

DRAGONBORN WARLORD

Name: _____ Gender: _____

As a dragonborn, you have dedicated your life to honor and the pursuit of excellence. You are driven, noble, and a born champion. As a warlord, you stand on the front line, issuing commands and bolstering your allies while leading the battle with weapon in hand. As a pact initiate, you dabble in the warlock arts and have made a pact with a greater power to increase your own.

Hit Points 25

Bloodied 12 Healing Surge 7 Surges Per Day 8

Initiative +2 Action Points _____

Defenses

AC	Fortitude	Reflex	Will
17	15	12	14

Attacks

Melee Basic Attack: +7 (longsword) **Damage** 1d8+4

Ranged Basic Attack: +6 (javelin) **Damage** 1d6+4

Racial Traits

Height: 6'4" **Weight:** 260 lbs. **Size:** Medium

Speed: 5 squares **Vision:** Normal

Languages: Common, Draconic

Alignment: Good

Skill Bonus: +2 History, +2 Intimidate (already included)

Dragonborn Fury: When you're bloodied, you gain a +1 racial bonus on attack rolls.

Dragonborn Heritage: Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier (already included).

Dragon Breath: You can use *dragon breath* as an encounter power.

At-Will Powers

Commander's Strike Warlord Attack 1

With a shout, you command an ally to attack.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: An ally of your choice makes a melee basic attack against the target

Hit: Ally's basic attack damage + 1.

Wolf Pack Tactics Warlord Attack 1

Step by step, you and your friends surround the enemy.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.

Attack: +7 vs. AC

Hit: 1d8 + 4 damage.



Encounter Powers

Hammer and Anvil Warlord Attack 1

You rain blows upon your foe, creating an opportunity for your ally to attack when the enemy least suspects it.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 2d8 + 4 damage. An ally adjacent to the target may make a melee basic attack against it.

Eye Bite Warlock (Fey) Attack 1

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

Encounter ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +3 vs. Will

Hit: 1d6 + 3 psychic damage, and you are invisible to the target until the start of your next turn.

Daily Power

Bastion of Defense Warlord Attack 1

Honorable warriors never fall!

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 3d8 + 4 damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter

Effect: Allies within 5 squares of you gain 8 temporary hit points.

Class Features

Combat Leader: You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative (already included here).

Inspiring Presence: When an ally who can see you spends an action point to take an extra action, that ally also regains 3 lost hit points (one-half your level + your Charisma modifier).

Inspiring Word: Twice per encounter you can use the *inspiring word* power.

Inspiring Word

Warlord Feature

With nothing more than a shout of encouragement, you can grant your comrade additional resilience.

Encounter (Special) ♦ Martial, Healing

Special: You can use this power twice per encounter, but only once per round.

Minor Action **Close burst 5**

Target: You or one ally

Effect: The target can spend a healing surge and regain additional hit points equal to 1d6 + 3.

Dragon Breath

Dragonborn Racial Power

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Encounter ♦ Lightning

Minor Action **Close blast 3**

Target: All creatures in the area

Attack: +4 vs. Reflex

Hit: 1d6 + 1 damage.

Ability Scores		Check Modifier
Str	18	+4
Con	13	+1
Dex	10	+0
Int	12	+1
Wis	11	+0
Cha	16	+3

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-1
Arcana (Int)		+1
Athletics (Str)	Yes	+8
Bluff (Cha)		+3
Diplomacy (Cha)	Yes	+8
Dungeoneering (Wis)		+0
Endurance (Con)		+0
Heal (Wis)	Yes	+5
History (Int)	Yes	+8
Insight (Wis)		+0
Intimidate (Cha)		+5
Nature (Wis)		+0
Perception (Wis)		+0
Religion (Int)		+1
Stealth (Dex)		-1
Streetwise (Cha)	Yes	+8
Thievery (Dex)		-1

Feat

Pact Initiate: Skill training (already included), pact at-will 1/encounter (*eye bite*).

Gear

Armor: Chain mail, light shield.

Weapon: Longsword, javelins (3). Your javelins have a range of 10/20.

Adventurer's Kit: 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.

Gold: 10 gp.

2nd Level

At 2nd level, you gain the following:

Hit Points: increase to 30 **Bloodied:** increases to 15

Healing Surge: increases to 8

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative and skill check modifiers by 1 point. Also, the hit points regained by allies due to your inspiring presence ability increase to 4.

Enlarged Dragon Breath: When you use dragon breath, you make it blast 5 instead of blast 3.

Knight's Move

Warlord Utility 2

You direct and motivate an ally to position himself more favorably on the battlefield.

Daily ♦ Martial

Minor Action **Close burst 5**

Target: One ally

Effect: The target can shift up to two squares as a free action.

3rd Level

At 3rd level, you gain the following:

Hit Points: increase to 35 **Bloodied:** increases to 17

Healing Surge: increases to 9

Guarding Attack

Warlord Attack 1

With a calculated strike, you knock your adversary off balance and grant your comrade-in-arms some protection against the villain's attacks.

Encounter ♦ Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: +8 vs. AC

Hit: 2d8 + 4 damage. Until the end of your next turn, one ally adjacent to either you or the target gains a +4 power bonus to AC against the target's attacks.