

Character Sheet

1,000

Total XP

RPGA Number

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10 +	0
10	Passive Perception	10 +	0

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 7	1	3		3				

ABILITY: Melee Basic Attack - Handaxe								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 6	1	3		2				

ACTION POINTS

	MILESTONES	ACTION POINTS
Action Points	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES

Trance (Drow) - Meditate aware 4 hours instead of sleep.
Lolthtouched - Use either cloud of darkness or darkfire once per encounter.
Darkfire Charisma - Use CHA for Darkfire
Fey Origin - Your origin is fey, not natural.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d8+4	3					1
ABILITY: Melee Basic Attack - Handaxe						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d6+4	3					1

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
7	vs	AC	Longsword	1d8+4
6	vs	AC	Handaxe (Melee)	1d6+4
6	vs	AC	Handaxe (Range)	1d6+4
4	vs	AC	Unarmed (Melee)	1d4+3

SKILLS

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

CLASS / PATH / DESTINY FEATURES

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.
Resourceful Presence - Ally who sees you and spends action point to attack gets damage bonus (1/2 level + Int mod); if attack hits no targets, ally gains temp hp (1/2/ level + Cha mod)
Inspiring Word - Use inspiring word as an encounter (special) power, minor action.

LANGUAGES KNOWN

Common, Elven

FEATS

Improved Resources - Ally gains +2 damage and temporary hp from Resourceful Presence
Two-Weapon Fighting - +1 damage while holding a melee weapon in each hand

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Opening Shove	
Viper's Strike	

ENCOUNTER POWERS

Cloud of Darkness	
Darkfire	
Inspiring Word	
Hammer Formation	

DAILY POWERS

Bastion of Defense	

UTILITY POWERS

Shake It Off	

OTHER EQUIPMENT

Adventurer's Kit
Longsword (E)
Handaxe (2) (E)

COINS AND OTHER WEALTH

Money on hand: 20 gp
Stored money: 0 gp
Encumbrance: 83 lb. / 160 lb.

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

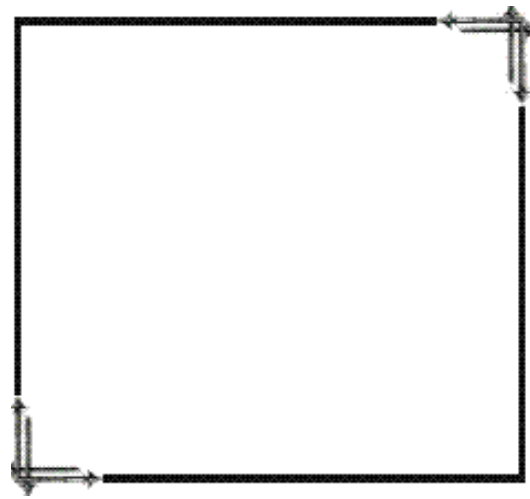
WEAPON	
WEAPON	
WEAPON	
WEAPON	
ARMOR	Magic Chainmail +1 (E)
ARMS	
FEET	
HANDS	
HEAD	
NECK	
RING	
RING	
WAIST	

Daily Item Powers Per Day

Heroic (1-10)		Milestone		/		/		/	
Paragon (11-20)		Milestone		/		/		/	
Epic (21-30)		Milestone		/		/		/	

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Drisdhaun

PLAYER NAME

RACE DrowCLASSLEVEL 2

HP27

STR16

AC18

Spd5

CON10

Fort15

Init+5

DEX15

Ref13

WIS8

CHA16

Will15

10 Passive Insight

10 Passive Perception

ACTION POINT

Second Wind

KEYWORDS

USED

StandardACTION

PersonalRANGE

vs

Self

ATTACKDEFENSE

TARGET

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASSLEVELBOOKPH

PLAY DATA

Opening Shove

KEYWORDS Martial, Weapon

USED

StandardACTION

Melee weaponRANGE

7vsReflex

One creature

ATTACKDEFENSE

TARGET

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 Intelligence modifier (+2) or makes a melee basic attack against the target.

Longsword: +7 attack, 0+1 damage
Handaxe: +6 attack, 0+1 damage

ADDITIONAL EFFECTS

CLASS WarlordLEVEL 1BOOKMP

AT-WILL POWER

Darkfire

KEYWORDS

USED

MinorACTION

Ranged 10RANGE

8vsReflex

One creature

ATTACKDEFENSE

TARGET

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
Increase to +6 bonus at 11th level and +8 bonus at 21st level.
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.
Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS

CLASS Racial PowerLEVEL *BOOKFRPG

ENCOUNTER POWER

ENCOUNTER SPECIAL

Viper's Strike

KEYWORDS Martial, Weapon

USED

StandardACTION

Melee weaponRANGE

7vsAC

One creature

ATTACKDEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Longsword: +7 attack, 1d8+4 damage
Handaxe: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS WarlordLEVEL 1BOOKPH

AT-WILL POWER

Inspiring Word

KEYWORDS Healing, Martial

USED

MinorACTION

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

vs

You or one ally in burst

ATTACKDEFENSE

TARGET

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS

CLASS WarlordLEVELBOOKPH

ENCOUNTER POWER

ENCOUNTER ACTION

Cloud of Darkness

KEYWORDS

USED

MinorACTION

Close burst 1RANGE

1

vs

ATTACKDEFENSE

TARGET

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS Racial PowerLEVEL *BOOKFRPG

ENCOUNTER POWER

Hammer Formation

KEYWORDS Martial, Weapon

USED

StandardACTION

Ranged weaponRANGE

vs

One creature

ATTACKDEFENSE

TARGET

Requirement: You must be wielding a heavy thrown weapon.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and each ally adjacent to you deals 1[W] extra damage on a hit with the next weapon attack he or she makes before the start of your next turn.
Resourceful Presence: Each ally within a number of squares equal to your Charisma modifier (+3) can deal the extra damage.

ADDITIONAL EFFECTS

CLASS WarlordLEVEL 1BOOKMP

ENCOUNTER POWER

Bastion of Defense			
KEYWORDS Martial, Weapon		USED	
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ✖	RANGE	
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+3) 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 temporary hit points equal to 5 + your Charisma modifier (+3). Longsword: +7 attack, 3d8+4 damage Handaxe: +6 attack, 3d6+4 damage			
ADDITIONAL EFFECTS			
CLASS Warlord	LEVEL 1	BOOK PH	
DAILY POWER		DUNGEONS & DRAGONS®	

Shake It Off			
KEYWORDS Martial		USED	
Minor	↓ 10 ↗	Ranged 10	
ACTION	↶ ✖	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
Target: You or one ally Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier (+3).			
ADDITIONAL EFFECTS			
CLASS Warlord	LEVEL 2	BOOK PH	
UTILITY POWER		DUNGEONS & DRAGONS®	

Magic Chainmail +1			
		+1 AC	
BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
KEYWORDS			
USED			
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT/TYPE Body	LEVEL 1	PRICE 360	BOOK
MAGIC ITEM		DUNGEONS & DRAGONS®	