

Drisdhaun

PLAYER NAME

RACE Drow CLASS LEVEL 2

HP 27	16 STR	AC 18
Spd 5	10 CON	Fort 15
Init +5	15 DEX	Ref 13
	14 INT	Will 15
	8 WIS	
	16 CHA	
10 Passive Insight	10 Passive Perception	



Second Wind

KEYWORDS USED

Standard	↑	↗	Personal
ACTION	↶	✳	RANGE
	vs		Self
ATTACK	DEFENSE	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

CLASS LEVEL BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Opening Shove

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↗	Melee weapon
ACTION	↶ ✳	RANGE
7	vs Reflex	One creature
ATTACK	DEFENSE	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 Warlord LEVEL 1 BOOK MP

Viper's Strike

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↗	Melee weapon
ACTION	↶ ✳	RANGE
7	vs AC	One creature
ATTACK	DEFENSE	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 Warlord LEVEL 1 BOOK PH

Cloud of Darkness

KEYWORDS USED

Minor	↑ ↗	Close burst 1
ACTION	↶ 1 ✳	RANGE
	vs	
ATTACK	DEFENSE	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 Power LEVEL * BOOK FRPG

AT-WILL POWER



AT-WILL POWER



ENCOUNTER POWER



Darkfire

KEYWORDS USED

Minor	↑ 10 ↗	Ranged 10
ACTION	↶ ✳	RANGE
8	vs Reflex	One creature
ATTACK	DEFENSE	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 Power LEVEL * BOOK FRPG

Inspiring Word

KEYWORDS Healing, Martial USED

Minor	↑ ↗	Close burst 5 (10 at 11th level, 15 at 21st level)
ACTION	↶ 5 ✳	RANGE
	vs	You or one ally in burst
ATTACK	DEFENSE	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 Warlord LEVEL BOOK PH

Hammer Formation

KEYWORDS Martial, Weapon USED

Standard	↑ * ↗	Ranged weapon
ACTION	↶ ✳	RANGE
	vs	One creature
ATTACK	DEFENSE	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 Warlord LEVEL 1 BOOK MP

ENCOUNTER POWER



ENCOUNTER POWER



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
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DAILY POWER



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
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UTILITY POWER



Magic Chainmail +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT/TYPE	Body	LEVEL	1	PRICE	360	BOOK
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MAGIC ITEM

