

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Marduk

Unaligned male Human Warlord (Marshal)

Medium

20500

Total XP

26000

Age Height Weight Size Deity

Defenses

25	25	19	22
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 36)	73	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
18	7

Current Conditions:

Combat Statistics and Senses

Initiative	5
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Conditional Modifiers:

Speed	5
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Passive Insight	14
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Passive Perception	14
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Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	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 1

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Challenge-Seeking Longsword +3

18	1d8+10
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Strength vs. AC

Damage

Ranged

Unarmed

5	1d4
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Dexterity vs. AC

Damage

Languages

Common, Dwarven

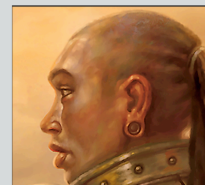


Abilities

Ability	Score	Check
STR Strength	22	11
CON Constitution	11	5
DEX Dexterity	10	5
INT Intelligence	10	5
WIS Wisdom	8	4
CHA Charisma	16	8

Skills

Skill	Ability	Score
Acrobatics	Dexterity	4
Arcana	Intelligence	5
Athletics	Strength	15
Bluff	Charisma	8
Diplomacy	Charisma	13
Dungeoneering	Wisdom	4
Endurance	Constitution	9
Heal	Wisdom	4
History	Intelligence	10
Insight	Wisdom	4
Intimidate	Charisma	13
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	5
Stealth	Dexterity	4
Streetwise	Charisma	8
Thievery	Dexterity	4



Marduk

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

Elemental Ward Cloak +2

Arms

Hands

Rings

Rings

Off Hand

Light Shield

Main Hand

Challenge-Seeking Longsword +3

Waist

Armor

Agile Finemail +2

Tattoo

Ki Focus

Feet

Other Equipment

Chainmail
Adventurer's Kit
Longsword

Total Weight (lbs.)

211

Carrying Capacity (lbs.)

Treasure

4,200 gp
0 gp banked

Normal

220

Heavy

440

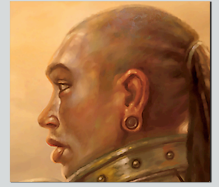
Max

1100

Marduk

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 Presence

An ally that can see you and spends an action point (extra action) regains lost hit points: 1/2 your level + [Cha mod]

Inspiring Word

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

Feats

Human Perseverance

+1 to saving throws

Weapon Expertise (Heavy Blade)

Gain bonus to attack rolls with heavy blades.

Improved Inspiring Word

Add Cha modifier to inspiring word hp restored

Toughness

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

Saving Inspiration

Ally gains saving throw with inspiring word

Weapon Focus (Heavy Blade)

Gain +1 damage per tier with Heavy Blades.

Lend Strength

Ally gains +2 damage with basic attack you grant

Marduk

Level 10 Human Warlord (Marshal)

HP	SCORE	ABILITY	MOD	AC
73	22	STR	6	25
	11	CON	0	Fort
	10	DEX	0	25
5	10	INT	0	Ref
	8	WIS	-1	19
	16	CHA	3	Will
				22

14 Passive Insight

14 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	5
Athletics	Strength	• 15
Bluff	Charisma	8
Diplomacy	Charisma	• 13
Dungeoneering	Wisdom	4
Endurance	Constitution	• 9
Heal	Wisdom	4
History	Intelligence	• 10
Insight	Wisdom	4
Intimidate	Charisma	• 13
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	5
Stealth	Dexterity	4
Streetwise	Charisma	8
Thievery	Dexterity	4

• indicates a trained skill.

Action Point

Base action points: 1



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

Challenge-Seeking Longsword +3: +18 vs. AC, 1d8+10 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

+2d6 damage against enemies at maximum hit points.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +5 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

Commander's Strike

At-Will ♦ Standard Action

Melee weapon **Target:** One creature

With a shout, you command an ally to attack.

Keywords: Martial, Weapon

Effect: One of your allies can take a free action to make a melee basic attack against the target. The ally gains a bonus to the damage roll equal to your Int modifier (+0).

Additional Effects

Warlord Attack 1

Furious Smash

At-Will ♦ Standard Action

Challenge-Seeking Longsword +3: +18 vs. Fortitude, 6 damage

Melee weapon **Target:** One creature

You deliver a smashing blow to a foe that gets its attention more than harms it, encouraging an ally to hit the enemy where it hurts.

Keywords: Martial, Weapon

Attack: Strength vs. Fortitude

Hit: Str modifier (+6) damage. Choose an ally adjacent to you or to the target. The ally gains a power bonus to the next attack roll and damage roll that he or she makes against the target before the end of his or her next turn. The power bonus equals your Cha modifier (+3).

Additional Effects

+2d6 damage against enemies at

Guarding Attack

Encounter ♦ Standard Action

Challenge-Seeking Longsword +3: +18 vs. AC, 2d8+10 damage

Melee weapon **Target:** One creature

With a calculated strike, you knock your enemy off balance, granting a comrade some protection against the villain's attacks.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage. One ally adjacent to you or to the target gains a +2 power bonus to AC against the target's attacks. The bonus lasts until the end of your next turn.

Inspiring Presence: The bonus equals 1 + your Cha modifier (+3).

Additional Effects

+2d6 damage against enemies at

Warlord's Strike

Encounter ♦ Standard Action

Challenge-Seeking Longsword +3: +18 vs. AC, 2d8+10 damage

Melee weapon **Target:** One creature

One convincing strike is all you need to expose the enemy's weakness and spur your allies into finishing it off.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage. Until the end of your next turn, each of your allies gains a +2 bonus to damage rolls against the target.

Inspiring Presence: The bonus equals 1 + your Cha modifier (+3).

Additional Effects

+2d6 damage against enemies at

Sunder Armor

Encounter ♦ Standard Action

Challenge-Seeking Longsword +3: +18 vs. AC, 2d8+10 damage

Melee weapon **Target:** One creature

You probe the defenses of your foe until you can land a blow that momentarily leaves it susceptible to other attacks.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage. Until the end of your next turn, you and your allies can score a critical hit against the target on a roll of 18–20.

Additional Effects
+2d6 damage against enemies at maximum hit points.

Warlord Attack 7 Used

Bastion of Defense

Daily ♦ Standard Action

Challenge-Seeking Longsword +3: +18 vs. AC, 3d8+10 damage

Melee weapon **Target:** One creature

You strike your foe a mighty blow, rallying your friends as they witness the path to glory.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage. Each ally within 5 squares of you gains a +1 power bonus to all defenses until the end of the encounter.

Effect: Each ally within 5 squares of you gains temporary hit points equal to 5 + your Cha modifier (+3).

Additional Effects
+2d6 damage against enemies at maximum hit points.

Warlord Attack 1 Used

Stand the Fallen

Daily ♦ Standard Action

Challenge-Seeking Longsword +3: +18 vs. AC, 3d8+10 damage

Melee weapon **Target:** One creature

You make a powerful strike against your enemy and call to your comrades, lifting their spirits and restoring their battle lust.

Keywords: Healing, Martial, Weapon

Attack: Strength vs. AC

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

Effect: Each ally within 10 squares of you can spend a healing surge and regain additional hit points equal to your Cha modifier (+3).

Additional Effects
+2d6 damage against enemies at maximum hit points.

Warlord Attack 5 Used

Knock Them Down

Daily ♦ Standard Action

Challenge-Seeking Longsword +3: +18 vs. AC, 3d8+10 damage

Melee weapon **Target:** One creature

Seeing a weakness among your foes' defenses, you deliver a low, sweeping blow that knocks your enemy off its feet. Your allies follow your lead.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage, and the target falls prone. In addition, each ally within 10 squares of you can take a free action to move up to 3 squares and make a melee basic attack. If that attack hits, its target takes no damage, but falls prone.

Miss: Half damage, and the target falls prone.

Additional Effects
+2d6 damage against enemies at maximum hit points.

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

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.

Additional Effects

Warlord Feature Used

Battlefront Shift

Encounter ♦ No Action

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

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.

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.

Additional Effects

Shake It Off

Encounter ♦ Minor Action

Ranged 10 **Target:** You or one ally

You offer strong words of encouragement to offset a debilitating effect.

Keyword: Martial

Effect: The target makes a saving throw with a power bonus equal to your Cha modifier (+3).

Additional Effects

Stand Tough

Daily ♦ Minor Action

Unarmed:

Close burst 5 **Targets:** You and each ally in the burst

You fortify your allies with a few words of encouragement.

Keywords: Healing, Martial

Effect: Each target regains hit points equal to 10 + your Cha modifier (+3).

Additional Effects

Defensive Rally
Daily ♦ Standard Action

Unarmed:
Close burst 5 **Target:** Each ally in the burst

You address your comrades with instructions to help them prevail.

Keywords: Healing, Martial

Effect: Each target can spend a healing surge and make a saving throw against one effect that a save can end. In addition, each target gains a +2 power bonus to all defenses until the end of your next turn.

Additional Effects

Warlord Utility 10 Used

Agile Finemail +2
Armor ♦ Level 10

Armor Bonus: 7
Check: -1
Speed: -1
Enhancement: +2 AC

Properties

While you are not bloodied, you gain an item bonus to AC equal to your Dexterity modifier up to a maximum of +1.

Elemental Ward Cloak +2
Neck Slot Item ♦ Level 9

Enhancement: +2 Fortitude, Reflex, and Will

Properties

You gain an item bonus to all defenses against attacks with the acid, fire, cold, thunder, or lightning keywords. The bonus equals the enhancement bonus of this cloak.

Challenge-Seeking...
Weapon ♦ Level 11

Damage: 1d8
Proficiency Bonus: 3
Properties: Versatile
Enhancement: +3 attack rolls and damage rolls
Critical: None

Properties

You deal 2d6 extra damage when you hit enemies that are at maximum hit points with this weapon.