

TIEFLING WARLORD

Name: _____ Gender: _____

As a tiefling warlord, you honor the military tradition of the fallen nation of Bael Turath. You are a soldier and a leader, and your allies turn to you for guidance and support.

Hit Points 24

Bloodied 12 Healing Surge 6 Surges Per Day 8

Initiative +0 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
18	14	14	12

ATTACKS

Melee Basic Attack: +6 (longsword) Damage: 1d8+3

Ranged Basic Attack: +2 (crossbow) Damage: 1d8+0

RACIAL TRAITS

Height: 6'0" Weight: 240 lb. Size: Medium

Speed: 6 squares Vision: Low-light

Languages: Common, Goblin

Alignment: Good

Skill Bonus: +2 Bluff, +2 Stealth (already included)

Bloodhunt: You gain a +1 racial bonus to attack rolls against bloodied foes.

Fire Resistance: You have resist 5 fire (becomes resist 6 fire at level 2).

Infernal Wrath: You can use *infernal wrath* as an encounter power.

CLASS FEATURES

Combat Leader: You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.

Tactical Presence: When an ally you can see spends an action point to make an attack, the ally gains a +2 bonus to the attack roll.

FEAT

Tactical Assault: When an ally who can see you spends an action point to make an attack, the attack's damage roll gains a +4 bonus.

AT-WILL POWERS

Viper's Strike

Warlord Attack 1

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

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +6 vs. AC

Hit: 1d8 + 3 damage.

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



Wolf Pack Tactics

Warlord Attack 1

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

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: 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: +6 vs. AC

Hit: 1d8 + 3 damage.

ENCOUNTER POWER

Infernal Wrath

Tiefling Racial Power

You call upon your furious nature to improve your odds of harming your foe.

Encounter

Minor Action Personal

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 an extra +1 damage.

Leaf on the Wind

Warlord Attack 1

Like a leaf caught in the autumn wind, your foe is driven by the flow of battle. Your fierce attacks force him to give ground.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +6 vs. AC

Hit: 2d8 + 3 damage. You or an ally adjacent to the target swaps places with the target.

Inspiring Word Warlord Feature

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

Encounter (Special) ♦ Martial, Healing

Special: You can use this power twice per encounter, but only once per round.

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

DAILY POWER

Lead the Attack Warlord Attack 1

Under your direction, arrows hit their marks and blades drive home.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +6 vs. AC

Hit: 3d8 + 3 damage. Until the end of the encounter, you and each ally within 5 squares of you gain a +5 power bonus to attack rolls against the target.

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.

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-1
Arcana (Int)		+4
Athletics (Str)	Yes	+7
Bluff (Cha)		+3
Diplomacy (Cha)	Yes	+6
Dungeoneering (Wis)		+0
Endurance (Con)		+0
Heal (Wis)		+0
History (Int)	Yes	+9
Insight (Wis)		+0
Intimidate (Cha)	Yes	+6
Nature (Wis)		+0
Perception (Wis)		+0
Religion (Int)		+4
Stealth (Dex)		+1
Streetwise (Cha)		+1
Thievery (Dex)		-1

GEAR

Armor: Hide armor, light shield

Weapon: Longsword, crossbow, crossbow bolts (20). Your crossbow has a range of 15/30.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Gold: 9 gp

	Ability Scores	Check Modifier
Str	16	+3
Con	12	+1
Dex	10	+0
Int	18	+4
Wis	10	+0
Cha	12	+1

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 29 **Bloodied:** Increase to 14

Healing Surge: Increase to 7

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

Feat: Arcane Initiate: You gain training in the Arcana skill (add +5 to the Arcana skill). You can use the *scorching burst* power once per encounter.

Scorching Burst Wizard Attack 1

A vertical column of golden flames burns all within.

Encounter ♦ Arcane, Fire, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +4 vs. Reflex

Hit: 1d6 + 4 fire damage.

Aid the Injured Warlord Utility 2

Your presence is both a comfort and an inspiration.

Encounter ♦ Healing, Martial

Standard Action Melee touch

Target: You or one adjacent ally

Effect: The target can spend a healing surge.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 34 **Bloodied:** Increase to 17

Healing Surge: Increase to 8

Steel Monsoon Warlord Attack 3

You leap into the fray with a wild, whirling attack—but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 2d8 + 3 damage, and one ally within 5 squares of you can shift 5 squares.