

Player Name

Calixto
Character Name
Eladrin
Race
Medium
Size
Female
Age
Gender

12
Level
Warlord
Class

Commando Captain
Paragon Path
Unaligned
Alignment
Tempus
Deity

Epic Destiny

33,377
Total XP

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	1	6	6

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	9
11	CON Constitution	0	6
13	DEX Dexterity	1	7
23	INT Intelligence	6	12
9	WIS Wisdom	-1	5
12	CHA Charisma	1	7

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	HEALING SURGES SURGES/DAY
90	45	22	7
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
SAVING THROW MODS +5 Racial bonus against charm effects, +2 item bonus against fear effects			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
5	Acrobatics	DEX 7	0	-3	1
14	Arcana	INT 12	0	n/a	2
11	Athletics	STR 9	5	-3	
7	Bluff	CHA 7	0	n/a	
12	Diplomacy	CHA 7	5	n/a	
5	Dungeoneering	WIS 5	0	n/a	
3	Endurance	CON 6	0	-3	
10	Heal	WIS 5	5	n/a	
19	History	INT 12	5	n/a	2
5	Insight	WIS 5	0	n/a	
7	Intimidate	CHA 7	0	n/a	
5	Nature	WIS 5	0	n/a	
5	Perception	WIS 5	0	n/a	
17	Religion	INT 12	5	n/a	
4	Stealth	DEX 7	0	-3	
7	Streetwise	CHA 7	0	n/a	
4	Thievery	DEX 7	0	-3	

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
29	AC	16	9			2	2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	FORT	16	3	1		3		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
27	REF	16	6			3	2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	WILL	16	1	1		3	1	

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance - Meditate aware 4 hours instead of sleep.

Eladrin Weapon Proficiency - Proficient with longsword.

Eladrin Education - Training in any one additional skill.

Eladrin Will - +1 Will; +5 to saving throws against charm.

Fey Step - Use fey step as an encounter power.

Fey Origin - Your origin is fey, not natural

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.

Commando Action - When you spend action point to gain action, foe within 10 grants you combat advantage until the end of your next turn

Camouflaging Command - Ally you move with warlord power gains concealment until end of your next turn

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10 +	5

15	Passive Perception	10 +	5
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Communal Whip +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+14	6	3		3		2	

ABILITY: Melee Basic Attack - Feral Hide Armor +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+14	6	3		3		2	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Communal Whip +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	3		2		

ABILITY: Melee Basic Attack - Feral Hide Armor +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	3		2		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Communal Whip +2	1d4+5
14	vs AC	Feral Hide Armor +2	1d8+5

FEATS

Tactical Inspiration - Add Int modifier to inspiring word hp restored

Tactical Assault - Ally gains bonus to damage equal to your Int modifier

Lend Might - +1 to attack rolls of attacks you grant

Shield Proficiency (Heavy) - Proficiency with heavy shields

Ritual Caster - Master and perform rituals

Combat Commander - Bonus to Combat Leader equals Cha or Int modifier

Whip Training - Whip: Gain proficiency with the whip, and impose -2 to attack rolls on a hit

Phalanx Warrior - Adjacent allies gain +1 AC when you wield shield

CHARACTER NAME
Calixto

PLAYER NAME

RACEEladrin

CLASSWarlord

LEVEL12

HP

90

STR

17

AC

29

Spd

6

CON

11

Fort

23

Init

+13

DEX

13

Ref

27

WIS

9

CHA

12

Will

22

15

Passive Insight

15

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Standard

↓

↶

↷

Personal

ACTION

↶

↷

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 22 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

UTILITY POWER

DUNGEONS & DRAGONS®

Commander's Strike

KEYWORDS

Martial, Weapon

USED

Standard

↓

↶

↷

Melee weapon

ACTION

↶

↷

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Attack: An ally of your choice makes a melee basic attack against the target
Hit: Ally's basic attack damage + your Intelligence modifier (+6).

ADDITIONAL EFFECTS

CLASSWarlord

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Opening Shove

KEYWORDS

Martial, Weapon

USED

Standard

↓

↶

↷

Melee weapon

ACTION

↶

↷

RANGE

14

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Reflex
Hit: You push the target 1 square. Then choose one ally you can see. That ally either shifts a number of squares equal to your Intelligence modifier (+6) or makes a melee basic attack against the target.

Communal Whip +2: +14 attack
Feral Hide Armor +2: +14 attack

ADDITIONAL EFFECTS

CLASSWarlord

LEVEL1

BOOKMP

AT-WILL POWER

DUNGEONS & DRAGONS®

Fey Step

KEYWORDS

Teleportation

USED

Move

↓

↶

↷

Personal

ACTION

↶

↷

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASSRacial Power

LEVEL*

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Inspiring Word

KEYWORDS

Healing, Martial

USED

Minor

↓

↶

↷

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

ACTION

↶

↷

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

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: +6 attack

ADDITIONAL EFFECTS

CLASSWarlord

LEVEL

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Shielding Retaliation

KEYWORDS

Martial, Weapon

USED

Imm Intern

↓

↶

↷

Melee 1

ACTION

↶

↷

RANGE

14

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger: An adjacent enemy hits an ally with an opportunity attack
Effect: The opportunity attack hits you instead.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage, and the ally can shift 2 squares.

Communal Whip +2: +14 attack, 2d4+5 damage
Feral Hide Armor +2: +14 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASSWarlord

LEVEL3

BOOKMP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Surprise Attack

KEYWORDS

Martial, Weapon

USED

Standard

↓

↶

↷

Melee weapon

ACTION

↶

↷

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.
Tactical Presence: The ally gains a bonus to the attack roll equal to your Intelligence modifier (+6).

Communal Whip +2: +14 attack, 1d4+5 damage
Feral Hide Armor +2: +14 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASSWarlord

LEVEL7

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Diabolic Stratagem

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

14

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

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.

Communal Whip +2: +14 attack, 1d4+5 damage
Feral Hide Armor +2: +14 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

1

BOOK

Dragon 369

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Blindside Assault

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Effect: Before the attack, you slide one ally 6 squares to a space adjacent to the target. The ally can then make a melee basic attack against the target as a free action.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage.

Communal Whip +2: +14 attack, 2d4+5 damage
Feral Hide Armor +2: +14 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS

Commando Captain

LEVEL

11

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Lead the Attack

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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 (+6).
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.

Communal Whip +2: +14 attack, 3d4+5 damage
Feral Hide Armor +2: +14 attack, 3d8+5 damage

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Caging Glaive

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a reach weapon.
Effect: Before the attack, slide the target 3 squares to a square adjacent to you.
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+3) damage, and your target is slowed and grants combat advantage to all creatures until it starts its turn in a square outside your melee reach.
Miss: Half damage and target is slowed and grants combat advantage to all creatures until the end of your next turn.

Communal Whip +2: +14 attack, 3d4+5 damage

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

9

BOOK

Dragon 369

DAILY POWER

DUNGEONS & DRAGONS®

Pike Hedge

KEYWORDS

Martial, Weapon

USED

Imm Reacti

Melee weapon

ACTION

RANGE

14

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger: An enemy enters a square within your reach
Requirement: You must be wielding a reach weapon.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Effect: Whenever an enemy enters a square adjacent to you or to an ally adjacent to you, you deal damage to that enemy equal to your Strength modifier (+3) as an opportunity action. This effect lasts until the end of the encounter.

Communal Whip +2: +14 attack, 1d4+5 damage

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

5

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS®

Knight's Move

KEYWORDS

Martial

USED

Move

Ranged 10

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: One ally
Effect: The target takes a move action as a free action.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Forward Observer

KEYWORDS

Martial

USED

Minor

Personal

ACTION

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

Effect: Choose one enemy you can see. Until the end of your next turn, any ally who can see or hear you doesn't take the normal penalty to attack rolls for cover or concealment when attacking that enemy (the penalties for superior cover and total concealment still apply).

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

6

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS®

Tactical Shift

KEYWORDS

Martial

USED

Imm Intert

Ranged 10

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Trigger: A creature hits your ally with a melee or a ranged attack
Effect: The ally can shift a number of squares equal to 1 + your Intelligence modifier (+6).

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

10

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Commando Maneuver

KEYWORDS

Martial

USED

Move

Close burst 10

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Targets: One or two allies in burst
Effect: The targets can shift 3 squares.

ADDITIONAL EFFECTS

CLASS

Commando Captain

LEVEL

12

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS®

Communal Whip +2

1d4	3	Flail	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		9	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Reach, Off-hand			
Melee Basic Attack: +14 attack, 1d4+5 damage			
ITEM SLOT	Off-hand	WEIGHT	2
PRICE	4200	BOOK	Dragon 368

MAGIC WEAPON

DUNGEONS & DRAGONS®

Feral Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Gain a claw attack while wearing this armor: a one handed military light blade melee weapon with +3 proficiency bonus to attack rolls and deals 1d8 damage. The wearer gains proficiency with this weapon. The claw attack has an enhancement bonus to attack rolls and damage rolls equal to the enhancement bonus of this armor. This attack counts as a melee basic attack.			
ITEM SLOT	Body	WEIGHT	25
PRICE	2600	BOOK	PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Battle Standard of Might (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Wondrous Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
ITEM SLOT		WEIGHT	0
PRICE	840	BOOK	AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Acrobat Boots (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		2	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Gain a +1 item bonus to Acrobatics checks.			
ITEM SLOT	Feet	WEIGHT	0
PRICE	520	BOOK	PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Bag of Holding (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound. Drawing an item from a bag of holding is a minor action.			
ITEM SLOT		WEIGHT	0
PRICE	1000	BOOK	PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Belt of Sacrifice (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		7	Waist Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Each ally within 5 squares of you gains a +1 item bonus to his or her healing surge value.			
ITEM SLOT	Waist	WEIGHT	0
PRICE	2600	BOOK	PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Battle Standard of Healing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		3	Wondrous Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
ITEM SLOT		WEIGHT	0
PRICE	680	BOOK	AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Shepherd's Battle Standard (paragon ti

			1
AC BONUS	CHECK	SPEED	QUANTITY
		12	Wondrous Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
ITEM SLOT		WEIGHT	0
PRICE	13000	BOOK	AV2

MAGIC ITEM

DUNGEONS & DRAGONS®

Demon Amulet +3

			1
AC BONUS	CHECK	SPEED	QUANTITY
+3 Fortitude, Reflex, and Will		14	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
ITEM SLOT	Neck	WEIGHT	0
PRICE	21000	BOOK	AV2

MAGIC ITEM

DUNGEONS & DRAGONS®

Helm of Heroes (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		10	Head Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

You and each ally within 10 squares of you gain a +2 item bonus to saving throws against fear effects.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Free Action. Use this power when you grant an ally a basic attack. That ally can take a standard action instead. The ally gains a +2 power bonus to any damage rolls made during that standard action.

ITEM SLOT	Head	WEIGHT	0	PRICE	5000	BOOK	PH
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MAGIC ITEM

Panoply of the Shepherds of Ghest

Ancient legends tell of the floating city of Ghest and of its spectacular destruction. Less well known is the tale of those who survived that destruction, and how a handful of heroes—the shepherds of Ghest—successfully led their people through countless dangers to make new lives. Though Ghest is little more than a memory now, its name lives on in the arms and

2: Each ally adjacent to you gains resistance to all damage equal to the number of items you have from this set.

4: Each ally adjacent to you gains a +1 item bonus to all defenses.

ITEM SET