

Player Name **Stijn**

Ziruna	5	Warlord		5,690
Character Name	Level	Class	Paragon Path	Epic Destiny
Dragonborn	Medium	21	Male	6'6"
Race	Size	Age	Gender	Height
				280 lbs
				Good
				Deity
				Adventuring Company
				RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	-1	2	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	6			1	1	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	6
11	CON Constitution	0	2
8	DEX Dexterity	-1	1
17	INT Intelligence	3	5
10	WIS Wisdom	0	2
16	CHA Charisma	3	5

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	12	4	1				

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12	3				1	

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	12	3	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+ 2

PASSIVE PERCEPTION

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Perception	10	+ 2

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	2	4					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
43	21	10	10	7
	<small>1/2 HP</small>		<small>1/4 HP</small>	

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS

USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	1	0	-1
5	Arcana	INT	5	0	n/a
12	Athletics	STR	6	5	-1 2
7	Bluff	CHA	5	0	n/a 2
12	Diplomacy	CHA	5	5	n/a 2
2	Dungeoneering	WIS	2	0	n/a
6	Endurance	CON	2	5	-1
2	Heal	WIS	2	0	n/a
7	History	INT	5	0	n/a 2
2	Insight	WIS	2	0	n/a
12	Intimidate	CHA	5	5	n/a 2
2	Nature	WIS	2	0	n/a
2	Perception	WIS	2	0	n/a
5	Religion	INT	5	0	n/a
0	Stealth	DEX	1	0	-1
5	Streetwise	CHA	5	0	n/a
0	Thievery	DEX	1	0	-1

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter power.

Dragon Breath Strength - Use STR for Dragon Breath

Dragon Breath Cold - Dragon Breath deals cold damage

Dragonborn Fury - +1 to attacks while bloodied.

Draconic Heritage - Add Con mod to healing surge value.

CURRENT CONDITIONS AND EFFECTS

CLASS / PATH / DESTINY FEATURES

Combat Leader - You, and allies within 10 that see and hear you, gain +2 to initiative.

Commanding Presence - Choose a Presence benefit; provides bonuses with certain powers.

Tactical Presence - Ally you can see that spends an action point to attack gains bonus to attack: 1/2 Int mod.

Inspiring Word - Use inspiring word as an encounter (special) power, minor action.

LANGUAGES KNOWN

Common, Draconic

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Communal Bastard sword +1	1d10+5
6	vs AC	Unarmed (Melee)	1d4+4
1	vs AC	Unarmed (Range)	1d4-1

CURRENT CONDITIONS AND EFFECTS

FEATS

Weapon Expertise (Heavy Blade) - Gain bonus to attack rolls with Heavy Blades.

Weapon Proficiency (Bastard sword) - Gain proficiency with the Bastard sword.

Hunting Wolf Style

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Viper's Strike	<input type="checkbox"/>
Wolf Pack Tactics	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Dragon Breath	<input type="checkbox"/>
Inspiring Word	<input type="checkbox"/> <input type="checkbox"/>
Warlord's Favor	<input type="checkbox"/>
Steel Monsoon	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Lead the Attack	<input type="checkbox"/>
Villain's Nightmare	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Knight's Move	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Light Shield (E)
Adventurer's Kit
Climber's Kit

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 96 / 180

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Communal Bastard sword +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Skald's Chainmail +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Instant Campsite (heroic tier) ()	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Tymanther
The interloper nation of Tymanther squats atop the ruins of Unther, dominated by the citadel-city of Djerad Thymar. The dragonborn citizens of this new nation are a proud race of warriors, known for their hatred of dragons and their ilk. You add Athletics to your class skill list, and you gain a +2 bonus to Athletics checks.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

- Gems
- Ivory comb with gems
- Tapestry woven with golden thread
- Pearl Sea Horse
- Statuette of Baphomet

CHARACTER NAME
Ziruna

PLAYER NAME
Stijn

RACE Dragonborn CLASS Warlord LEVEL 5

HP 43	18 STR	AC 20
Spd 5	11 CON	Fort 17
Init +3	8 DEX	Ref 16
	17 INT	Will 16
	10 WIS	
	16 CHA	

12 Passive Insight **12** Passive Perception

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↶ ↷	RANGE
11	vs	AC
ATTACK	DEFENSE	TARGET
One creature		

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Communal Bastard sword +1: +11 attack, 1d10+5 damage
Unarmed: +6 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS LEVEL * BOOK

AT-WILL POWER DUNGEONS & DRAGONS

Wolf Pack Tactics

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↶ ↷	RANGE
11	vs	AC
ATTACK	DEFENSE	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 (+4) damage.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Communal Bastard sword +1: +11 attack, 1d10+5 damage
Unarmed: +6 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Warlord LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS Weapon USED

Standard	↑ ↘ *	Ranged weapon
ACTION	↶ ↷	RANGE
1	vs	AC
ATTACK	DEFENSE	TARGET
One creature		

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (-1) damage.
Increase damage to 2[W] + Dexterity modifier (-1) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed: +1 attack, 1d4-1 damage

ADDITIONAL EFFECTS
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS LEVEL * BOOK

AT-WILL POWER DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison USED

Minor	↑ ↘	Close blast 3
ACTION	3 ↶ ↷	RANGE
8	vs	Reflex
ATTACK	DEFENSE	TARGET
All creatures in area.		

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
Hit: 1d6 + Constitution modifier (+0) damage.
Increase to +4 bonus and 2d6 + Constitution modifier (+0) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+0) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

ADDITIONAL EFFECTS
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Second Wind

KEYWORDS USED

Standard	↑ ↘	Personal
ACTION	↶ ↷	RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION DUNGEONS & DRAGONS

Viper's Strike

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↶ ↷	RANGE
11	vs	AC
ATTACK	DEFENSE	TARGET
One creature		

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage.
Increase damage to 2[W] + Strength modifier (+4) 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.

Communal Bastard sword +1: +11 attack, 1d10+5 damage
Unarmed: +6 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Warlord LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS Healing, Martial USED

Minor	↑ ↘	Close burst 5 (10 at 11th level, 15 at 21st level)
ACTION	5 ↶ ↷	RANGE
	vs	You or one ally in burst
ATTACK	DEFENSE	TARGET

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.
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 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Warlord LEVEL BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Warlord's Favor

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↶ ↷	RANGE
11	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier (+4) damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

Tactical Presence: The bonus to attack rolls that you grant equals 1 + your Intelligence modifier (+3).

Communal Bastard sword +1: +11 attack, 2d10+5 damage

Unarmed: +6 attack, 2d4+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Warlord LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Steel Monsoon

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↶ ↷	RANGE
11	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier (+4) damage, and one ally within 5 squares of you can shift 1 square.

Tactical Presence: The number of allies who can shift equals your Intelligence modifier (+3).

Communal Bastard sword +1: +11 attack, 2d10+5 damage

Unarmed: +6 attack, 2d4+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Warlord LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Lead the Attack

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↶ ↷	RANGE
11	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier (+4) damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier (+3).

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.

Communal Bastard sword +1: +11 attack, 3d10+5 damage

Unarmed: +6 attack, 3d4+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Warlord LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Villain's Nightmare

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↶ ↷	RANGE
11	vs	Reflex
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier (+4) damage.

Effect: Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

Communal Bastard sword +1: +11 attack, 3d10+5 damage

Unarmed: +6 attack, 3d4+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Warlord LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Knight's Move

KEYWORDS Martial USED

Move	↑ 10 ↘	Ranged 10
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally

Effect: The target takes a move action as a free action.

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Communal Bastard sword +1

1d10	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		4	+1d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Versatile

Melee Basic Attack: +11 attack, 1d10+5 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Free Action. Use this power after an ally within 5 squares of you makes a d20 roll. Add a +1 power bonus to the result. You can do this a number of times in a day equal to the enhancement bonus of the weapon.

ITEM SLOT One-hand WEIGHT 6 PRICE 840 BOOK

MAGIC WEAPON DUNGEONS & DRAGONS

Skald's Chainmail +1

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		3	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

You gain a +2 item bonus to Bluff checks and Diplomacy checks.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Immediate Interrupt. Trigger: An enemy targets you with a melee attack. Effect: The triggering enemy instead targets a creature of your choice adjacent to you.

ITEM SLOT Body WEIGHT 40 PRICE 680 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Instant Campsite (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Standard Action. You open the satchel and it magically expands into a complete campsite, including a campfire and four two-person tents with bedrolls. The campfire lasts for up to 12 hours (requiring no fuel) or until you spend another standard action to pack the campsite back into the satchel once more.

ITEM SLOT WEIGHT 0 PRICE 1000 BOOK

MAGIC ITEM DUNGEONS & DRAGONS