

Player Name Stéphane Lantagne

Erdan		1	Warlord					275
Character Name		Level	Class		Paragon Path		Epic Destiny	Total XP
Half-Elf	Medium	18	Male	5'11"	185	Lawful Good	Torm	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company
								RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2			2

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	<b>STR</b> Strength	2	2
14	<b>CON</b> Constitution	2	2
11	<b>DEX</b> Dexterity	0	0
15	<b>INT</b> Intelligence	2	2
7	<b>WIS</b> Wisdom	-2	-2
16	<b>CHA</b> Charisma	3	3

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	2	1				

CONDITIONAL BONUSES

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	REF	10	2					

CONDITIONAL BONUSES

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	10	3	1				

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+

### Passive Perception

8	Passive Perception	10	+	-2
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SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Broadsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	2		2			

ABILITY: Ranged Basic Attack - Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	0	0		2			

### HIT POINTS

MAX HP	26
BLOODEDIED	13
HEALING SURGES	6
SURGE VALUE	6
SURGES/DAY	9
CURRENT HIT POINTS	
CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER	USED
TEMPORARY HIT POINTS	
DEATH SAVING THROW FAILURES	
SAVING THROW MODS	
RESISTANCES	
CURRENT CONDITIONS AND EFFECTS	

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Broadsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+2	2				

ABILITY: Ranged Basic Attack - Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

### RACE FEATURES

**Dilettante** - Choose at-will power from other class; use as encounter power.

**Dual Heritage** - Count as elf, half-elf, and human for choosing feats.

**Group Diplomacy** - Allies within 10 get +1 to Diplomacy.

**Diplomacy Bonus**

**Insight Bonus**

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Broadsword	1d10+2
2	vs AC	Crossbow	1d8
2	vs AC	Unarmed (Melee)	1d4+2
0	vs AC	Unarmed (Range)	1d4

### SKILLS

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

### CLASS / PATH / DESTINY FEATURES

**Combat Leader** - You, and allies within 10 that see and hear you, gain +2 to initiative.

**Commanding Presence** - Choose a Presence benefit; provides bonuses with certain powers.

**Tactical Presence** - Ally you can see that spends an action point to attack gains bonus to attack: 1/2 Int mod.

**Inspiring Word** - Use inspiring word as an encounter (special) power, minor action.

### FEATS

**Group Insight** - Grant allies +1 to Insight and initiative

### LANGUAGES KNOWN

Common, Elven, Goblin



CHARACTER NAME  
**Erdan**

PLAYER NAME  
**Stéphane Lantagne**

RACE Half-Elf CLASS Warlord LEVEL 1

HP	15 STR	AC
26	14 CON	16
Spd	11 DEX	Fort
5	15 INT	13
Init	7 WIS	Ref
+2	16 CHA	12
		Will
		14

10 Passive Insight 8 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

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 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Wolf Pack Tactics

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
4	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

One creature

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

Broadsword: +4 attack, 1d10+2 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Commander's Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

One creature

**Attack:** An ally of your choice makes a melee basic attack against the target

**Hit:** Ally's basic attack damage + your Intelligence modifier (+2).

ADDITIONAL EFFECTS

CLASS Warlord LEVEL BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Eldritch Blast

KEYWORDS Arcane, Implement USED

Standard	↓ 10 ↗	Ranged 10
<b>ACTION</b>	← *	<b>RANGE</b>
3	vs	Reflex
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

One creature

**Attack:** Charisma or Constitution vs. Reflex

**Hit:** 1d10 + Charisma or Constitution modifier damage. Increase damage to 2d10 + Charisma or Constitution modifier at 21st level.

**Special:** At 1st level, you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later.

This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Unarmed: +3 attack, 1d10+3 damage

ADDITIONAL EFFECTS

CLASS Warlock LEVEL BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Inspiring Word

KEYWORDS Healing, Martial USED

Minor	↓ ↗	Close burst 5 (10 at 11th level, 15
<b>ACTION</b>	5 ← *	<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.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Warlord LEVEL BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Warlord's Favor

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
4	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier (+2) damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

**Tactical Presence:** The bonus to attack rolls that you grant equals 1 + your Intelligence modifier (+2).

Broadsword: +4 attack, 2d10+2 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Lead the Attack

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
<b>ACTION</b>	← *	<b>RANGE</b>
4	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

One creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier (+2) 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 (+2).

**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.

Broadsword: +4 attack, 3d10+2 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL BOOK PH

DAILY POWER **DUNGEONS & DRAGONS**