

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA



Level

### Burns

Unaligned male Human Warlord (Marshal)

55

Age

Height

Weight

Medium

Size

Deity

Total XP

20500

### Defenses

**24**  
AC

**24**  
FORT

**21**  
REF

**18**  
WILL

Conditional Bonuses

### Hit Points

**Max HP** **67**  
(Bloodied 33 )

Temp HP

Current Hit Points

### Healing Surges

Surge Value

Surges/Day

**16**

**7**

Current Conditions:

### Combat Statistics and Senses

Initiative

**4**

Conditional Modifiers:

Speed

**5**

Passive Insight

**13**

Passive Perception

**13**

Special Senses: Normal

### Action Points

Action Points

Milestones

0  
1  
2

Action Points

1  
2  
3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

### Second Wind (one per encounter)

Used

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

### Death Saving Throw Failures

**Saving Throw Mods** **0**

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Final Word Longsword +2

**16**

Strength vs. AC

**1d8+8**

Damage

#### Ranged

Unarmed

**4**

Dexterity vs. AC

**1d4**

Damage

### Languages

Common, Giant

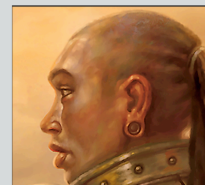


### Abilities

Ability	Score	Check
STR Strength	<b>22</b>	10
CON Constitution	<b>10</b>	4
DEX Dexterity	<b>10</b>	4
INT Intelligence	<b>16</b>	7
WIS Wisdom	<b>8</b>	3
CHA Charisma	<b>11</b>	4

### Skills

Skill	Ability	Score
Acrobatics	Dexterity	<b>3</b>
Arcana	Intelligence	<b>7</b>
Athletics	Strength	<b>14</b> ✓
Bluff	Charisma	<b>6</b>
Diplomacy	Charisma	<b>11</b> ✓
Dungeoneering	Wisdom	<b>3</b>
Endurance	Constitution	<b>8</b> ✓
Heal	Wisdom	<b>3</b>
History	Intelligence	<b>12</b> ✓
Insight	Wisdom	<b>3</b>
Intimidate	Charisma	<b>9</b> ✓
Nature	Wisdom	<b>3</b>
Perception	Wisdom	<b>3</b>
Religion	Intelligence	<b>7</b>
Stealth	Dexterity	<b>3</b>
Streetwise	Charisma	<b>4</b>
Thievery	Dexterity	<b>3</b>



**Burns**

Player Name

Character Name

**Character Details**

**Background**

**Theme**

**Mannerisms and Appearance**

**Personality Traits**

**Adventuring Company**

**Companions and Allies**

**Session and Campaign Notes**

Other Notes

**Equipment**

Head

Neck

Choker of Eloquence +2

Arms

Hands

Rings

Rings

Off Hand

Light Shield

Main Hand

Final Word Longsword +2

Waist

Armor

Finemail of Adaptable...

Feet

Tattoo

Ki Focus

**Other Equipment**

Chainmail  
Adventurer's Kit  
Longsword

Total Weight (lbs.)

195

Carrying Capacity (lbs.)

Treasure

3,400 gp  
0 gp banked

Normal

220

Heavy

440

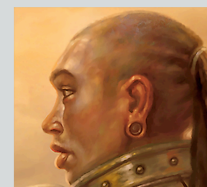
Max

1100

# Burns

Player Name

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Battlefront Leader

#### Commanding Presence

Choose a Presence benefit; provides bonuses with certain powers.

### Inspiring Word

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

### Tactical Presence

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

## Feats

### Action Surge

+3 to attacks when you spend an action point

### Weapon Expertise (Heavy Blade)

Gain bonus to attack rolls with heavy blades.

### Tactical Assault

Ally gains bonus to damage equal to your Int modifier

### Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

### Lend Strength

Ally gains +2 damage with basic attack you grant

### Disciple of Strength

After second wind, your first melee weapon attack before your next turn ends gains +5 to damage roll

## Burns

Level 9 Human Warlord (Marshal)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>22</b>	<b>STR</b>	<b>6</b>	<b>AC</b>
<b>67</b>				<b>24</b>
	<b>10</b>	<b>CON</b>	<b>0</b>	<b>Fort</b>
				<b>24</b>
<b>Spd</b>	<b>10</b>	<b>DEX</b>	<b>0</b>	<b>Ref</b>
<b>5</b>				<b>21</b>
	<b>16</b>	<b>INT</b>	<b>3</b>	<b>Will</b>
				<b>18</b>
<b>Init</b>	<b>8</b>	<b>WIS</b>	<b>-1</b>	
<b>+4</b>	<b>11</b>	<b>CHA</b>	<b>0</b>	

**13** Passive Insight

**13** Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	7
Athletics	Strength	• 14
Bluff	Charisma	6
Diplomacy	Charisma	• 11
Dungeoneering	Wisdom	3
Endurance	Constitution	• 8
Heal	Wisdom	3
History	Intelligence	• 12
Insight	Wisdom	3
Intimidate	Charisma	• 9
Nature	Wisdom	3
Perception	Wisdom	3
Religion	Intelligence	7
Stealth	Dexterity	3
Streetwise	Charisma	4
Thievery	Dexterity	3

• indicates a trained skill.

## Action Point

Base action points: 1

**Action Surge:** You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.



**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Final Word Longsword +2:** +16 vs. AC, 1d8+8 damage

**Melee** weapon **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+6) damage.

**Level 21:** 2[W] + Str modifier (+6) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +4 vs. AC, 1d4 damage

**Ranged** weapon **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+0) damage.

**Level 21:** 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

## Viper's Strike

At-Will ♦ Standard Action

**Final Word Longsword +2:** +16 vs. AC, 1d8+8 damage

**Melee** weapon **Target:** One creature

*You trick your adversary into making a tactical error that gives your comrade a chance to strike.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+6) damage.

**Effect:** If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Additional Effects

Warlord Attack 1

## Wolf Pack Tactics

At-Will ♦ Standard Action

**Final Word Longsword +2:** +16 vs. AC, 1d8+8 damage

**Melee** weapon **Target:** One creature

*You attack your enemy with a well-placed blow, allowing a comrade to get into better position.*

**Keywords:** Martial, Weapon

**Special:** Before the attack, an ally adjacent to you or to the target can shift 1 square as a free action.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+6) damage.

Additional Effects

Basic Attack

## Warlord's Favor

Encounter ♦ Standard Action

**Final Word Longsword +2:** +16 vs. AC, 2d8+8 damage

**Melee** weapon **Target:** One creature

*With a calculated blow, you leave your enemy exposed to a comrade's attack.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+6) 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 equals 1 + your Int modifier (+3).

Additional Effects

Basic Attack

## Hold the Line

Encounter ♦ Standard Action

**Final Word Longsword +2:** +16 vs. AC, 1d8+8 damage

**Melee** weapon **Target:** One creature

*With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+6) damage.

**Effect:** Until the end of your next turn, allies gain both a +2 power bonus to AC and cannot be pulled, pushed, or slid while adjacent to you.

Additional Effects

Warlord Attack 1



**Surprise Attack**  
Encounter ♦ Standard Action

**Final Word Longsword +2:** +16 vs. AC, 1d8+8 damage

**Melee** weapon      **Target:** One creature

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*As you attack amid the chaos of battle, you take an opportunity to direct an ally to attack a distracted foe.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+6) damage. One ally within 5 squares of you can take a free action to make a basic attack with combat advantage against a creature of his or her choice.

**Tactical Presence:** The ally gains a bonus to the attack roll equal to your Int modifier (+3).

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Additional Effects

Warlord Attack 7      Used

**Lead the Attack**  
Daily ♦ Standard Action

**Final Word Longsword +2:** +16 vs. AC, 3d8+8 damage

**Melee** weapon      **Target:** One creature

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*Under your direction, arrows hit their marks and blades drive home.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 3[W] + Str modifier (+6) damage. Until the end of your next turn, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Int modifier (+3).

**Miss:** Half damage. Until the end of your next turn, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

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Additional Effects

Warlord Attack 1      Used

**Villain's Nightmare**  
Daily ♦ Standard Action

**Final Word Longsword +2:** +16 vs. Reflex, 3d8+8 damage

**Melee** weapon      **Target:** One creature

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*You use weapon thrusts, lunges, and parries to hedge in your adversary, preventing it from moving away from you.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. Reflex

**Hit:** 3[W] + Str modifier (+6) 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.

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Additional Effects

Warlord Attack 5      Used

**Iron Dragon Charge**  
Daily ♦ Standard Action

**Final Word Longsword +2:** +16 vs. AC, 3d8+8 damage

**Melee** weapon

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*Like a rampaging iron dragon, you hurl yourself at your adversary, landing a terrific blow that inspires your allies to charge as well.*

**Keywords:** Martial, Weapon

**Effect:** You charge and make the following attack in place of a melee basic attack.

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Str modifier (+6) damage.

**Effect:** Until the end of the encounter, when you charge a creature, choose an ally within 5 squares of where you start the charge. That ally can charge the same creature as an immediate reaction.

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Additional Effects

Warlord Attack 9      Used

**Inspiring Word**  
Encounter (Special) ♦ Minor Action

**Unarmed:**

**Close** burst 5 (10 at 11th level, 15 at 21st level)      **Target:** You or one ally in the burst

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*You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.*

**Keywords:** Healing, Martial

**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.  
Level 6: 2d6 additional hit points.

**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

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Additional Effects

Warlord Feature      Used

**Battlefront Shift**  
Encounter ♦ No Action

**Close** burst 3      **Target:** You or one ally in the burst

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*As combat breaks out, you give a quick call, urging an ally to move or spurring yourself to take action.*

**Keyword:** Martial

**Trigger:** You roll initiative

**Effect:** The target shifts half his or her speed.

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Additional Effects

Warlord Feature      Used

**Heroic Effort**  
Encounter ♦ No Action

**Personal**

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

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Additional Effects

**Aid the Injured**  
Encounter ♦ Standard Action

**Unarmed:**

**Melee** 1      **Target:** You or one ally

---

*Your presence is both a comfort and an inspiration to an ally.*

**Keywords:** Healing, Martial

**Effect:** The target can spend a healing surge.

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Additional Effects

**Guide the Charge**  
Encounter ♦ Immediate Interrupt

**Ranged** 10      **Target:** The triggering ally

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*You direct your ally's charge, allowing him or her to strike a deadly blow that pushes the foe backward.*

**Keyword:** Martial

**Trigger:** An ally within 10 squares of you charges a creature.

**Effect:** If the charge attack hits, the target gains a bonus to the damage roll equal to your Int modifier (+3), and he or she pushes the charged creature up to 2 squares. The target can then shift up to 2 squares to a square adjacent to the creature.

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Additional Effects

### Final Word Longsword +2

Weapon ♦ Level 10

**Damage:** 1d8

**Proficiency Bonus:** 3

**Properties:** Versatile

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power ♦ Daily** (Immediate Reaction Action)

You can use this power when an enemy hits you with a melee attack. Make a melee basic attack with this weapon against the target that triggered this power.

### Finemail of Adaptable...

Armor ♦ Level 9

**Armor Bonus:** 7

**Check:** -1

**Speed:** -1

**Enhancement:** +2 AC

#### Properties

You gain resist 5 to one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, or thunder. The damage type is chosen when the armor is created.

**Power** (Augmentable) ♦ **Daily** (Immediate Reaction Action)

*Trigger:* You take damage from an attack of a type that this armor does not provide resistance to.

*Effect:* Choose one of the damage types dealt by the attack. The armor's resistance changes to match that damage type until the end of the encounter.

Augment 1: The armor's resistance increases by 5 until the end of your next turn.

### Choker of Eloquence +2

Neck Slot Item ♦ Level 8

**Enhancement:** +2 Fortitude, Reflex, and Will

#### Properties

Gain an item bonus to Bluff and Diplomacy checks equal to the item's enhancement bonus.

**Power ♦ Daily** (Free Action)

Use this power after you roll a Bluff or Diplomacy check. Reroll that check, using the second result even if it's lower.