





CHARACTER NAME  
Chance

PLAYER NAME

RACETiefling

CLASSWarlord

LEVEL5

HP

44

STR

18

AC

20

Spd

6

CON

12

Fort

18

Init

+4

DEX

10

Ref

17

WIS

8

Will

17

CHA

16

11

Passive Insight

11

Passive Perception

ACTION POINT

Second Wind

KEYWORDS

USED

Standard

↓

↗

Personal

ACTION

↶

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

PLAY DATA

DUNGEONS & DRAGONS®

Brash Assault

KEYWORDS

Martial, Weapon

USED

Standard

\* ↓ ↗

Melee weapon

ACTION

↶ ✱

RANGE

11 vs AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+4) damage.  
Increase damage to 2[W] + Strength modifier (+4) at 21st level.  
Effect: The target can make a melee basic attack against you as a free action and has combat advantage for the attack. If the target makes this attack, an ally of your choice within 5 squares of the target can make a basic attack against the target as a free action and has combat advantage for the attack.  
  
Sacrificial Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASSWarlord

LEVEL1

BOOKMP

AT-WILL POWER

DUNGEONS & DRAGONS®

Inspiring Word

KEYWORDS

Healing, Martial

USED

Minor

↓ ↗

Close burst 5 (10 at 11th level, 15 at 16th level)

ACTION

↶ 5 ✱

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

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.  
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.  
The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASSWarlord

LEVEL

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Wolf Pack Tactics

KEYWORDS

Martial, Weapon

USED

Standard

\* ↓ ↗

Melee weapon

ACTION

↶ ✱

RANGE

11 vs AC

One creature

ATTACK

DEFENSE

TARGET

Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.  
Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+4) damage.  
Increase damage to 2[W] + Strength modifier (+4) at 21st level.  
  
Sacrificial Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASSWarlord

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Luring Focus

KEYWORDS

Martial, Weapon

USED

Standard

\* ↓ ↗

Melee weapon

ACTION

↶ ✱

RANGE

11 vs Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Fortitude  
Hit: 1[W] + Strength modifier (+4) damage. Choose another enemy within 5 squares of you and pull it 1 square.  
Bravura Presence: Pull the enemy a number of squares equal to your Charisma modifier (+3).  
Special: When charging, you can use this power in place of a melee basic attack.  
  
Sacrificial Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASSWarlord

LEVEL1

BOOKMP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Infernal Wrath

KEYWORDS

USED

Minor

↓ ↗

Personal

ACTION

↶ ✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+3) as extra damage.

ADDITIONAL EFFECTS

CLASSRacial Power

LEVEL\*

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Shielding Retaliation

KEYWORDS

Martial, Weapon

USED

Imm Interr

\* ↓ ↗

Melee 1

ACTION

↶ ✱

RANGE

11 vs AC

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger: An adjacent enemy hits an ally with an opportunity attack  
Effect: The opportunity attack hits you instead.  
Attack: Strength vs. AC  
Hit: 2[W] + Strength modifier (+4) damage, and the ally can shift 2 squares.  
  
Sacrificial Longsword +2: +11 attack, 2d8+6 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASSWarlord

LEVEL3

BOOKMP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Keywords

Healing, Martial, Weapon

USED

Imm React

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↓

↗

Melee weapon

ACTION

←

✱

12

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger: An enemy within 5 squares of you reduces an ally to 0 hit points or fewer

Effect: Before the attack, you can move to the nearest square from which you can attack the target.

Attack: Strength + 1 vs. AC

Hit: 2[W] + Strength modifier (+4) damage.

Effect: The ally can spend a healing surge and regains an additional 1d6 hit points for every opportunity attack you provoke while moving to the target.

Sacrificial Longsword +2: +12 attack, 2d8+6 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Warlord

LEVEL

1

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS®

Keywords

Martial

USED

Standard

↓

↗

Close burst 5

ACTION

←

5

✱

RANGE

vs

Each ally in burst

ATTACK

DEFENSE

TARGET

Special: Each target can make a melee basic attack as a free action against a bloodied enemy adjacent to him or her.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

5

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS®

Keywords

Martial

USED

Minor

↓

↗

Close burst 10

ACTION

←

10

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

Requirement: You must be bloodied.

Effect: The target can add your Charisma modifier (+3) to damage rolls until you are no longer bloodied. Also, you gain temporary hit points equal to your level + your Charisma modifier (+3).

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

2

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS®

+2 attack rolls and damage

+2d6 damage

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Daily): Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

ITEM SLOT/TYPE

One-hand

LEVEL

6

PRICE

1800

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

+1 Fortitude, Reflex, and Will

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

KEYWORDS

USED

ACTION

AT-WILL

ENCOUNTER

DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE

Neck

LEVEL

4

PRICE

840

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®

+1 AC

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

Gain a +2 item bonus to AC against the first attack made against you in each encounter.

KEYWORDS

USED

ACTION

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT/TYPE

Body

LEVEL

4

PRICE

840

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Chance

Page 4