

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

**Korag the Clanless**  
male Dwarf Warlord (Marshal)

Medium

Age Height Weight Size Deity

Total XP 1000

### Defenses

<b>17</b>	<b>15</b>	<b>14</b>	<b>12</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

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 (one per encounter)

Used

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

### Death Saving Throw Failures

### Saving Throw Mods

0

+5 Saving Throws against poison

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Craghammer

Strength vs. AC

Damage

#### Ranged

Unarmed

Dexterity vs. AC

Damage

### Languages

Common, Dwarven



### Abilities

Ability	Score	Check
STR Strength	18	4
CON Constitution	12	1
DEX Dexterity	12	1
INT Intelligence	16	3
WIS Wisdom	8	-1
CHA Charisma	12	1

### Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	3
Athletics	Strength	8 ✓
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	1
Endurance	Constitution	7 ✓
Heal	Wisdom	-1
History	Intelligence	8 ✓
Insight	Wisdom	-1
Intimidate	Charisma	8 ✓
Nature	Wisdom	-1
Perception	Wisdom	-1
Religion	Intelligence	3
Stealth	Dexterity	0
Streetwise	Charisma	1
Thievery	Dexterity	0

### Hit Points

<b>Max HP</b> (Bloodied 12 )	<b>24</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value Surges/Day

<input type="text" value="6"/>	<input type="text" value="8"/>
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Current Conditions:

### Combat Statistics and Senses

Initiative	<input type="text" value="1"/>
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Conditional Modifiers:

Speed	<input type="text" value="5"/>
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Passive Insight	<input type="text" value="9"/>
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Passive Perception	<input type="text" value="9"/>
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Special Senses: Low-light



# Korag the Clanless

Player Name

Character Name

## Character Details

### Background

Kord Clan

### Theme

Underdark Outcast

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Tattoo

Feet

Ki Focus

### Other Equipment

Adventurer's Kit

Total Weight (lbs.)

85

Carrying Capacity (lbs.)

Treasure

20 gp  
0 gp banked

Normal

180

Heavy

360

Max

900

# Korag the Clanless

Player Name

Character Name



## Racial Features

### Cast-Iron Stomach

+5 bonus to saving throws against poison.

### Dwarven Resilience

You have the dwarven resilience power.

### Dwarven Weapon Proficiency

Proficient with hammers.

### Encumbered Speed

Armor or heavy load doesn't reduce your speed. (Other effects still can.)

### Stand Your Ground

Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

## Class/Other Features

### Battlefront Leader

#### Commanding Presence

Choose a Presence benefit; provides bonuses with certain powers.

### Inspiring Word

Use inspiring word as an encounter (special) power, minor action.

### Tactical Presence

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

### Underdark Outcast Starting Feature

Gain the alone and unafraid power.

## Feats

### Dwarven Weapon Training

+2 damage and proficiency with axes and hammers.

# Korag the Clanless

Level 1 Dwarf Warlord (Marshal)

<b>HP</b> 24	SCORE	ABILITY	MOD	<b>AC</b> 17
	18	STR	4	
<b>Spd</b> 5	12	CON	1	<b>Fort</b> 15
	12	DEX	1	
<b>Init</b> +1	16	INT	3	<b>Ref</b> 14
	8	WIS	-1	
	12	CHA	1	<b>Will</b> 12

- 9 Passive Insight
- 9 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	3
Athletics	Strength	• 8
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	1
Endurance	Constitution	• 7
Heal	Wisdom	-1
History	Intelligence	• 8
Insight	Wisdom	-1
Intimidate	Charisma	• 8
Nature	Wisdom	-1
Perception	Wisdom	-1
Religion	Intelligence	3
Stealth	Dexterity	0
Streetwise	Charisma	1
Thievery	Dexterity	0

• indicates a trained skill.

## Action Point

Base action points: 1



**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.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Craghammer:** +6 vs. AC, 1d10+6 damage

**Melee** weapon      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage.

**Level 21:** 2[W] + Str modifier (+4) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +1 vs. AC, 1d4+1 damage

**Ranged** weapon      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+1) damage.

**Level 21:** 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

## Direct the Strike

At-Will ♦ Standard Action

**Ranged** 5      **Target:** One ally

*You direct an ally to attack as an enemy lowers its guard.*

**Keyword:** Martial

**Effect:** The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

Additional Effects

Warlord Attack 1

## Wolf Pack Tactics

At-Will ♦ Standard Action

**Craghammer:** +6 vs. AC, 1d10+6 damage

**Melee** weapon      **Target:** One creature

*You attack your enemy with a well-placed blow, allowing a comrade to get into better position.*

**Keywords:** Martial, Weapon

**Special:** Before the attack, an ally adjacent to you or to the target can shift 1 square as a free action.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage.

Additional Effects

Warlord Attack 1

## Warlord's Favor

Encounter ♦ Standard Action

**Craghammer:** +6 vs. AC, 2d10+6 damage

**Melee** weapon      **Target:** One creature

*With a calculated blow, you leave your enemy exposed to a comrade's attack.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+4) 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 equals 1 + your Int modifier (+3).

Additional Effects

Warlord Attack 1

Used

## Lead the Attack

Daily ♦ Standard Action

**Craghammer:** +6 vs. AC, 3d10+6 damage

**Melee** weapon      **Target:** One creature

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

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 3[W] + Str modifier (+4) damage. Until the end of your next turn, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Int modifier (+3).

**Miss:** Half damage. Until the end of your next turn, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Additional Effects

Warlord Attack 1

Used

### Inspiring Word

Encounter (Special) ♦ Minor Action

#### Unarmed:

**Close** burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

*You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.*

**Keywords:** Healing, Martial

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

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

Additional Effects

Warlord Feature

Used

### Alone and Unafraid

Encounter ♦ Minor Action

#### Personal

*Although you crave companionship, you have learned to survive without anyone at your side.*

**Keyword:** Martial

**Requirement:** You must be at least 5 squares away from your allies.

**Effect:** Until the end of your next turn, you gain a +2 power bonus to attack rolls and all defenses.

Additional Effects

Underdark Outcast Utility

Used

### Battlefront Shift

Encounter ♦ No Action

**Close** burst 3

**Target:** You or one ally in the burst

*As combat breaks out, you give a quick call, urging an ally to move or spurring yourself to take action.*

**Keyword:** Martial

**Trigger:** You roll initiative

**Effect:** The target shifts half his or her speed.

Additional Effects

Warlord Feature

Used

### Dwarven Resilience

Encounter ♦ Minor Action

#### Personal

**Effect:** You use your second wind.

Additional Effects

Dwarf Racial Power

Used