

Urgar
Character Name
Dwarf
Race
Medium
Size
33
Age
Male
Gender
4'-6"
Height
180 lbs.
Weight
Unaligned
Alignment
Deity
Paragon Path
Epic Destiny
synDClash 2011
Adventuring Company
1,000
Total XP
RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0	Initiative	-1	1

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	11	7				2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	11	4	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	REF	11					2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	11	3	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4

14	Passive Perception	10 +	4
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dwarfven Thrower Waraxe +

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		2		1	

ABILITY: Ranged Basic Attack - Dwarfven Thrower Waraxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		2		1	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dwarfven Thrower Waraxe +

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+5	4		1		

ABILITY: Ranged Basic Attack - Dwarfven Thrower Waraxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+5	4		1		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Dwarfven Thrower Waraxe +	1d12+5
8	vs AC	Dwarfven Thrower Waraxe +	1d12+5
5	vs AC	Unarmed (Melee)	1d4+4
0	vs AC	Unarmed (Range)	1d4-1

FEATS

Weapon Proficiency (Waraxe) - Gain proficiency with the Waraxe

Armor Proficiency: Scale - Proficiency with scale armor

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
32	16	8
	1/2 HP	1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-2	Acrobatics	DEX	0	0	-2	0
1	Arcana	INT	1	0	n/a	0
8	Athletics	STR	5	5	-2	0
1	Bluff	CHA	1	0	n/a	0
1	Diplomacy	CHA	1	0	n/a	0
6	Dungeoneering	WIS	4	0	n/a	2
8	Endurance	CON	3	5	-2	2
9	Heal	WIS	4	5	n/a	0
1	History	INT	1	0	n/a	0
4	Insight	WIS	4	0	n/a	0
6	Intimidate	CHA	1	5	n/a	0
4	Nature	WIS	4	0	n/a	0
4	Perception	WIS	4	0	n/a	0
1	Religion	INT	1	0	n/a	0
-2	Stealth	DEX	0	0	-2	0
1	Streetwise	CHA	1	0	n/a	0
-2	Thievery	DEX	0	0	-2	0

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Encumbered Speed - Armor or heavy load doesn't reduce y

Dwarfven Resilience - You have the dwarfven resilience pow

Stand Your Ground - Can move 1 sq. less with forced move

Dwarfven Weapon Proficiency - Proficiency with throwing

Cast-Iron Stomach - +5 to saving throws against poison

CLASS / PATH / DESTINY FEATURES

Battlefront Leader

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

Bravura Presence - Ally who sees you who spends action point to take action and attacks can use this; on hit, ally can make basic attack or take move; on miss, ally grants combat advantage until end of next turn

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

LANGUAGES KNOWN

Common, Dwarfven

PLAY DATA DUNGEONS & DRAGONS

UTILITY POWER **DUNGEONS & DRAGONS**

er

PLAY DATA **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

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Battlefront Shift

KEYWORDS

Martial

USED

No Action

Close burst 3

ACTION

3

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

Trigger: You roll initiative
Effect: The target shifts half his or her speed.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

BOOK

MP2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS

Healing, Martial

USED

Minor

Close burst 5 (10 at 11th level, 15

ACTION

5

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

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

Level 6: 2d6 additional hit points.
Level 11: 3d6 additional hit points.
Level 16: 4d6 additional hit points.
Level 21: 5d6 additional hit points.
Level 26: 6d6 additional hit points.
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.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Vengeance is Mine

KEYWORDS

Martial

USED

Imm React

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: An enemy hits you
Effect: You make a basic attack against the triggering enemy, and one ally within 5 squares of you can move his or her speed and make a melee basic attack against the triggering enemy as a free action.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

1

BOOK

MP2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Disrupting Advance

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Primary ability vs. AC
Hit: 2[W] + ability modifier damage, and you push the target 2 squares. The target and each enemy adjacent to the target at the end of the push are slowed until the end of your next turn.

Increase damage to 3[W] + ability modifier at 11th level.
Increase damage to 4[W] + ability modifier at 21st level.

Dwarven Thrower Waraxe +1: +8 attack, 2d12+5 damage
Unarmed: +5 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS

Gladiator

LEVEL

BOOK

DSCS

ENCOUNTER POWER

DUNGEONS & DRAGONS

Lamb to the Slaughter

KEYWORDS

Martial, Reliable, Weapon

USED

Standard

Melee 5

ACTION

RANGE

8

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Will
Hit: You pull the target 5 squares, and one, two, or three allies within 5 squares of you who have line of sight to you and can hear you can make charge attacks against the target as free actions.

Dwarven Thrower Waraxe +1: +8 attack
Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

1

BOOK

Dragon 381

DAILY POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Dwarven Resilience

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You use your second wind.

ADDITIONAL EFFECTS

CLASS

Dwarf

LEVEL

BOOK

PEHOTFL

UTILITY POWER

DUNGEONS & DRAGONS

Shake It Off

KEYWORDS

Martial

USED

Minor

10

Ranged 10

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: You or one ally
Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier (+0).

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Dwarven Thrower Waraxe +1

1d12

2

Axe

6/12

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

2

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

This weapon can be used as a heavy thrown weapon with a range of 6/12.
Versatile, Heavy Thrown

Melee Basic Attack: +8 attack, 1d12+5 damage
Ranged Basic Attack: +8 attack, 1d12+5 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Rarity: Uncommon
Power (Daily): Free Action. Trigger: You hit a Large or larger creature with an attack using this weapon. Effect: You deal 2 extra damage.

ITEM SLOT

One-hand

WEIGHT

10

PRICE

520

BOOK

AV

MAGIC WEAPON

DUNGEONS & DRAGONS