

WHITESWORD - DRAGONBORN WARLORD

Level: 8

Strength	20	+5	Armor Class	24/23(bl)
Constitution	14	+2	Fortitude	22
Dexterity	14	+2	Reflex	19
Intelligence	10	+0	Will	20
Wisdom	8	-1	Initiative	+8
Charisma	17	+3	Speed	5

Hit Points: 61

Temp HP

Surges/Day: 9

Healing Surge: 17/18

Bloodied: 30

Skills		Trained	
Acrobatics	Dex		+6
Arcana	Int		+4
Athletics	Str	Yes	+14
Bluff	Cha		+7
Diplomacy	Cha		+7
Dungeoneering	Wis		+3
Endurance	Con	Yes	+11
Heal	Wis	Yes	+8
History	Int		+6
Insight	Wis		+3
Intimidate	Cha	Yes	+14
Nature	Wis		+3
Perception	Wis	Yes	+8
Religion	Int		+4
Stealth	Dex	Yes	+13
Streetwise	Cha		+7
Thievery	Dex		+6

Racial Traits

Dragonborn Fury: When you're bloodied, you gain a +1 racial bonus to attack rolls

Feats

Scale Armor
Warrior of the Wild
Skill Training: Stealth
Inspiring Breath
Skill Power (Guided Shot)

At-Will

Direct the Strike	Standard	Ranged 5	ally makes basic attack against enemy within 10 of me
Wolfpack Tactics	Standard	Melee	+15 vs AC 1d8+7 ally shifts 1 before attack
Charge	Standard	Melee	+16 vs AC 1d8+7
Javelin	Standard	Range (10/20)	+13 vs AC 1d6+6

Encounter:

Second Wind	Standard		Spend healing surge, gain +2 all defenses.
Dragon Breath (cold)	Minor	close blast 3	+11 vs Reflex 1d6+2 allies gain +5 damage
Inspiring Word (x2)	Minor	close burst 5	you or one ally healing surge +2d6
Hunter's Quarry	Minor	Personal	+1d6 damage
Hammer and Anvil	Standard	Melee	+15 vs Reflex 1d8+7 ally makes attack, +3 damage
Knight's Move	Move	Range 10	Target takes a move action for free
Warlord's Strike	Standard	Melee	+15 vs AC 2d8+7 allies +4 dam against target
Inspired Belligerence	Minor	cl burst 5, one enemy granting CA	allies gain CA, and +3 damage
War of Attrition	Standard	Melee	+15 vs AC 2d8+7 allies +1 att +3 dam w/ at-will
Guided Shot	Imm. Int.	cl burst 10	Ally within 10 misses vs AC, targets Reflex instead

Daily:

Bastion of Defense	Standard	Melee	+15 vs AC 3d8+7 allies within 5, +1 all defenses
Stand the Fallen	Standard	Melee	+15 vs AC 3d8+7 effect: allies gain 8 temp HP each ally within 10, surge +3

Item Daily:

Lightning Javelin +1	Free	burst 2 on target hit	1d6 lightning damage (enemies)
Cat Step Boots	Free	+5 power bonus to next acrobatics or athletics check.	
Feinting Gloves (2600)	Minor	gain combat advantage against next creature you attack this turn.	

Class Features

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 7 hit points.

Item Property:

Cat Step Boots: Always land on feet, half damage