

Player Name Jim Auwaerter

Grimp

Character Name

Genasi

Race

Medium

Size

33

Age

Male

Gender

Warlord

Level

6'1"

Height

150 lbs.

Weight

Battle Captain

Class

Paragon Path

Lawful Good

Alignment

Bahamut

Deity

Epic Destiny

26,000

Total XP

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
14	Initiative	5	9

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	10
12	CON Constitution	1	6
11	DEX Dexterity	0	5
22	INT Intelligence	6	11
9	WIS Wisdom	-1	4
13	CHA Charisma	1	6

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
74	37	18
	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

RESISTANCES Resist 10 Psychic, Resist 4 All while bloodied

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX 5	0	-1	0
12	Arcana	INT 11	0	n/a	1
15	Athletics	STR 10	5	-1	1
6	Bluff	CHA 6	0	n/a	0
6	Diplomacy	CHA 6	0	n/a	0
4	Dungeoneering	WIS 4	0	n/a	0
13	Endurance	CON 6	5	-1	3
4	Heal	WIS 4	0	n/a	0
17	History	INT 11	5	n/a	1
5	Insight	WIS 4	0	n/a	1
6	Intimidate	CHA 6	0	n/a	0
13	Nature	WIS 4	5	n/a	4
5	Perception	WIS 4	0	n/a	1
12	Religion	INT 11	0	n/a	1
4	Stealth	DEX 5	0	-1	0
6	Streetwise	CHA 6	0	n/a	0
4	Thievery	DEX 5	0	-1	0

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC
28	AC	15	9			3	1	

CONDITIONAL BONUSES
+2 AC against charge attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	FORT	15	5	1		2	1	1

CONDITIONAL BONUSES
+2 Fortitude Defense against charge attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	REF	15	6			2	1	

CONDITIONAL BONUSES
+2 Reflex Defense against charge attacks

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

CONDITIONAL BONUSES
+2 Will Defense against charge attacks, +2 Will Defense against charm, fear, and illusion attacks when within 10 squares of Cameron

RACE FEATURES

Elemental Origin - You have the elemental origin

Elemental Origins - You have the elemental origin

Elemental Manifestation - You have one manifestation, and gain associated benefits

Voidsoul - Void assumption power; +1 to Will; resist 10 psychic

CLASS / PATH / DESTINY FEATURES

Ironwrought Starting Feature - +1 bonus to Athletics

and Endurance checks; power bonus from using your second wind increases to +4; gain "inevitable strike"

Archer Warlord

Combat Leader - You, and allies within 10 that see and hear you, gain +6 to initiative.

Commanding Presence

Tactical Presence - Ally you can see that spends an action point to attack gains +4 bonus to attack

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

Ironwrought Level 5 Feature - While bloodied gain resist 4 to all damage

Ironwrought Level 10 Feature - Gain a +1 power bonus to melee attack rolls after using inevitable strike

Cry Havoc - First round (plus surprise round if any), allies that start turn within 10 get +2 to attacks

Battle Action - When you spend action point to take action, allies get +1 to attack until start of your next turn if they see and hear you

LANGUAGES KNOWN

Giant, Primordial, Common

CHARACTER PORTRAIT



MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5
15	Passive Perception	10	5

SPECIAL SENSES

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
16	vs AC	Chieftain's Longspear +2	1d10+9

FEATS

Polearm Expertise - +2 to weapon attack rolls made with polearms; gain a +2 bonus to all defenses against charge attacks

Improved Tactics - Tactical Presence bonus increases by 1

Tactical Assault - Ally who sees you gains +6 bonus to damage with AP attack

Saving Inspiration - Ally can gain saving throw instead of extra dice of healing with inspiring word

Hafted Defense - +1 to AC and Reflex while wielding polearm or staff in two hands

Fight On - Gain additional use of inspiring word

Combat Commander - Combat Leader bonus equals Int modifier

CHARACTER NAME

Grimp

PLAYER NAME

Jim Auwaerter

RACE

Genasi

CLASS

Warlord

LEVEL

11

SCORE

ABILITY

MOD

HP

74

STR

20

+5

AC

28

Spd

6

CON

12

+1

Fort

25

Init

+14

DEX

11

+0

Ref

24

WIS

9

-1

Will

21

CHA

13

+1

Passive Insight

15

Passive Perception

15

PLAY DATA

DUNGEONS & DRAGONS

Skills		
4	Acrobatics	DEX
12	Arcana	INT
15	Athletics	STR (Trained)
6	Bluff	CHA
6	Diplomacy	CHA
4	Dungeoneering	WIS
13	Endurance	CON (Trained)
4	Heal	WIS
17	History	INT (Trained)
5	Insight	WIS
6	Intimidate	CHA
13	Nature	WIS (Trained)
5	Perception	WIS
12	Religion	INT
4	Stealth	DEX
6	Streetwise	CHA
4	Thievery	DEX
ADDITIONAL EFFECTS		

PLAY DATA

DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

Self

Battle Action: When you spend an action point to take an extra action, your allies gain a +1 bonus to attack rolls until the start of your next turn. To gain this bonus an ally has to see and hear you when you spend the action point.

Ally

Tactical Presence: When an ally you can see spends an action point to make an attack, the ally gains a bonus to the first attack roll of that attack. The bonus equals half your Intelligence modifier.

Tactical Assault: When an ally you can see spends an action point to make an attack, the attack's damage roll gains a bonus equal to your Intelligence modifier.

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

DUNGEONS & DRAGONS

Direct the Strike

KEYWORDS Martial

USED

Standard

5

Ranged 5

ACTION

RANGE

vs

One ally

ATTACK

DEFENSE

TARGET

Effect: The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

ADDITIONAL EFFECTS

CLASS Warlord

LEVEL 1

BOOK MP2

AT-WILL POWER

DUNGEONS & DRAGONS

Intuitive Strike

KEYWORDS Martial, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

16

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Will

Hit: 1[W] damage. Until the start of your next turn, any ally who attacks the target and has combat advantage against it gains a +2 power bonus to the attack roll.

Level 21: 2[W] damage.

Chieftain's Longspear +2: +16 attack, 1d10+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls after using inevitable strike, until the end of your next turn. - Ironwrought Level 10 Feature.

CLASS Warlord

LEVEL 1

BOOK MP2

AT-WILL POWER

DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS Healing, Martial

USED

Minor

5

Close burst 5 (10 at 11th level, 15

ACTION

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. The extra healing increases by 1d6 for every five levels you have above level 1.

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.

Fight On: You can use your inspiring word one additional time per encounter.

Saving Inspiration: You can forgo any extra dice of healing granted by this power to instead grant the target a saving throw.

Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS Warlord

LEVEL

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Inevitable Strike

KEYWORDS Elemental, Weapon

USED

No Action

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: You make a melee weapon attack roll.

Effect: Make the attack roll twice. If both attack rolls hit, the target takes 1d8 extra damage.

Level 11: 2d8 extra damage.

Level 21: 3d8 extra damage.

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK HOTEK

ENCOUNTER POWER

DUNGEONS & DRAGONS

Powerful Warning

KEYWORDS Martial

USED

Imm Interr

5

Close burst 5

ACTION

RANGE

vs

The triggering ally in burst

ATTACK

DEFENSE

TARGET

Trigger: An ally within 5 squares of you is hit by an enemy

Effect: The target gains a +2 power bonus to all defenses against the attack. The target can make a melee basic attack against the enemy as a free action.

Insightful Presence: The bonus to your ally's defenses equals 1 + your Wisdom modifier (-1) or Charisma modifier (+1).

ADDITIONAL EFFECTS

CLASS Warlord

LEVEL 1

BOOK MP2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Devastating Offensive

KEYWORDS Martial, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

16

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) damage. You slide the target 1 square and slide one ally adjacent to you 3 squares to the square the target vacated. Then the ally can make a melee basic attack against the target as a free action.

Resourceful Presence: Your ally gains a power bonus to attack rolls on the melee basic attack equal to one-half your Charisma modifier (+1) (minimum +1).

Tactical Presence: Your ally gains a power bonus to damage rolls on the melee basic attack equal to your Intelligence modifier (+6).

Chieftain's Longspear +2: +16 attack, 1d10+9 damage

ADDITIONAL EFFECTS

+1 to attack rolls after using inevitable strike, until the end of your next turn. - Ironwrought Level 10 Feature.

CLASS Warlord





LEVEL 3

BOOK Dragon 381

ENCOUNTER POWER





DUNGEONS & DRAGONS

On My Mark

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee or Ranged weapon
ACTION	 	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+5) damage. Effect: Choose one ally you can see to make a basic attack against the target as a free action. If your attack hit the target, the ally gains a power bonus to his or her attack roll equal to your Intelligence modifier (+6) or Wisdom modifier (-1). Skirmishing Presence: Before the attack, the chosen ally shifts 3 squares as a free action.		
Chieftain's Longspear +2: +16 attack, 1d10+9 damage		
ADDITIONAL EFFECTS +1 to attack rolls after using inevitable strike, until the end of your next turn. - Ironwrought Level 10 Feature.		
CLASS Warlord	LEVEL 7	BOOK MP2





ENCOUNTER POWER 

Void Assumption

KEYWORDS		USED
Minor	 	Personal
ACTION	 	RANGE
	vs	
ATTACK	DEFENSE	TARGET
Effect: You cease to exist and can take no actions until the start of your next turn. You have line of sight and line of effect to no creature, and no creature has line of sight or line of effect to you. At the start of your next turn, you reappear in the square of your choice within 3 squares of the square you left.		
ADDITIONAL EFFECTS		
CLASS Racial Power	LEVEL *	BOOK Dragon 380





ENCOUNTER POWER 

Force Retreat

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
16	vs	Reflex
ATTACK	DEFENSE	TARGET
Primary Attack: Strength vs. Reflex Hit: 1[W] damage, and you push the target a number of squares up to your Intelligence modifier (+6). Make the secondary attack. Secondary Attack: . Secondary Target: Each enemy that was adjacent to the primary target before the push, is its size or smaller, and is within your melee reach Attack: Strength vs. Fortitude Hit: 2d6 + Strength modifier (+5) damage, and you can push the secondary target 1 square.		
Chieftain's Longspear +2: +16 attack, 1d10+4 damage		
ADDITIONAL EFFECTS +1 to attack rolls after using inevitable strike, until the end of your next turn. - Ironwrought Level 10 Feature.		
CLASS Battle Captain	LEVEL 11	BOOK PH





ENCOUNTER POWER 

Lead the Attack

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+5) 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 Intelligence modifier (+6). 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.		
Chieftain's Longspear +2: +16 attack, 3d10+9 damage		
ADDITIONAL EFFECTS +1 to attack rolls after using inevitable strike, until the end of your next turn. - Ironwrought Level 10 Feature.		
CLASS Warlord	LEVEL 1	BOOK PH





DAILY POWER 

Stand the Fallen

KEYWORDS Healing, Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+5) damage. Effect: Each ally within 10 squares of you can spend a healing surge and regains additional hit points equal to your Charisma modifier (+1).		
Chieftain's Longspear +2: +16 attack, 3d10+9 damage		
ADDITIONAL EFFECTS +1 to attack rolls after using inevitable strike, until the end of your next turn. - Ironwrought Level 10 Feature.		
CLASS Warlord	LEVEL 5	BOOK PH





DAILY POWER 

Shift the Field

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+5) damage. Miss: Half damage. Effect: Choose two allies within 5 squares of you that can both see and hear you. Each ally makes a basic attack as a free action against different creatures that are not the targets of this attack.		
Chieftain's Longspear +2: +16 attack, 3d10+9 damage		
ADDITIONAL EFFECTS +1 to attack rolls after using inevitable strike, until the end of your next turn. - Ironwrought Level 10 Feature.		
CLASS Warlord	LEVEL 9	BOOK Dragon 384





DAILY POWER 

Second Wind

KEYWORDS		USED
Standard	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn. Ironwrought Starting Feature: Whenever you use your second wind, the power bonus to Athletics checks and Endurance checks increases to +4 until the end of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK PH





UTILITY POWER 

Shake It Off

KEYWORDS Martial		USED
Minor	 10 	Ranged 10
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Target: You or one ally Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier (+1).		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 2	BOOK PH

UTILITY POWER 

Reorient the Axis

KEYWORDS Martial		USED
Move	 	Close burst 5
ACTION 5	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Target: Each ally in burst Effect: Each target can shift a number of squares equal to your Intelligence modifier (+6) as a free action.		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 6	BOOK MP2

UTILITY POWER 

Tactical Orders

KEYWORDS

Martial

USED

Minor

Close burst 3

ACTION

3

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: You and one ally in burst
Effect: Each target shifts his or her speed as a free action.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

10

BOOK

MP2

UTILITY POWER

Chieftain's Longspear +2

1d10	2	Polearm, Spear	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+1d6 damage per plus
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Whenever you grant an ally the ability to make a melee or ranged basic attack, that ally gains a +1 item bonus to the attack roll.
Reach

Melee Basic Attack: +16 attack, 1d10+9 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common

ITEM SLOT

Two-Hands

WEIGHT

9

PRICE

3400

BOOK

PH

MAGIC WEAPON

Feytouched Earthhide Armor +3

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		12	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Special: +1 Fortitude
Gain an item bonus to initiative checks equal to the armor's enhancement bonus.

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Rarity: Uncommon
Power (Encounter • Illusion): Standard Action. You become invisible until the end of your next turn.

ITEM SLOT

Body

WEIGHT

25

PRICE

13000

BOOK

AV

MAGIC ITEM

Periapt of Cascading Health +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		10	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Rarity: Uncommon
Power (Encounter): Minor Action. You end one condition that a save can end.

ITEM SLOT

Neck

WEIGHT

0

PRICE

5000

BOOK

Dragon 369

MAGIC ITEM

Gloves of Storing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		9	Hands Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Uncommon
Power (At-Will): Minor Action. You touch an unattended item to store it in one of the gloves. Each glove can hold one item, and each item must weigh no more than 10 pounds. Items have no weight while within the gloves.
Power (At-Will): Minor action. You cause an item stored within one glove to materialize in your hand. Weapons so produced are ready to wield, but items that require an additional action to equip (such as shields) must still be readied.

ITEM SLOT

Hands

WEIGHT

0

PRICE

4200

BOOK

AV

MAGIC ITEM

Boots of the Dryad (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

You ignore difficult terrain that is the result of plants, trees, underbrush, or natural growth (forest walk).

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Rarity: Uncommon
Power (Daily): Move Action. Teleport 4 squares to a square adjacent to a tree, treant, or plant of your size or larger.

ITEM SLOT

Feet

WEIGHT

0

PRICE

1000

BOOK

Dragon 378

MAGIC ITEM

Potion of Healing (heroic tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

Cameron's Finery

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

PROPERTIES

You gain a +1 item bonus to Arcana, History, Insight, Perception, and Religion and a +2 bonus to your Will defense against charm, fear, and illusion attacks when you are within 10 squares of Cameron and his Resplendent Finery.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

WEIGHT

0

PRICE

0

BOOK

HH

MAGIC ITEM