



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	<i>(Use second wind up to 1/encounter)</i>	
<i>Current Hit Points</i>		<i>Current Surge Uses</i>		

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

EXPLOITS (Martial Powers)
 See back of character sheet.

EQUIPMENT

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

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

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

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 one ally adjacent to the creature gains a +2 bonus on melee attacks against it.

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 to attack and damage on any charge 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, the ally may immediately make a new saving throw against any fear effects which may currently be active.

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

Encounter * Martial
Standard Action **Close Burst 5**
Target: One allied creature in burst

Effect: One ally in burst gets +4 AC until end of your next turn, and any shift/pull/push against that ally 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

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: +5 vs. AC
Hit: 3d8+6 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. You attack one enemy fiercely and allow an ally to shift.