

TIEFLING WARLORD

Name: _____ Gender: _____

As a Tiefling warlord, you honor the military tradition of the fallen nation of Bael Turath. You are a soldier and a leader, and your allies turn to you for guidance and support.

Hit Points: 24 **Current HP:** _____
Bloodied: 12 **Healing Surge:** 6 **Surges Per Day:** 8
Initiative: +0 **Second Wind** ☐ **Action Points:** _____

DEFENSES

AC	Fortitude	Reflex	Will
18	14	14	12

ATTACKS

Melee Basic Attack: +6 (Longsword) **Damage:** 1d8+3
Ranged Basic Attack: +2 (Crossbow) **Damage:** 1d8

RACIAL TRAITS

Height: 6' 0" **Weight:** 240 lb. **Size:** Medium
Speed: 6 squares **Vision:** Low-Light
Languages: Common, Goblin
Alignment: Good

Skill Bonus: +2 Bluff, +2 Stealth (already included).
Bloodhunt: You gain a +1 racial bonus to attack rolls against bloodied foes.
Fire Resistance: You have resist 5 fire (becomes resist 6 fire at level 2).
Infernal Wrath: You can use *infernal wrath* as an encounter power.

CLASS FEATURES

Combat Leader: You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.
Tactical Presence: When an ally you can see spends an action point to make an attack, the ally gains a +2 bonus to the attack roll.

AT-WILL POWERS

Viper 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: +6 vs. AC
Hit: 1d8 +3 damage.
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: +6 vs. AC



ENCOUNTER POWERS

Infernal Wrath Tiefling Racial Power
You call upon your furious nature to improve your odds of harming your foe.

Encounter
Minor Action **Personal**
Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add an extra +1 damage.

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: +6 vs. AC
Hit: 2d8 +3 damage. You or an ally adjacent to the target swaps places with the target.

Inspiring Word 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.
Minor Action **Close burst 5**
Target: You or one ally in burst
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

DAILY POWERS

Lead the Attack

Warlord Attack 1

Under your direction, arrows hit their marks and blades drive home.

Daily ♦ Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: +6 vs. AC

Hit: 3d8 +3 damage. Until the end of the encounter, you and each ally within 5 squares of you gain a +5 power bonus to attack rolls against the target.

Miss: Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Ability Scores	Check Modifier
Str 16	+3
Con 12	+1
Dex 10	+0

Ability Scores	Check Modifier
Int 18	+4
Wis 10	+0
Cha 12	+1

FEATS

Tactical Assault: When an ally who can see you spends an action point to make an attack, the attack's damage roll gains a +4 bonus.

Skills	(Ability)	Trained?	Modifier
Acrobatics	(Dex)		-1
Arcana	(Int)		+4
Athletics	(Str)	Yes	+7
Bluff	(Cha)		+3
Diplomacy	(Cha)	Yes	+6
Dungeoneering	(Wis)		+0
Endurance	(Con)		+0
Heal	(Wis)		+0
History	(Int)	Yes	+9
Insight	(Wis)		+0
Intimidate	(Cha)	Yes	+6
Nature	(Wis)		+0
Perception	(Wis)		+0
Religion	(Int)		+4
Stealth	(Dex)		+1
Streetwise	(Cha)		+1
Thievery	(Dex)		-1

GEAR

Armor: Hide armor, Light shield

Weapon: Longsword, Crossbow, Crossbow Bolts (20). Your crossbow has a range of 15/30.

Adventurer's Kit: This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50ft of hempen rope, and a waterskin.

Gold: 59gp

2ND LEVEL

At 2nd level you gain the following:

Hit Points: Increase to 29

Bloodied: Increase to 14

Healing Surge: Increase to 7

Level Modifier: Because your new level is an even number everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

Feat: Arcane Initiate: You gain training in the Arcana skill (add +5 to the Arcana skill). You can use the *Scorching Burst* power once per encounter.

Scorching Burst

Wizard Attack 1

A vertical column of golden flames burns all within.

Encounter ♦ Arcane, Fire, Implement

Standard Action

Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +4 vs. Reflex

Hit: 1d6 +4 fire damage.

Aid the Injured

Warlord Utility 2

Your presence is both a comfort and an inspiration.

Encounter ♦ Healing, Martial

Standard Action

Melee touch

Target: You or one adjacent ally

Effect: The target can spend a healing surge.

3RD LEVEL

At 3rd level you gain the following:

Hit Points: Increase to 34

Bloodied: Increase to 17

Healing Surge: Increase to 8

Steel Monsoon

Warlord Attack 3

You leap into the fray with a wild, whirling attack – but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.

Encounter ♦ Martial, Weapon

Standard Action

Melee weapon

Target: one creature

Attack: +7 vs. AC

Hit: 2d8 +3 damage, and one ally within 5 squares of you can shift 5 squares.