

# Cyan Goshiel

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

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

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

## Basic Attacks

Longsword  
 Crossbow

## Attack Bonus

+6  
 +4

## Damage

1d8+3  
 1d8+1

## Range

Melee  
 15/30

## Properties

Versatile  
 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 6<sup>th</sup> 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