

Initiative: 0
Action Points: 1
Max Hit Points: 28hp
Bloodied: 14hp
Healing: 7hp
Surges: 12/day
2nd Wind: 1/encounter

AC: **17** (+6 armor, +1 shield)
Fort: **16** (+5 str, +1 class)
Ref: **10**
Will: **14** (+3 cha, +1 class)

+5 Str: 20 (+2 race)
+0 Con: 11
+0 Dex: 10
-1 Int: 8
+0 Wis: 10
+3 Cha: 16 (+2 race)

Movement: **5** (-1 armor)
Vision: Normal
Passive Insight: 10
Passive Perception: 10

Skills: (armor check -1)
-1 Acrobatics dex
-1 Arcana int
+4 Athletics str
+3 Bluff cha
+8 Diplomacy cha (+5 trnd)
0 Dungeoneering wis
-1 Endurance con
+5 Heal wis (+5 trnd)
+6 History int (+2 race, +5 trnd)
0 Insight wis
+8 Intimidate cha (+2 race, +5 trnd)
0 Nature wis
0 Perception wis
-1 Religion int
-1 Stealth dex
+3 Streetwise cha
-1 Thievery dex
Languages: Common, Draconic.

Proficiencies: cloth, leather, hide, & chainmail armors; light shield; simple melee, simple ranged, military melee.

Feat: Toughness

Gold: 6 Silver: 10

Equipment: 85 of 200lbs
-Longsword, 4lbs. +3, 1d8, versatile
-Javelin, 2lbs. +2, 1d6, 10/20
-Light shield, 6lbs.
-Chainmail, 40lbs.
-SAK: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten trail rations, 50 feet of hempen rope, a waterskin. 33lbs

Race & Class Features:
Dragonborn Fury: When you're bloodied, you gain a +1 racial bonus to attack rolls.
Combat Leader: You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.
Inspiring Presence: When an ally who can see you spends an action point to take an extra action, that ally also regains 3hp (cha).

First Aid: Standard Action.
-Grant Second Wind: DC 10; An adjacent ally can use a second wind without having to spend an action, without defense bonuses.
-Stabilize the Dying: DC 15; an adjacent ally is stabilized, without being healed.
-Grant a Saving Throw: DC 15; an adjacent ally can make a saving throw, or gets a +2 bonus to one at the end of his next turn.

Name: Torinn
Level: 1
XP: 0
Race: Dragonborn
Role: Leader
Class: Warlord
Build: Inspiring
Source: Martial
Gender: Male
Size: Medium
Age: 30
Height: 6'8"
Weight: 320lbs
Alignment: Lawful Good
Deity: Bahamut

Basic Melee: Longsword, +8, **1d8+5** (str)
Basic Range: Javelin, +7, **1d6+5** (str), 10/20

AT WILL POWERS:

Wolf Pack Tactics: Martial, Weapon
Standard Action, Melee Weapon
Target: One creature
Attack: +8 (**str**) vs AC
Hit: 1d8+5 (str)
Special: Before attacking, one ally adjacent to you or the target shifts 1 square for free.

Furious Smash: Martial, Weapon
Standard Action, Melee weapon
Target: One creature
Attack: +8 (**str**) vs **Fortitude**
Hit: 5 (str), and one ally adjacent to you or the target gets a +3 (cha) power bonus to the next attack and damage rolls vs the target. If the ally does not attack the target by the end of their next turn the bonus is lost.

ENCOUNTER POWERS:

Guarding Attack: Martial, Weapon
Standard Action, Melee Weapon
Target: One creature
Attack: +8 (**str**) vs AC
Hit: 2d8+5 (str). Until the end of your next turn, one ally adjacent to either you or the target gains a +4 (cha) power bonus to AC against the target's attacks.

Dragon Breath: 1d6 Cold
Minor Action, Close Blast 3
Targets: All creatures in area
Attack: +7 (**str**) vs. **Reflex**

Inspiring Word: 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 in burst
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

DAILY POWERS:

Lead the Attack: Martial, Weapon
Standard Action, Melee Weapon
Target: One creature
Attack: +8 (**str**) vs AC
Hit: 3d8+5 (str). Hit or Miss: For the encounter, you and allies within 5 squares get +1 power bonus to attacks vs the target.