier (+0).

Miss: Half damage.

Whip: +0 attack

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

BOOK

Dragon 384

DAILY POWER



DUNGEONS & DRAGONS

Second Wind

KEYWORDS



USED

Standard

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

UTILITY POWER



DUNGEONS & DRAGONS

Memory of a Thousand Lifetimes

KEYWORDS



USED

No Action

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result

Effect: You add 1d6 to the triggering roll.

ADDITIONAL EFFECTS

CLASS

Deva

LEVEL

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS



Knight's Move

KEYWORDS

Martial



USED

Move

 10 

Ranged 10

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: One ally

Effect: The target takes can a move action as a free action.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Tactician's Plate Armor +1

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		5	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

When a power or class feature calls on your Intelligence modifier to determine a value other than your attack bonus, add 1 to that value. This does not change your Intelligence modifier for any other purpose.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common

ITEM SLOT	Body	WEIGHT	50	PRICE	1000	BOOK	PH
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MAGIC ITEM

DUNGEONS & DRAGONS

Restful Bedroll

			1
AC BONUS	CHECK	SPEED	QUANTITY
		1	Wondrous Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Whenever you complete an extended rest in the restful bedroll, you gain 1d8 temporary hit points.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common

ITEM SLOT		WEIGHT	0	PRICE	360	BOOK	MME
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MAGIC ITEM

DUNGEONS & DRAGONS

Boots of the Fencing Master (heroic tie

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

PROPERTIES

When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Rarity: Uncommon

Power (Encounter): Minor Action. Shift 2 squares.

ITEM SLOT	Feet	WEIGHT	0	PRICE	2600	BOOK	AV
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MAGIC ITEM

DUNGEONS & DRAGONS