





CHARACTER NAME  
Drisdhaun

PLAYER NAME

RACE  
Drow

CLASS

LEVEL  
1

HP  
22

Spd  
5

Init  
+4

16 STR

10 CON

15 DEX

14 INT

8 WIS

16 CHA

AC  
17

Fort  
14

Ref  
12

Will  
14

9 Passive Insight

9 Passive Perception

ACTION POINT

Second Wind

KEYWORDS

USED

Standard

↓

↗

Personal

ACTION

↶

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 5 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

DUNGEONS & DRAGONS

Opening Shove

KEYWORDS  
Martial, Weapon

USED

Standard

\* ↓ ↗

Melee weapon

ACTION

↶ ✱

RANGE

6 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: +6 attack, 0 damage  
Handaxe: +5 attack, 0 damage

ADDITIONAL EFFECTS

CLASS  
Warlord

LEVEL  
1

BOOK  
MP

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Viper's Strike

KEYWORDS  
Martial, Weapon

USED

Standard

\* ↓ ↗

Melee weapon

ACTION

↶ ✱

RANGE

6 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: +6 attack, 1d8+3 damage  
Handaxe: +5 attack, 1d6+3 damage

ADDITIONAL EFFECTS

CLASS  
Warlord

LEVEL  
1

BOOK  
PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS

Darkfire

KEYWORDS

USED

Minor

↓ 10 ↗

Ranged 10

ACTION

↶ ✱

RANGE

7 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

AT-WILL POWER

DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS  
Healing, Martial

USED

Minor

↓ ↗

Close burst 5 (10 at 11th level, 15 at 16th 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

ENCOUNTER POWER

DUNGEONS & DRAGONS

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

Bastion of Defense

KEYWORDS

Martial, Weapon

USED

Standard

\*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

6

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: +6 attack, 3d8+3 damage

Handaxe: +5 attack, 3d6+3 damage

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

®

Magic Chainmail +1

+1 AC

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

ACTION

KEYWORDS

USED

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT/TYPE

Body

LEVEL

1

PRICE

360

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS

®

Drisdhaun

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