

Player Name John Sweeney

Moth Carandae 3 Warlord 2,715  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Elf Medium 80 Male 5'8" 160 lbs Lawful Good The Raven Queen  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
4	1	1	2

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
17	AC	11	6						

CONDITIONAL BONUSES

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	7	-1	

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	4
10	CON Constitution	0	1
12	DEX Dexterity	1	2
14	INT Intelligence	2	3
10	WIS Wisdom	0	1
14	CHA Charisma	2	3

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
15	FORT	11	3	1					

CONDITIONAL BONUSES

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
11	Passive Insight	10	+	1
13	Passive Perception	10	+	3

SPECIAL SENSES  
Low-light Vision

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
32	16	8	7
		1/2 HP	1/4 HP

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

ATTACK WORKSPACE				
ABILITY:	MELEE BASIC ATTACK - GREATAXE			
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF
+6	1	3	2	

ABILITY: Ranged Basic Attack - Longbow

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

RACE FEATURES				
<b>Elven Weapon Proficiency</b>	- Proficient with longbow and shortbow.			
<b>Group Awareness</b>	- Non-elf allies within 5 get +1 to Perception.			
<b>Elven Accuracy</b>	- Use elven accuracy as an encounter power.			
<b>Fey Origin</b>	- Your origin is fey, not natural			
<b>Wild Step</b>	- Ignore difficult terrain when shifting (even when shifting multiple squares).			

DAMAGE WORKSPACE				
ABILITY:	MELEE BASIC ATTACK - GREATAXE			
DAMAGE	ABIL	FEAT	ENH	MISC
1d12+3	3			

ABILITY: Ranged Basic Attack - Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+1	1				

SKILLS						
BONUS	SKILL NAME	DEX	TRND (+5)	ARMOR PENALTY	MISC	
1	Acrobatics	DEX	2	0	-1	0
3	Arcana	INT	3	0	n/a	0
8	Athletics	STR	4	5	-1	0
3	Bluff	CHA	3	0	n/a	0
8	Diplomacy	CHA	3	5	n/a	0
1	Dungeoneering	WIS	1	0	n/a	0
0	Endurance	CON	1	0	-1	0
1	Heal	WIS	1	0	n/a	0
8	History	INT	3	5	n/a	0
1	Insight	WIS	1	0	n/a	0
8	Intimidate	CHA	3	5	n/a	0
3	Nature	WIS	1	0	n/a	2
3	Perception	WIS	1	0	n/a	2
3	Religion	INT	3	0	n/a	0
1	Stealth	DEX	2	0	-1	0
3	Streetwise	CHA	3	0	n/a	0
1	Thievery	DEX	2	0	-1	0

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>Resourceful Presence</b>	- Ally who sees you and spends action point to attack gets damage bonus (1/2 level + Int mod); if attack hits no targets, ally gains temp hp (1/2/ level + Cha mod)			
<b>Inspiring Word</b>	- Use inspiring word as an encounter (special) power, minor action.			

BASIC ATTACKS				
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE	
6	vs AC	Greataxe	1d12+3	
4	vs AC	Longbow	1d10+1	
4	vs AC	Unarmed (Melee)	1d4+3	
2	vs AC	Unarmed (Range)	1d4+1	

LANGUAGES KNOWN				
Common, Elven				

FEATS				
<b>Improved Resources</b>	- Ally gains +2 damage and temporary hp from Resourceful Presence			
<b>Lend Might</b>	- +1 to attack rolls of attacks you grant			





CHARACTER NAME  
**Moth Carandae**

PLAYER NAME  
**John Sweeney**

RACE Elf CLASS Warlord LEVEL 3

HP	32
Spd	6
Init	+4

AC	17
Fort	15
Ref	13
Will	14

STR	+3
CON	+0
DEX	+1
INT	+2
WIS	+0
CHA	+2

Passive Insight	11
Passive Perception	13

Skills

1 Acrobatics	DEX
3 Arcana	INT
8 Athletics	STR (Trained)
3 Bluff	CHA
8 Diplomacy	CHA (Trained)
1 Dungeoneering	WIS
0 Endurance	CON
1 Heal	WIS
8 History	INT (Trained)
1 Insight	WIS
8 Intimidate	CHA (Trained)
3 Nature	WIS
3 Perception	WIS
3 Religion	INT
1 Stealth	DEX
3 Streetwise	CHA
1 Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**ACTION POINT**

**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind

KEYWORDS: Standard, Personal, RANGE, DAILY

AT-WILL  ENCOUNTER

**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

Viper's Strike

KEYWORDS: Martial, Weapon

Standard \*   Melee weapon

ACTION   RANGE

6 vs AC AC DEFENSE TARGET

**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.

Greataxe: +6 attack, 1d12+3 damage

FLAVOR TEXT  
You trick your adversary into making a tactical error that gives your comrade a chance to strike.

CLASS Warlord LEVEL 1 BOOK PH

PLAY DATA

Wolf Pack Tactics

KEYWORDS: Martial, Weapon

Standard \*   Melee weapon

ACTION   RANGE

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

Greataxe: +6 attack, 1d12+3 damage

FLAVOR TEXT  
Step by step, you and your friends surround the enemy.

CLASS Warlord LEVEL 1 BOOK PH

ENCOUNTER SPECIAL

Even Accuracy

KEYWORDS: Free, Personal, RANGE, TARGET

ACTION   vs DEFENSE

**Effect:** Reroll an attack roll. Use the second roll, even if it's lower.

FLAVOR TEXT  
With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

CLASS Racial Power LEVEL \* BOOK PH

UTILITY POWER

Inspiring Word

KEYWORDS: Healing, Martial

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

ACTION 5 vs DEFENSE RANGE

**Attack:** You or one ally in burst

**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: +1 attack

FLAVOR TEXT  
You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.

CLASS Warlord LEVEL BOOK PH

### Diabolic Stratagem

KEYWORDS	Martial, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
6	vs Reflex	One creature
<b>DEFENSE</b>		<b>TARGET</b>
AC		One creature

**Attack:** Strength vs. Reflex  
**Hit:** 1[W] + Strength modifier (+3) damage, and the target is marked until the end of your next turn.  
**Effect:** You grant the target of this attack combat advantage until the start of your next turn. The first attack the target makes against you before the start of your next turn provokes opportunity attacks from you and your allies.

Greataxe: +6 attack, 1d12+3 damage

FLAVOR TEXT  
*A feint and attack marks a foe and seemingly leaves you defenseless, but it's just a cunning move to allow you to make other attacks.*

CLASS	Warlord	LEVEL	1	BOOK	Dragon 369
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**ENCOUNTER POWER**

### Inspiring Word

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

**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: +1 attack

FLAVOR TEXT  
*You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.*

CLASS	Warlord	LEVEL		BOOK	PH
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**ENCOUNTER POWER**

### Inspire Resilience

KEYWORDS	Martial, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
6	vs AC	One creature
<b>DEFENSE</b>		<b>TARGET</b>
AC		One creature

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+3) damage.  
**Effect:** One ally adjacent to you chooses either to gain a power bonus to damage rolls equal to your Intelligence modifier (+2) until the end of your next turn or to gain temporary hit points equal to your Charisma modifier (+2).  
**Resourceful Presence:** Instead of one ally, each ally adjacent to you either gains the bonus or gains temporary hit points.

Greataxe: +6 attack, 2d12+3 damage

FLAVOR TEXT  
*You deliver a powerful hit that bolsters your ally or encourages your comrade to unleash an equally devastating blow.*

CLASS	Warlord	LEVEL	3	BOOK	MP2
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**ENCOUNTER POWER**

### Fearless Rescue

KEYWORDS	Healing, Martial, Weapon	USED
Imm React	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
7	vs AC	The triggering enemy
<b>DEFENSE</b>		<b>TARGET</b>
AC		The triggering enemy

**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 (+3) 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.

Greataxe: +7 attack, 2d12+3 damage

FLAVOR TEXT  
*One of your allies falls, and without regard for your own well-being, you rush to make the attacker pay. Your bravery inspires your ally to fight on.*

CLASS	Warlord	LEVEL	1	BOOK	MP
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**DAILY POWER**

### Rub Some Dirt On It

KEYWORDS	Martial	USED
Minor	*	Melee touch
<b>ACTION</b>		<b>RANGE</b>
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You if you're bloodied or one bloodied ally  
**Effect:** The target gains temporary hit points equal to 5 + your Charisma modifier (+2).

ADDITIONAL EFFECTS  
*With a wisecrack, you give your comrade a little courage despite his wounds.*

CLASS	Warlord	LEVEL	2	BOOK	MP
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**UTILITY POWER**

### Rub Some Dirt On It

KEYWORDS	Martial, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
6	vs Reflex	One creature
<b>DEFENSE</b>		<b>TARGET</b>
AC		One creature

**Attack:** Strength vs. Reflex  
**Hit:** 1[W] + Strength modifier (+3) damage, and the target is marked until the end of your next turn.  
**Effect:** You grant the target of this attack combat advantage until the start of your next turn. The first attack the target makes against you before the start of your next turn provokes opportunity attacks from you and your allies.

Greataxe: +6 attack, 1d12+3 damage

FLAVOR TEXT  
*A feint and attack marks a foe and seemingly leaves you defenseless, but it's just a cunning move to allow you to make other attacks.*

CLASS	Warlord	LEVEL	1	BOOK	Dragon 369
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**ENCOUNTER POWER**

### Inspiring Word

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

**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: +1 attack

FLAVOR TEXT  
*You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.*

CLASS	Warlord	LEVEL		BOOK	PH
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**ENCOUNTER POWER**

### Inspire Resilience

KEYWORDS	Martial, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
6	vs AC	One creature
<b>DEFENSE</b>		<b>TARGET</b>
AC		One creature

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+3) damage.  
**Effect:** One ally adjacent to you chooses either to gain a power bonus to damage rolls equal to your Intelligence modifier (+2) until the end of your next turn or to gain temporary hit points equal to your Charisma modifier (+2).  
**Resourceful Presence:** Instead of one ally, each ally adjacent to you either gains the bonus or gains temporary hit points.

Greataxe: +6 attack, 2d12+3 damage

FLAVOR TEXT  
*You deliver a powerful hit that bolsters your ally or encourages your comrade to unleash an equally devastating blow.*

CLASS	Warlord	LEVEL	3	BOOK	MP2
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**ENCOUNTER POWER**

Leoben the Royal Spymaster of Elandin has recruited me to lead a small band to investigate and retaliate against marauding bands of Kobolds who have been plaguing the Queendom's trade-roads. These Kobold attacks have been growing in frequency and dispersion, even as their strength has spread out to commit more attacks while dispersing their numbers and making it difficult to engage them in a decisive battle.

Our band consists of Myself, Ashling, a shape-changing court spy who reports to Leoben, Emma, a worthy half-elf soldier-chaplain who served with me on our last campaign, Dox, a half-elf layabout of dubious upbringing and character, and Unimportant, a witch descended from the ancient Fionn Empire.

**TREASURE**

NONE :(

XP Start		XP Gained		XP Total
2250	+	465	=	2715
Gold Start		Gold		Gold Total
0	+	0	=	0

Elandin Forest Road and Riverrun  
Region

3  
Level At End