Name	“Rusty”
Race	Dragonborn
Class	Warlord
Level	2
XP	1000
Player	Fred

Stat	Val	Mod	½ Lvl +Mod
Strength	18	+4	+5
Constitution	14	+2	+3
Dexterity	10	0	+1
Intelligence	13	+1	+2
Wisdom	10	0	+1
Charisma	16	+3	+4

Hit Points

Max HP	31	Current HP
Bloodied	15	
Surge Value	9	
Surges/Day	9	
Surges Spent		Temporary HP

Basic Attacks

Weapon			Atk.	Dmg
Warhammer +1			+8	D10+5
Mod	Prof	Enh	Feat	Class
+5	+2	+1		
Stat	Enh	Feat	Misc	Class
+4	+1			

Weapon			Atk.	Dmg
Javelin (10/20)			+7	D6+4
Mod	Prof	Enh	Feat	Class
+5	+2			
Stat	Enh	Feat	Misc	Class
+4				

Inventory

Warhammer of Judgment +1
Javelin, Chainmail, Light Shield
Adventurers Pack

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

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

Initiative

Score	Mod	Misc
+1	+0	0

Movement

Score	Base	Armor	Misc
5	6	-1	

Awareness

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

Feats and Notes

Enlarged Dragon Breath: Dragon Breath is Blast 5
Dragonborn Frenzy: +2 Dmg when bloodied
Combat Leader: +2 init. To allies within 10 squares
Inspiring Presence: When an ally in sight spends an AP to act, they heal 4 HP.

Speak: Common, Dragonborn

Viper’s Strike, Attack 1

Attack	Versus	Target
+8	AC	1 Creature

Standard Action, Melee, Weapon
Hit: 1d10+5. If Target shifts before your next turn, it provokes an opportunity attack from an ally of your choice
At will

Wolf Pack Tactics, Attack 1

Attack	Versus	Target
+8	AC	1 Creature

Melee, Weapon, Standard Action
Hit: 1d10+5. Before you attack, let one ally adjacent to you or target shift one space as a free action
At will

Inspiring Word, Class Ability

Minor Action, 1 target, Close burst 5
Effect: Target can spend a healing surge and gains an extra 1d6 HP
2x Encounter ❑❑

Dragonbreath, Racial Ability

Attack	Versus	Target
+7	Ref	Close Blast 5

Minor Action, Fire
Hit: 1d6+2 Fire damage to all in blast
Encounter ❑

Hammer & Anvil, Attack 1

Attack	Versus	Target
+8	Ref	1 Creature

Standard Action, Melee, Weapon
Hit: 1d10+5. One ally adjacent to target may make a basic melee attack as a free action, and add +3 to their damage.
Encounter ❑

Knight’s Move

Move Action, Ranged 10
Effect: Target takes a move action as a free action
Encounter ❑

White Raven Onslaught, Attack 1

Attack	Versus	Target
+8	AC	1 Creature

Standard Action, Melee, Weapon
Hit: 3d10+5. Slide an adjacent ally one square. Until the end of the encounter or you or an ally within 10 squares makes a successful attack, the attacker slides an adjacent ally 1 square.
Miss: Choose an ally within 10 squares. Until the end of the encounter, the ally slides an adjacent ally 1 square after a successful attack.
Daily ❑