



MAERIX LAROSHYK

MALE DRAGONBORN WARLORD

LEVEL 1 UNALIGNED
“Stand strong, the battle is almost won”



ABILITY SCORE	VALUE	MOD		
STRENGTH	18	+4	AC	16
CONSTITUTION	10	0	FORTITUDE	15
DEXTERITY	12	+1	REFLEX	13
INTELLIGENCE	14	+2	WILL	14
WISDOM	9	-1	INITIATIVE	+3
CHARISMA	16	+3	SPEED	5

HIT POINTS	24	HEALING SURGE HP HEALED	6	SECOND WIND	<input type="checkbox"/>
BLOODIED	12	HEALING SURGES/DAY	8	(Use SECOND WIND up to 1/encounter)	

CURRENT HIT POINTS	CURRENT SURGES USED
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BASIC ATTACK NAME	ATTACK BONUS	DAMAGE	RANGE/PROPERTIES
LONGSWORD	+6 vs. AC	1D8 + 4	VERSATILE (+1 damage when 2-handed)
DAGGER	+7 vs. AC (+3 thrown)	1D4 + 4	5 square normal/ 10 squares max

FEATS

DRAGONBORN FRENZY (+2 damage when bloodied)

SKILLS

PASSIVE INSIGHT	9
PASSIVE PERCEPTION	9
Acrobatics	-1
Athletics	+8
Intimidate	+10
Heal	+4
History	+7
Insight	-1
Perception	-1
Stealth	-1

EXPLOITS (MARTIAL POWERS)

See back of character sheet.

EQUIPMENT

Chainmail, light shield, longsword, 3 daggers, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50-ft. of hempen rope, waterskin.

RACE & CLASS FEATURES

COMBAT LEADER (you and all allies within 5 squares gain a +2 power bonus to initiative)

COMMANDING PRESENCE (INSPIRING PRESENCE – when an ally who can see you spends an action point to take an extra action, that ally also regains 3 hit points)

DRAGON BREATH (SEE BACK)

DRAGONBORN FURY (+1 to attack rolls when bloodied)

DRACONIC HERITAGE (your HEALING SURGE value is equal to one-quarter of your maximum hit points + your CONSTITUTION modifier.)

INSPIRING WORD (SEE BACK)

LANGUAGES: COMMON, DRACONIC

NORMAL VISION

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EXPLOITS (MARTIAL POWERS)

Your powers are called exploits, since they are from the martial power source. Some of your powers require you to use a weapon. If a power does not state “weapon”, then you do not need to have it in your hand.

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 + your INTELLIGENCE modifier.

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: +6 vs. AC

HIT: 1D8 + 4

ENCOUNTER POWERS

DRAGON BREATH

DRAGONBORN RACIAL POWER

With a deep breath, you call upon your draconic heritage and spew forth a blast of elemental energy.

ENCOUNTER ✦ ELECTRICITY

MINOR ACTION CLOSE blast 3

TARGET: Each enemy in blast

ATTACK: +4 vs. REFLEX

HIT: 1D8 + 4 electricity damage.

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: +6 vs. AC

HIT: 2D8 + 4. Until the end of your next turn, one ally adjacent to either you or the target gains a +2 power bonus to AC against the target's attacks.

INSPIRING PRESENCE: The power bonus to AC equals 1 + your CHARISMA modifier.

INSPIRING WORD

WARLORD FEATURE

You shout out words of encouragement that bolsters your ally's resolve, inspiring them to continue forth to do battle.

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 an additional 1d6 + 3 hit points.

DAILY POWERS

BASTION OF DEFENSE

WARLORD ATTACK 1

Honorable warriors never fall!

DAILY ✦ MARTIAL, WEAPON

STANDARD ACTION MELEE weapon

TARGET: One creature

ATTACK: +6 vs. AC

HIT: 3D8 + 4. 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 temporary hit points equal to 5 + your CHARISMA modifier.