Stats

Stat	Value	Bonus	Roll
Strength	18	+4	+5
Constitution	14	+2	+3
Dexterity	10	0	+1
Intelligence	13	+1	+2
Wisdeom	10	0	+1
Charisma	16	+3	+4

Hit Points

Max	Current	Temp HP
31		
Bloodied		
15		
Surge Vaue		Surges Used
9		
Surges/Day		
9		

Basic Attack

Weapon	Warhammer +1				
Attack	Prof	Feat	Enh	Class	Mod
+8	+2	0	+1	0	+5
DMG	Misc	Feat	Enh	Class	Stat
D10+5	0	0	+5	0	+4

Weapon	Javelin (range 10/20)				
Attack	Prof	Feat	Enh	Class	Mod
+7	+2	0	0	0	+5
DMG	Misc	Feat	Enh	Class	Stat
D6+4		0	0	0	+4

Weapon	Weapon Name				
Attack	Prof	Feat	Enh	Class	Mod
0	0	0	0	0	0
DMG	Misc	Feat	Enh	Class	Stat
0	0	0	0	0	0

Feats & Abilities

Enlarged Dragon Breath: breath is Blast:5

Dragonborn Frenzy: +2 Dmg when bloodied

Combat Leader: +2 Init to allies in 10 squares

Inspiring Presence: When an ally in sight spends an AP to act, they heal 4 points.

Languages: Common, Draconis

Skills

Bonus	Skill	Stat	Mod	Train	Armor	Misc
0	Acrobatics	Dex	+1	0	-1	0
+2	Arcana	Int	+2	0		0
+9	Athletics	Str	+5	+5	-1	0
+4	Bluff	Cha	+4	0		0
+6	Diplomacy	Wis	+1	+5		0
+1	Dungeoneer	Wis	+1	0		0
+7	Endurance	Con	+3	+5	-1	0
+6	Heal	Wis	+1	+5		0
+9	History	Int	+2	+5		+2
+1	Insight	Wis	+1	0		0
+11	Intimidate	Cha	+4	+5		+2
+1	Nature	Wis	+1	0		0
+1	Perception	Wis	+1	0		0
+2	Religion	Int	+2	0		0
0	Stealth	Dex	+1	0	-1	0
+4	Streetwise	Cha	+4	0		0
0	Thievery	Dex	+1	0	-1	0

Defenses

Value	Defense	Base	Stat*	Class	Feat	Magic	Misc	Misc
17	AC	11	+5	0	0	0	+1	0
16	FORT	11	+4	+1	0	0	0	0
13	REF	11	+1	0	0	0	+1	0
15	WILL	11	3	+1	0	0	0	0

Initiative

Score	Mod	Misc
+1	+1	0

Movement

Score	Base	Armor	Other
5	6	-1	0

Awareness

Insight	Base	Skill	Perception	Base	Skill
11	10	+1	11	10	+1

Inventory

Warhammer of Judgement (+1*, d10, Prof +2, 5 lbs, Versatile)

Javelin (d6, Prof +2, 10/20, 10 lbs, Hvy thrown)

Chainmail (+6. -1 Move/act, 40lbs)

Light Shield (+1 AC/REF, 6lbs)

Adventurer's Pack (33lbs)

Enc: 94 of 180

Notes

At Will Powers

Viper's Strike — Attack 1

Attack	Versus	Target
+8	AC	1 Creature

Terms: Melee, Weapon, Standard Action

Effect: 1d10+5. If target shifts before your next turn, it provokes an OA from an ally of your choice

Wolf Pack Tactics — Attack 1

Attack	Versus	Target
+8	AC	1 Creature

Terms: Melee, Weapon, Standard Action

Effect: 1d10+5. Before you attack, let one ally adjacent to you or target shift one space as a free action.

Encounter Powers

Inspiring Word — Class

Terms: Minor Action, 1 target, close burst 5

Effect: Target can spend a healing surge and gains an extra 1d6 HP

Dragonbreath — Racial

Attack	Versus	Target
+7	Ref	Close Blast 5

Terms: Fire, Minor Action

Effect: 1d6 +2 damage to all in blast

Hammer and Anvil — Att 1

Attack	Versus	Target
+8	Ref	1 Creature

Terms: Melee, Weapon, Standard Action

Effect: 1d10 +5. One ally adjacent to target may make a basic melee attack as a free action and add +3 to their damage.

Knight's Move — Util 2

Terms: Move Action, Ranged 10

Effect: Target takes a move action as a free action

Daily Powers

White Raven Onslaught — Att 1

Attack	Versus	Target
+8	AC	1 Creature

Terms: Melee, Standard action, Weapon

Effect: 3d10+5. Slide an adjacent ally one square. Until the end of encounter, if you or a designated ally (range 1) hit target, you may slide an adjacent ally.

Miss: Designate target ally (range 10). When ally hits target, he may slide an adjacent ally

Character Info

Name	"Rusty"	
Race	Dragonborn	
Class	Warlord	
Level	2	XP:
Player	Fred	