

Prann

Character Name

5

Level

Warlord

Class

Paragon Path

Good/Bahamut

Alignment/Deity

Epic Destiny

Caprian Foreign Legion

Adventuring Company

5501

Total XP

Dragonborn

Med.

34

Male

6' 7"

310 lbs.

Race

Size

Age

Gender

Height

Weight

INITIATIVE

Score

DEX

1/2 Lvl

Misc

+1

Initiative

-1

2

Conditional modifiers

Score

Ability

Abil mod

Mod + 1/2 lvl

18

STR

+4

+6

12

CON

+1

+3

8

DEX

-1

+1

14

INT

+2

+4

10

WIS

+0

+2

18

CHA

+4

+6

HIT POINTS

MAX HP

Bloodied

Healing surges

44

22

12

8

1/2 HP

1/4 HP

Per Day

Current HP

Current Surge Uses

SECOND WIND - 1/ENCOUNTER

Phew!

Temporary HP?

DEATH SAVING THROW FAILURES

Wings

Halo

Harp

Saving Throw Mods?

Resistances?

Current Conditions and Effects?

SKILLS

Bonus

Skill Name

Mod + Trnd

Armr

Misc

1/2 lvl

(+5)

Penalty

+5

Acrobatics

Dex

1

5

-1

+6

Arcana

Int

4

2

n/a

+7

Athletics

Str

6

2

-1

+8

Bluff

Cha

6

2

n/a

+11

Diplomacy

Cha

6

5

n/a

+4

Dungeoneering

Wis

2

2

n/a

+4

Endurance

Con

3

2

-1

+7

Heal

Wis

2

5

n/a

+8

History

Int

4

2

n/a

2

+4

Insight

Wis

2

2

n/a

+13

Intimidate

Cha

6

5

n/a

2

+4

Nature

Wis

2

2

n/a

+5

Perception

Wis

2

2

n/a

1

+6

Religion

Int

4

2

n/a

+2

Stealth

Dex

1

2

-1

+8

Streetwise

Cha

6

2

n/a

+2

Thievery

Dex

1

2

-1

DEFENSES

Score

10+1/2 lvl

abil

class

feat

enh

misc

misc

20

AC

12

7

1

Special AC bonus:

exalted armor +1

Score

10+1/2 lvl

abil

class

feat

enh

misc

misc

19

FORT

12

4

1

2

Score

10+1/2 lvl

abil

class

feat

enh

misc

misc

17

REF

12

2

2

1

Score

10+1/2 lvl

abil

class

feat

enh

misc

misc

19

WILL

12

4

1

2

ACTION POINTS

Bonus effect for APs?

Action Points

RACE FEATURES

Dragonborn fury: +1 to attack rolls when bloodied

Draconic Heritage: add con mod to healing surge

Dragon Breath: racial encounter power, p. 34, minor action

+8 vs Ref, 1d6+1 dmg, Close blast 3, acid

CLASS FEATURES

Weapons: simple & military melee, simple ranged

Armor: cloth, leather, hide, chainmail, light shield

Combat leader: allies get +2 init if within 10 sq.

Commanding presence: allies spend AP, regain +6 HP

Inspiring Word: (minor, close burst 5): you or ally spends healing surge, regains bonus +1d6 hp

FEATS

Inspired recovery: p 198. Grant ally save @ +4 with AP

Jack of all Trades (+2 to all untrained skills)

Dragonborn senses (low light vision, +1 perception)

MOVEMENT

Score

Base

Armor

Item

Misc

5

Speed (squares)

6

-1

Special movement:

SENSES

Score

Base

Skill Bonus

14

Passive Insight

10+

4

15

Passive Perception

10+

5

Special Senses:

low-light vision

Languages

Common, draconic

ARMOR

Armor Type

Type

Bonus

Enh

Chk

Spd

Chainmail

Hvy

+6

+1

-1

-1

Special quality:

Shield Type

Bonus

Enh

Chk

Spd

Light

+1

+0

+0

Special quality:

BASIC ATTACKS

ATK

DEF

Weapon or power

Damage

vs

Long sword

ATTACK POWERS

Ability:

Longsword lifedrinker +1

Atk bonus

1/2 lvl

abil

class

prof

feat

enh

misc

+10

2

4

3

1

Damage

abil

feat

enh

misc

misc

1d8+5

4

1

Comments:

Ability:

Hand crossbow

Atk bonus

1/2 lvl

abil

class

prof

feat

enh

misc

+3

2

-1

2

Damage

abil

feat

enh

misc

misc

1d6-1

-1

Comments:

Ability:

Atk bonus

1/2 lvl

abil

class

prof

feat

enh

misc

2

Damage

abil

feat

enh

misc

misc

TOTAL POWERS KNOWN

At-will

Encounter

Daily

Unity

2

2

2

1

POWER INDEX

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

AT-WILL POWERS

Furious smash (p 145): +10 vs Fort, 4 dmg

Adj. ally gains +4 atk/dmg on next atk

Viper's strike (p 145): +10 vs AC, 1d8+5 dmg

If foe shifts before next turn, ally gets OA

ENCOUNTER POWERS

Inspiring word (p 145) (minor, close burst 5)

target spends surge, heals +1d6 hp

Guarding attack (p 145) +10 vs AC, 2d8+5 dmg

One ally gains +5 AC til end of your next turn

Warlord's strike (p 147): +10 vs AC, 2d8+5 dmg

All allies gain +5 dmg til end of your next turn

DAILY POWERS

Lead the attack (p 146): +10 vs AC, 3d8+5 dmg

Hit? +5 atk for all w/in 5 sq, until encounter ends

Miss? +1 atk for all w/in 5 sq, until encounter ends

Villain's nightmare (p147): +10 vs ref, 3d8+5 dmg

for encounter, cancel foe's movement as interrupt

if it tries to run or walk and you're adjacent

UTILITY POWERS

Knight's move (p 146): mv action, range 10.

Ally takes free move action on your turn.

OTHER EQUIPMENT

Standard adventurer's kit

Longsword

Hand crossbow & ammo

Climber's kit

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

Lifedrinker longsword +1 (p 235)

+1d6 crit, +5 temp hp if you drop foe

Weapon

Weapon

Weapon

Armor

Exalted chainmail +1 (p 230)

Daily minor: +1d10+4 hp to anyone you heal

Arms

Bashing shield (p 244, free action)

Daily: hit a foe, push them 1d4 squares after attack

Feet

Hands

Head

Neck

Amulet of Protection +2 (p 249)

Ring

Ring

Waist

3 potions of healing (p. 255)

Daily Item Powers Per Day

Heroic (1-10)

Paragon (11-20)

Epic (21-30)

Milestone

PERSONALITY TRAITS

MANNERISMS & APPEARANCE

CHARACTER BACKGROUND

COMPANIONS & ALLIES

RITUALS

COINS & OTHER WEALTH