



BAIHUMAS WYRMKIN

MALE DRAGONBORN WARLORD

LEVEL 1 UNALIGNED



"Fight me?! You have chosen unwisely!"

| Ability Score | Value | Modifier | | |
|---------------------|--------------------------------|--------------------|--------------------------|---|
| STRENGTH | 18 | +4 | ARMOR CLASS | 18 |
| CONSTITUTION | 12 | +1 | FORTITUDE DEFENSE | 15 |
| DEXTERITY | 10 | +0 | REFLEX DEFENSE | 15 |
| INTELLIGENCE | 16 | +3 | WILL DEFENSE | 12 |
| WISDOM | 8 | -1 | INITIATIVE | +2 |
| CHARISMA | 14 | +2 | SPEED (SQUARES) | 6 |
| HIT POINTS | HEALING SURGE HP HEALED | | 6 | SECOND WIND <input type="checkbox"/> |
| BLOODIED | HEALING SURGES/DAY | | 8 | (Use second wind up to 1/encounter) |
| Current Hit Points | | Current Surge Uses | | |

| Basic Attack Name | Attack Bonus | Damage | Range/Properties |
|-------------------|---------------------------|--------------|--|
| Waraxe | +5 vs. AC | 1d8+6 | Versatile (+1 damage when 2-handed) |
| Handaxe | +3 vs. AC (thrown) | 1d6+4 | 5 squares normal/10 squares max |

FEATS

Dragonborn Weapon Training (already added)
Hold the Line (see back)

SKILLS

| | |
|---------------------------|-----------|
| Passive Insight | 14 |
| Passive Perception | 14 |
| Acrobatics | +0 |
| Athletics | +9 |
| Endurance | +1 |
| Heal | +9 |
| Insight | +4 |
| Perception | +4 |
| Stealth | -1 |
| Streetwise | +2 |

RACE AND CLASS FEATURES

Dragonborn Courage (+5 on saving throws vs. fear)
Warlord Decisiveness (+2 on initiative rolls)
Hammer and Anvil (see back)
Leading the Attack (see back)
Leading the Charge (see back)
Rally the Troops (see back)
Tactical Strike (see back)
Languages: Common and Draconic
Low-light Vision

EXPLOITS (Martial Powers)
 See back of character sheet.

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EQUIPMENT

Chainmail, heavy shield, waraxe, handaxe, backpack, bedroll, flint and steel, belt pouch, 10 days trail rations, 50 ft. of hempen rope, waterskin.

EXPLOITS (MARTIAL POWERS)

Your powers are called exploits, since they are from the martial power source. Your powers require you to use a weapon.

At-Will Powers

Leading the Attack **Warlord Attack 1**
You attack one enemy, and allow allies to attack better.

At Will * Martial, Weapon
Standard Action **Melee Weapon**

Target: One creature

Attack: +5 vs. AC

Hit: 1d8+6 damage and allies gain +4 bonus on melee attacks against the foe you strike.

Leading the Charge **Warlord Attack 1**
You charge one enemy with a brave shout, making your charge and that of your allies more effective.

At Will * Martial, Weapon
Standard Action **Melee Weapon**

Target: One creature

Attack: +7 vs. AC

Hit: 1d8+7 damage and allies gain +1 bonus on charge attacks and damage against the foe you strike.

Encounter Powers

Rally the Troops **Warlord Feature**
You inspire a nearby ally who receives a second wind.

Encounter * Martial

Minor Action **Range 5**

Target: You or one ally

Effect: Ally can use a healing surge and gain an additional 1d6 hit points. Regardless, any fear effects on the target are removed.

Hold the Line **Warlord Feature**
Your presence allows allies to better defend and stay in formation.

Encounter * Martial

Standard Action **Close Burst 5**

Target: Each creature in burst

Effect: Each ally in burst gets +4 AC until end of your next turn, and any shift/pull/push against them is reduced by one square.

Hammer and Anvil **Warlord Attack 1**
Like the clanging of a mighty hammer and anvil, you and an ally rain blows down upon a foe.

Encounter * Martial

Standard Action **Melee Weapon**

Target: One creature

Attack: +5 vs. AC

Hit: 1d8+6 damage and an ally of your choice who threatens the creature struck is granted an immediate attack against that creature.

Daily Power

Tactical Strike **Warlord Attack 1**
You attack one enemy fiercely and allow an ally to shift.

Daily * Martial, Weapon
Standard Action **Melee Weapon**

Target: One creature

Attack: +7 vs. AC

Hit: 2d8+6 damage and adjacent allies may shift 1 square. On a critical hit, target becomes subject to combat advantage from any attacks (save ends).

Miss: Half damage, one ally may shift 1 square.