

Player Name

 Red Dawn 3 Warlord

Character Name

Level Class

Paragon Path

Epic Destiny

2,250

Tiedling

Medium

Hrmpf

Male

6'0"

240

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>3</b>	<b>Initiative</b>	<b>1</b>	<b>2</b>

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>20</b>	<b>AC</b>	<b>11</b>	<b>7</b>			<b>1</b>	<b>1</b>	

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>16</b>	<b>STR</b> Strength	<b>3</b>	<b>4</b>
<b>12</b>	<b>CON</b> Constitution	<b>1</b>	<b>2</b>
<b>10</b>	<b>DEX</b> Dexterity	<b>0</b>	<b>1</b>
<b>18</b>	<b>INT</b> Intelligence	<b>4</b>	<b>5</b>
<b>10</b>	<b>WIS</b> Wisdom	<b>0</b>	<b>1</b>
<b>12</b>	<b>CHA</b> Charisma	<b>1</b>	<b>2</b>

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>11</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>1</b>
<b>11</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>1</b>

 SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY:	Melee Basic Attack - Longsword
ATT BONUS	1/2 LVL ABIL CLASS PROF FEAT ENH MISC
<b>+ 7</b>	<b>1 3 3</b>
ABILITY:	Ranged Basic Attack - Crossbow
ATT BONUS	1/2 LVL ABIL CLASS PROF FEAT ENH MISC
<b>+ 3</b>	<b>1 0 2</b>

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
<b>34</b>	<b>17</b>	<b>8</b>
1/2 HP	1/4 HP	SURGES/DAY

CURRENT HIT POINTS

CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

 USED 

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 6 Fire

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input type="checkbox"/>	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

<b>Infernal Wrath</b> - Use infernal wrath as an encounter power.
<b>Fire Resistance</b> - Resist fire 5 + 1/2 level.
<b>Bloodhunt</b> - +1 on attacks against bloodied foes.

### DAMAGE WORKSPACE

ABILITY:	Melee Basic Attack - Longsword
DAMAGE	ABIL FEAT ENH MISC MISC
<b>1d8+3</b>	<b>3</b>
ABILITY:	Ranged Basic Attack - Crossbow
DAMAGE	ABIL FEAT ENH MISC MISC
<b>1d8</b>	<b>0</b>

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>7</b>	vs <b>AC</b>	Longsword	1d8+3
<b>3</b>	vs <b>AC</b>	Crossbow	1d8
<b>4</b>	vs <b>AC</b>	Unarmed (Melee)	1d4+3
<b>1</b>	vs <b>AC</b>	Unarmed (Range)	1d4

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>0</b>	<b>Acrobatics</b>	DEX 1	0	-1	
<b>10</b>	<b>Arcana</b>	INT 5	5	n/a	
<b>8</b>	<b>Athletics</b>	STR 4	5	-1	
<b>4</b>	<b>Bluff</b>	CHA 2	0	n/a	2
<b>7</b>	<b>Diplomacy</b>	CHA 2	5	n/a	
<b>1</b>	<b>Dungeoneering</b>	WIS 1	0	n/a	
<b>1</b>	<b>Endurance</b>	CON 2	0	-1	
<b>1</b>	<b>Heal</b>	WIS 1	0	n/a	
<b>10</b>	<b>History</b>	INT 5	5	n/a	
<b>1</b>	<b>Insight</b>	WIS 1	0	n/a	
<b>7</b>	<b>Intimidate</b>	CHA 2	5	n/a	
<b>1</b>	<b>Nature</b>	WIS 1	0	n/a	
<b>1</b>	<b>Perception</b>	WIS 1	0	n/a	
<b>5</b>	<b>Religion</b>	INT 5	0	n/a	
<b>2</b>	<b>Stealth</b>	DEX 1	0	-1	2
<b>2</b>	<b>Streetwise</b>	CHA 2	0	n/a	
<b>0</b>	<b>Thievery</b>	DEX 1	0	-1	

### CLASS / PATH / DESTINY FEATURES

<b>Combat Leader</b> - You, and allies within 10 that see and hear you, gain +2 to initiative.
<b>Commanding Presence</b> - Choose a Presence benefit; provides bonuses with certain powers.
<b>Tactical Presence</b> - Ally you can see that spends an action point to attack gains bonus to attack: 1/2 Int mod.
<b>Inspiring Word</b> - Use inspiring word as an encounter (special) power, minor action.

### FEATS

<b>Tactical Assault</b> - Ally gains bonus to damage equal to your Int modifier
<b>Arcane Initiate</b> - Wizard: Arcana skill, wizard power 1/ encounter

### LANGUAGES KNOWN

Common, Goblin



CHARACTER NAME  
**Red Dawn**

PLAYER NAME

RACE Tiefling CLASS Warlord LEVEL 3

<b>HP</b> 34	<b>16 STR</b>	<b>AC</b> 20
<b>Spd</b> 6	<b>12 CON</b>	<b>Fort</b> 15
<b>Init</b> +3	<b>10 DEX</b>	<b>Ref</b> 16
	<b>18 INT</b>	<b>Will</b> 13
	<b>10 WIS</b>	
	<b>12 CHA</b>	
<b>11</b> Passive Insight	<b>11</b> Passive Perception	



Second Wind

KEYWORDS USED

Standard		Personal
<b>ACTION</b>		<b>RANGE</b>
	vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Melee Basic Attack

KEYWORDS Weapon USED

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>7</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+3) damage.  
Increase damage to 2[W] + Strength modifier (+3) at 21st level.  
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Longsword: +7 attack, 1d8+3 damage  
Unarmed: +4 attack, 1d4+3 damage

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

CLASS LEVEL \* BOOK

Ranged Basic Attack

KEYWORDS Weapon USED

Standard		Ranged weapon
<b>ACTION</b>		<b>RANGE</b>
<b>3</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Dexterity vs. AC  
Hit: 1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.  
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Crossbow: +3 attack, 1d8 damage  
Unarmed: +1 attack, 1d4 damage

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

CLASS LEVEL \* BOOK

Viper's Strike

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>7</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+3) damage.  
Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Longsword: +7 attack, 1d8+3 damage  
Unarmed: +4 attack, 1d4+3 damage

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

CLASS Warlord LEVEL 1 BOOK *PH*

AT-WILL POWER



AT-WILL POWER



AT-WILL POWER



Wolf Pack Tactics

KEYWORDS Martial, Weapon USED

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>7</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 (+3) damage.  
Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Longsword: +7 attack, 1d8+3 damage  
Unarmed: +4 attack, 1d4+3 damage

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

CLASS Warlord LEVEL 1 BOOK *PH*

Infernal Wrath

KEYWORDS USED

Minor		Personal
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 (+1) as extra damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK *PH*

Inspiring Word

KEYWORDS Healing, Martial USED

Minor		Close burst 5 (10 at 11th level, 15 at 16th level)
<b>ACTION</b>		<b>RANGE</b>
	vs	You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

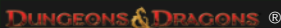
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.

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.

CLASS Warlord LEVEL BOOK *PH*

AT-WILL POWER



ENCOUNTER POWER



ENCOUNTER POWER



## Leaf on the Wind

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
<b>ACTION</b>	↖ ✖	<b>RANGE</b>	
7	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

Attack: Strength vs. AC  
Hit: 2[W] + Strength modifier (+3) damage. You or an ally adjacent to the target swaps places with the target.

Longsword: +7 attack, 2d8+3 damage  
Unarmed: +4 attack, 2d4+3 damage

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

CLASS	Warlord	LEVEL	1	BOOK	PH
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ENCOUNTER POWER **DUNGEONS & DRAGONS**

## Scorching Burst

KEYWORDS		Arcane, Fire, Implement	USED
Standard	↓ 10 ↘	Area burst 1 within 10 squares	
<b>ACTION</b>	↖ 1 ✖	<b>RANGE</b>	
5	vs	Reflex	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

Attack: Intelligence vs. Reflex  
Hit: 1d6 + Intelligence modifier (+4) fire damage. Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Unarmed: +5 attack, 1d6+4 damage

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

CLASS	Wizard	LEVEL	1	BOOK	PH
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ENCOUNTER POWER **DUNGEONS & DRAGONS**

## Bloody Ending

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
<b>ACTION</b>	↖ ✖	<b>RANGE</b>	
7	vs	AC	One bloodied creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

Attack: Strength vs. AC  
Hit: 2[W] + Strength modifier (+3) + Intelligence modifier (+4) damage.  
Resourceful Presence: Your allies gain a +2 power bonus to attack rolls against the enemy until the end of your next turn.

Longsword: +7 attack, 2d8+7 damage  
Unarmed: +4 attack, 2d4+7 damage

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

CLASS	Warlord	LEVEL	3	BOOK	MP
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ENCOUNTER POWER **DUNGEONS & DRAGONS**

## Lead the Attack

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↘	Melee weapon	
<b>ACTION</b>	↖ ✖	<b>RANGE</b>	
7	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

Attack: Strength vs. AC  
Hit: 3[W] + Strength modifier (+3) damage. Until the end of the encounter, 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 (+4).  
Miss: Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Longsword: +7 attack, 3d8+3 damage  
Unarmed: +4 attack, 3d4+3 damage

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

CLASS	Warlord	LEVEL	1	BOOK	PH
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DAILY POWER **DUNGEONS & DRAGONS**

## Aid the Injured

KEYWORDS		Healing, Martial	USED
Standard	* ↓ ↘	Melee touch	
<b>ACTION</b>	↖ ✖	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			

Target: You or one adjacent ally  
Effect: The target can spend a healing surge.

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

CLASS	Warlord	LEVEL	2	BOOK	PH
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UTILITY POWER **DUNGEONS & DRAGONS**

## Longsword

1d8	3	Heavy Blade	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>

PROPERTIES  
Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.  
A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)

Melee Basic Attack: +7 attack, 1d8+3 damage

NOTES

ITEM SLOT	One-hand	WEIGHT	4	PRICE	15	BOOK
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WEAPON **DUNGEONS & DRAGONS**

## Crossbow

1d8	2	Crossbow	15/30
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>

PROPERTIES  
Load Minor (Ranged weapons that loose projectiles, including bows, crossbows, and slings, take some time to load. When a weapon shows "load free" on the weapon table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.) The crossbow is "load minor," which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.)

Ranged Basic Attack: +3 attack, 1d8 damage

NOTES

ITEM SLOT	Two-Hands	WEIGHT	4	PRICE	25	BOOK
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WEAPON **DUNGEONS & DRAGONS**

## Adventurer's Kit

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>

PROPERTIES

NOTES

ITEM SLOT		WEIGHT	33	PRICE	15	BOOK
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ITEM **DUNGEONS & DRAGONS**

## Light Shield

1	-	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>

PROPERTIES

NOTES

ITEM SLOT	Off-hand	WEIGHT	6	PRICE	5	BOOK
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ITEM **DUNGEONS & DRAGONS**

### Pouch, Belt (empty)

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE 1	BOOK

ITEM 

### Rations, Trail

AC BONUS	CHECK	SPEED	QUANTITY
			2
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 10	PRICE 5	BOOK

ITEM 


### Crossbow Bolt

AC BONUS	CHECK	SPEED	QUANTITY
			18
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE	BOOK

ITEM 

### Bloodcut Hide Armor +1

AC BONUS	CHECK	SPEED	QUANTITY
3	-1	-	1
+1 AC		4	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.			
ITEM SLOT	Body	WEIGHT 25	PRICE 840

MAGIC ITEM 

### Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		5	Potion
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER 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

MAGIC ITEM 

### Augmenting Whetstone (level 6)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		6	Whetstones
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.			
ITEM SLOT		WEIGHT 0	PRICE 75

MAGIC ITEM 