

Tiefling Warlord

Name: _____ Gender: _____

Heirs to an ancient, infernal bloodline, tieflings have no realms of their own but instead live within human kingdoms and cities. Warlords stand on the front line issuing commands and bolstering their allies while leading the battle with weapon in hand.

Hit Points 23
Bloodied 11 **Healing Surge** 5 **Surges Per Day** 7
Initiative +1 **Action Points**

Defenses

AC	Fortitude	Reflex	Will
18	13	15	13

Attacks

Melee Basic Attack: +5 (longsword) **Damage:** 1d8 + 2
Ranged Basic Attack: +4 (javelin) **Damage:** 1d6 + 2

Racial Traits

Height: 5'10" **Weight:** 180 lb. **Size:** Medium
Speed: 6 squares **Vision:** Low-light
Languages: Common, Draconic **Alignment:** Neutral

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 fire 5 + one-half your level.

Combat Leader: You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative. (already included)

Tactical Presence: When an ally you can see spends an action point to make an extra attack, the ally gains a +2 bonus to the attack roll.

At-Will Powers

Commander's Strike	Warlord Attack 1
<i>With a shout, you command an ally to attack</i>	

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 + 5.

Wolf Pack Tactics	Warlord Attack 1
<i>Step by step, you and your friends surround the enemy</i>	

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: +5 vs. AC

Hit: 1d8 + 2 damage.



Encounter Powers

Infernal Wrath	Tiefling Racial Power
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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 +2 extra damage.

Inspiring Word	Warlord Feature
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With a shout of encouragement, you grant your comrades additional resilience.

Encounter (Special) ♦ Divine, Implement, 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

Effect: The target can spend a healing surge and regain an additional 1d6 + 2 hit points.

Warlord's Favor	Warlord Attack 1
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With a calculated blow, you leave your adversary exposed to an imminent attack from one of your closest allies.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +5 vs. AC

Hit: 2d8 + 2 damage. One ally within 5 squares of you gains a +6 power bonus to attack rolls against the target until the end of your next turn.

Daily Power

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: Strength vs. AC

Hit: 3d8 + 2 damage. Until the end of the encounter, you and each ally within 5 squares of you gain a +6 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	Ability Scores	Check Modifier
Str 14	+2	Int 20	+5
Con 11	+0	Wis 8	-1
Dex 8	-1	Cha 14	+2

Feat

Alertness: You don't grant enemies combat advantage in surprise rounds. You also gain a +2 feat bonus to Perception checks.

Gear

Armor: Leather armor, light shield

Weapon: Longsword, javelins (3). Your javelins have a range of 10/20

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

Gold: 15 gp

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-1
Arcana (Int)		+5
Athletics (Str)	Yes	+7
Bluff (Cha) +2		+4
Diplomacy (Cha)	Yes	+7
Dungeoneering (Wis)		-1
Endurance (Con)		+0
Heal (Wis)		-1
History (Int)	Yes	+10
Insight (Wis)		-1
Intimidate (Cha)	Yes	+2
Nature (Wis)		-1
Perception (Wis)		+1
Religion (Int)		+5
Stealth (Dex) +2		+1
Streetwise (Cha)		+2
Thievery (Dex)		-1