

Cyan Goshiel

Sex: Male Age: 24 Race: Human Class: Warlord Level: 1
Alignment: Unaligned Size: Medium Deity: Bahamut
Languages: Common, Goblin Exp: _____

Strength:	16	Armor Class:	15
Constitution:	12	Fortitude Defense:	15
Dexterity:	12	Reflex Defense:	14
Intelligence:	14	Will Defense:	14
Wisdom:	11	Initiative:	+5
Charisma:	14	Speed:	6

Hit Points: 24 healing Surge hP healed: 6
Bloodied: 12 healing Surge/Day: □□□□□□□□



<i>Basic Attacks</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>	<i>Properties</i>
Longsword	+6	1d8+3	Melee	Versatile
Crossbow	+4	1d8+1	15/30	Load (Minor)

Race and Class Features

Vision: Normal

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain training in one additional skill from your class skill list.

Human Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Armor Proficiencies: Cloth, leather, hide, chainmail; light shield

Weapon Proficiencies: Simple melee, military melee, simple ranged.

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 lost hit points equal to one-half your level + your Charisma modifier.

Inspiring Word: Using the *inspiring word* power, warlords can grant their comrades additional resilience with nothing more than a shout of encouragement.

Action Triggers

-  Allies within 10 sq. gain +2 initiative - *Combat Leader*
-  Allies who spend AP gain HP - *Inspiring Presence*

FEATS

Action Surge [Human]

Benefit: You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.

Improved Initiative

Benefit: You gain a +4 feat bonus on initiative checks.

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SKILLS

Skill	Trained?	Total
Passive Insight		10
Passive Perception		10
Acrobatics (Dex)		+1
Arcana (Int)		+2
Athletics (Str)	Yes	+8
Bluff (Cha)		+2
Diplomacy (Cha)	Yes	+7
Dungeoneering (Wis)		+0
Endurance (Con)	Yes	+7
Heal (Wis)		+0
History (Int)	Yes	+7
Insight (Wis)		+0
Intimidate (Cha)	Yes	+7
Nature (Wis)		+0
Perception (Wis)		+0
Religion (Int)		+2
Stealth (Dex)		+1
Streetwise (Cha)		+2
Thievery (Dex)		+1

Equipment / Treasure

Longsword, Crossbow, Leather Armor, Light Shield, Dagger, Backpack, Bedroll, Flint & Steel, Belt Pouch x 2, Sunrod x 2, Trail Rations (10 days), 50' Rope w/ Grappling Hook,

CP: GP: 19
SP: PP:

POWERS

Known At Will Powers	2
Known Encounter Powers	1
Known Daily Powers	1
Known Utility Powers	0

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.

Viper's Strike Warlord Attack 1

You trick your adversary into making a tactical error that gives your comrade a chance to strike.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier 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.

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: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

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Encounter Powers

Inspiring Word (2/Encounter) Warlord Feature

You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.

Encounter (Special) ♦ Martial, Healing

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.

Minor Action Close burst 5

(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

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.

Leaf on the Wind Warlord Attack 1

Like a leaf caught in the autumn wind, your foe is driven by the flow of battle. Your fierce attacks force him to give ground.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You or an ally adjacent to the target swaps places with the target.

Daily Powers

White Raven Onslaught Warlord Attack 1

You lead the way with a powerful attack, using your success to create an opportunity for one of your allies. Each of your comrades in turn seizes on your example and begins to display true teamwork.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you slide an adjacent ally 1 square. Until the end of the encounter, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.

Miss: Choose one ally within 10 squares. Until the end of the encounter, the ally slides an adjacent ally 1 square after making a successful attack.

Utility Powers

None