

HIT POINTS

MAX HP **31** BLOODIED **15** HEALING SURGES SURGE VALUE **9** SURGES/DAY **9** CURRENT USES **0**

INITIATIVE MOVEMENT

SCORE DEX 1/2 LEVEL SCORE BASE ARMOR ITEM/MISC
+1 = **+0** + **+1** **5** = **6** - **-1** + **0**

SENSES

PASSIVE INSIGHT **11** = **10** + **+1** PASSIVE PERCEPTION **11** = **10** + **+1**
 BASE SKILL BASE SKILL

BASIC ATTACKS

ABILITY/WEAPON: **Warhammer +1**

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

DAMAGE DMG BONUS ABIL FEAT ENH
1d10 **+5** = (**+4** + **0** + **+1** + **0** + **0**)

ABILITY/WEAPON: **Javelin (Thrown - 10/20)**

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT
+7	+1	+4		+2	

DAMAGE DMG BONUS ABIL FEAT ENH
1d6 **+4** = (**+4** + **0** + **0** + **0** + **0**)

FEATS

- Enhanced Dragon Breath:**
Dragon Breath is now Blast: 5
- Dragonborn Frenzy:**
+2 Damage when Bloodied

Armor: Cloth, Leather, Hide, Chain
Weapons: All Simple, Martial Melee
Speak: Common, Draconic

INVENTORY

- Warhammer +1 (D10, +2 Prof, Versatile)
- Chainmail (+6 Armor, -1 Check, -1 Speed, 40lbs)
- Light Shield (+1 AC/Ref, 6lbs)
- Javelin (d6, +2 prof, 10/20 Range, 10 Lbs, Heavy thrown)
- Adventurers Kit
- 20gp

ABILITIES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR	+4	+5
14	CON	+2	+3
10	DEX	+0	+1
13	INT	+1	+2
10	WIS	+0	+1
16	CHA	+3	+4

CURRENT HIT POINTS
 TEMP HIT POINTS

DEFENSES

	10+LVL/2	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	-	+6	+1		
16	FORT	11	+4	+1			
12	REF	11	+1			+1	
15	WILL	11	+3	+1			

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
+0	Acrobatics	DEX	+1	-1	
+2	Arcana	INT	+2	n/a	
+9	Athletics	STR	+5	+5	-1
+4	Bluff	CHA	+4	n/a	
+4	Diplomacy	CHA	+4	n/a	
+1	Dungeoneering	WIS	+1	n/a	
+7	Endurance	CON	+3	+5	-1
+1	Heal	WIS	+1	n/a	
+9	History	INT	+2	+5	+2
+1	Insight	WIS	+1	n/a	
+11	Intimidate	CHA	+4	+5	+2
+1	Nature	WIS	+1	n/a	
+1	Perception	WIS	+1	n/a	
+2	Religion	INT	+2	n/a	
+0	Stealth	DEX	+1	-1	
+4	Streetwise	CHA	+4	n/a	
+0	Thievery	DEX	+1	-1	

CHARACTER INFO

"Rusty" **2** **Warlord** **Dragonborn**
 Character Name Level Class Race

POWERS: AT-WILL

NAME: **Viper's Strike**

ATTACK **+8** vs **AC** TARGET **1 Creature** LVL **1** OTHER **Melee, Standard**

HIT / EFFECT
1d10+5 damage. If the Target shifts before start of next turn, an ally can take an OA

NAME: **Wolf Pack Tactics**

ATTACK **+8** vs **AC** TARGET **1 creature** LVL **1** OTHER **Melee, Standard**

HIT / EFFECT
1d10+5. Before attack, let one ally adjacent to you or target shift one square as free action

NAME:

ATTACK vs TARGET LVL OTHER

HIT / EFFECT

POWERS: UTILITY

NAME: **Knight's Move - Level 2**

Encounter - Move Action - Ranged 10

EFFECT
 Target: One Ally
 Target takes a move action as a free action

NAME:

EFFECT

NAME:

EFFECT

NAME:

EFFECT

NAME:

EFFECT

POWERS: ENCOUNTER

NAME: **Inspiring Word**

ATTACK vs TARGET LVL OTHER
0 vs **Close Burst 5** **1** **Minor Action**

HIT / EFFECT
Your or ally can spend a healing surge and Regain an extra 1d6 HP. Usable twice per encounter

NAME: **Dragonbreath**

ATTACK **+8** vs **REF** TARGET **Close Blast 5** LVL OTHER **Fire, Minor Action**

HIT / EFFECT
1d6+2 Fire Damage

NAME: **Hammer & Anvil**

ATTACK **+8** vs **REF** TARGET **1 Creature** LVL OTHER **Melee, Standard**

HIT / EFFECT
1d10+5. One ally adjacent to target may a melee basic attack Against target and adds +3 to damage

NAME:

ATTACK vs TARGET LVL OTHER

HIT / EFFECT

POWERS: DAILY

NAME: **White Raven Onslaught**

ATTACK **+8** vs **AC** TARGET **1 Creature** LVL OTHER **Melee, Standard**

HIT / EFFECT
3d10+5, slide adjacent ally 1 square. Til end of enc. if you or an ally (range 10) hit target, slide adjacent ally 1. Miss: Only Ally.

NAME:

ATTACK vs TARGET LVL OTHER

HIT / EFFECT

NAME:

ATTACK vs TARGET LVL OTHER

HIT / EFFECT

NAME:

ATTACK vs TARGET LVL OTHER

HIT / EFFECT