

# Cyan Goshiel

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

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

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



Saving Throw: 10

<i>Basic Attacks</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>	<i>Properties</i>
Longsword	+6	1d8+3	Melee	Versatile
Crossbow	+4	1d8+1	15/30	Load (Minor)

<i>At Will Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Commander's Strike	Longsword	Standard	Special	Special +2	Ally
Effects: An ally of your choice makes a melee basic attack against the target with a +2 bonus to hit.					
Viper's Strike	Longsword	Standard	+6 vs. AC	1d8+3	Melee
Effects: 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	Longsword	Standard	+6 vs. AC	1d8+3	Melee
Effects: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.					

<i>Encounter Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Leaf on the Wind	Longsword	Standard	+6 vs. AC	2d8+3	Melee
Effects: You or an ally adjacent to the target swaps places with the target.					

<i>Daily Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
White Raven Onslaught	Longsword	Standard	+6 vs. AC	3d8+3	Melee
Effects: 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.					

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## POWERS

### Known At Will Powers

Commander's Strike    Viper's Strike    Wolf Pack Tactics

### Known Encounter Powers

☐ Inspiring Word    ☐ Leaf on the Wind



Allies within 10 sq. gain +2 initiative - *Combat Leader*

### Known Daily Powers

☐ White Raven Onslaught

### Known Utility Powers

None



Allies who spend AP gain HP - *Inspiring Presence*

## 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.

## 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

## 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.

## 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:

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## 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.

## 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