

Player Name

Taunt  
Character Name  
Warforged  
Race  
Medium  
Size  
Male  
Gender  
3  
Level  
Ardent  
Class

2,250  
Total XP  
Paragon Path  
Good  
Alignment  
Deity  
Epic Destiny  
Adventuring Company  
RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	Initiative	1	2

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	11	7			2		

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
12	STR Strength	1	2
16	CON Constitution	3	4
10	DEX Dexterity	0	1
8	INT Intelligence	-1	0
11	WIS Wisdom	0	1
18	CHA Charisma	4	5

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
12	REF	11				1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	11	4	1		1	1	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	ARMOR	ITEM	MISC
16	Passive Insight	10	+		6

11	Passive Perception	10	+		1
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
38	19	9
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

Living Construct - No need to eat, drink, breathe, or sleep

Warforged Resolve - Use warforged resolve as an

encounter power

Warforged Mind - +1 to Will defense

Warforged Resilience - +2 racial bonus to saving throws

against ongoing damage

Unsleeping Watcher - 4 hours of inactivity counts as an

extended rest

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Challenge-Seeking Maul +1	2d6+2
2	vs AC	Unarmed (Melee)	1d4+1
1	vs AC	Unarmed (Range)	1d4
	vs		

### SKILLS

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

### CLASS / PATH / DESTINY FEATURES

Ardent Mantle

Mantle of Elation - You and allies within 5 gain your

Con modifier bonus to opportunity attack damage rolls and

+2 to Diplomacy and Intimidate

Ardent Surge

Psionic Augmentation - Gain augmentable at-wills instead

of encounter powers.

### LANGUAGES KNOWN

Common

### FEATS

Mantle of Readiness - You and allies gain +2 speed

during the first round

Battle Hardened - +5 to saving throws against fear, +2 to

initiative checks



CHARACTER NAME  
Taunt

PLAYER NAME

RACE Warforged

CLASS Ardent

LEVEL 3

HP38

Spd5

Init+3

STR+1

CON+3

DEX+0

INT-1

WIS+0

CHA+4

AC20

Fort16

Ref12

Will18

16

Passive Insight

11

Passive Perception


Skills

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

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK PH

Demoralizing Strike (Augment 0)

KEYWORDS

Augmentable, Fear, Psionic, Weapon

USED

Standard

Melee weapon

RANGE

8

vs

AC

One creature

DEFENSE

TARGET

Attack: Charisma vs. AC  
Hit: 1[W] + Charisma modifier (+4) damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Ardent

LEVEL 1

BOOK PH3

AT-WILL POWER

Demoralizing Strike (Augment 1)

KEYWORDS

Augmentable, Fear, Psionic, Weapon

USED

Standard

Melee weapon

RANGE

8

vs

AC

One creature

DEFENSE

TARGET

Attack: Charisma vs. AC  
Hit: 1[W] + Charisma modifier (+4) damage, and the target takes a penalty to Will equal to 1 + your Constitution modifier (+3) until the end of your next turn.

Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Ardent

LEVEL 1

BOOK PH3

AT-WILL POWER

Demoralizing Strike (Augment 2)

KEYWORDS

Augmentable, Fear, Psionic, Weapon

USED

Standard

Melee weapon

RANGE

8

vs

AC

Each creature in burst

DEFENSE

TARGET

Attack: Charisma vs. AC  
Hit: 1[W] + Charisma modifier (+4) damage, and the target takes a penalty to all defenses equal to 1 + your Constitution modifier (+3) until the end of your next turn.

Close: burst 1

Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Ardent

LEVEL 1

BOOK PH3

AT-WILL POWER

Energizing Strike (Augment 0)

KEYWORDS

Augmentable, Healing, Psionic, Weapon

USED

Standard

Melee weapon

RANGE

8

vs

AC

One creature

DEFENSE

TARGET

Attack: Charisma vs. AC  
Hit: 1[W] + Charisma modifier (+4) damage, and one ally within 5 squares of you gains temporary hit points equal to one-half your level + your Charisma modifier (+4).

Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.





CLASS





Ardent






LEVEL 1





BOOK PH3





AT-WILL POWER






Energizing Strike (Augment 1)				
KEYWORDS			USED	
Augmentable, Healing, Psionic, Weapon				
Standard	* 		Melee weapon	
ACTION			RANGE	
8	vs	AC	One creature	
ATTACK	DEFENSE		TARGET	
<b>Attack:</b> Charisma vs. AC <b>Hit:</b> 1[W] + Charisma modifier (+4) damage, and one dying ally within 5 squares of you regains hit points equal to your Charisma modifier (+4).				
Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage				
ADDITIONAL EFFECTS +1d6 to damage rolls against enemies at maximum hit points.				
CLASS	Ardent		LEVEL 1	BOOK PH3
AT-WILL POWER			DUNGEONS & DRAGONS	






Energizing Strike (Augment 2)				
KEYWORDS			USED	
Augmentable, Healing, Psionic, Weapon				
Standard	*			Melee weapon
ACTION				RANGE
8	vs	AC		One creature
ATTACK	DEFENSE		TARGET	
<b>Attack:</b> Charisma vs. AC <b>Hit:</b> 2[W] + Charisma modifier (+4) damage, and you or one ally within 5 squares of you can spend a healing surge.				
Challenge-Seeking Maul +1: +8 attack, 4d6+5 damage				
ADDITIONAL EFFECTS +1d6 to damage rolls against enemies at maximum hit points.				
CLASS	Ardent	LEVEL 1	BOOK	PH3
AT-WILL POWER		DUNGEONS & DRAGONS		





Unnerving Shove (Augment 0)				
KEYWORDS			USED	
Augmentable, Fear, Psionic, Weapon				
Standard	*  		Melee weapon	
ACTION			RANGE	
8	vs	Fort	One creature	
ATTACK	DEFENSE		TARGET	
<b>Attack:</b> Charisma vs. Fortitude <b>Hit:</b> 1[W] + Charisma modifier (+4) damage, and you push the target a number of squares equal to your Constitution modifier (+3).  Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage				
ADDITIONAL EFFECTS +1d6 to damage rolls against enemies at maximum hit points.				
CLASS	Ardent	LEVEL 3	BOOK	PH3
AT-WILL POWER		DUNGEONS & DRAGONS		

Unnerving Shove (Augment 1)				
KEYWORDS			USED	
Augmentable, Fear, Psionic, Weapon				
Standard	* 		Melee weapon	
ACTION			RANGE	
8	vs	Fort	One creature	
ATTACK	DEFENSE	TARGET		
<b>Attack:</b> Charisma vs. Fortitude <b>Hit:</b> 1[W] + Charisma modifier (+4) damage, and if the target is dazed, you push it a number of squares equal to 2 + your Constitution modifier (+3).				
Challenge-Seeking Maul +1: +8 attack, 2d6+5 damage				
ADDITIONAL EFFECTS +1d6 to damage rolls against enemies at maximum hit points.				
CLASS	Ardent	LEVEL 3	BOOK	PH3
AT-WILL POWER		DUNGEONS & DRAGONS		

Unnerving Shove (Augment 2)				
KEYWORDS			USED	
Augmentable, Fear, Psionic, Weapon				
Standard	*			Melee weapon
<b>ACTION</b>			<b>RANGE</b>	
8	vs	Fort	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>		<b>TARGET</b>	
<b>Attack:</b> Charisma vs. Fortitude <b>Hit:</b> 2[W] + Charisma modifier (+4) damage, and you push the target a number of squares equal to 1 + your Constitution modifier (+3). In addition, the target grants combat advantage to your allies adjacent to it at the end of the push.				
Challenge-Seeking Maul +1: +8 attack, 4d6+5 damage				
ADDITIONAL EFFECTS +1d6 to damage rolls against enemies at maximum hit points.				
CLASS	Ardent	LEVEL 3	BOOK	PH3
AT-WILL POWER		DUNGEONS & DRAGONS		

Warforged Resolve				
KEYWORDS			USED	
Healing				
Minor				Personal
ACTION				RANGE
	vs			
ATTACK	DEFENSE	TARGET		
<b>Effect:</b> You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.				
Unarmed: +1 attack				
ADDITIONAL EFFECTS				
CLASS	Racial Power	LEVEL *	BOOK	EPG
ENCOUNTER POWER		DUNGEONS & DRAGONS		

Ardent Surge			
KEYWORDS			USED
Healing, Psionic			
Minor	 	 	Close burst 5 (10 at 16th level)
<b>ACTION</b>	5		<b>RANGE</b>
	vs		You or one ally
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<b>Effect:</b> The target can spend a healing surge and regain 1d6 additional hit points. Level 6: 2d6 additional hit points. Level 11: 3d6 additional hit points. Level 16: 4d6 additional hit points. Level 21: 5d6 additional hit points. Level 26: 6d6 additional hit points. <b>Mantle of Clarity:</b> The target gains a +1 bonus to all defenses until the end of your next turn. <b>Mantle of Elation:</b> The target gains a +1 bonus to attack rolls until the end of your next turn. <b>Special:</b> 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, but only once per round.			
Unarmed: +1 attack			
ADDITIONAL EFFECTS			
CLASS	Ardent	LEVEL	BOOK PH3
<b>ENCOUNTER POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>	

Ardent Outrage				
KEYWORDS				USED
Psionic				
No Action				Close burst 5
ACTION	5			RANGE
	vs			Each enemy in burst
ATTACK	DEFENSE	TARGET		
<b>Trigger:</b> You are bloodied by an attack <b>Effect:</b> Each target grants combat advantage until the start of your next turn.				
ADDITIONAL EFFECTS				
CLASS	Ardent	LEVEL	BOOK	PH3
ENCOUNTER POWER		DUNGEONS & DRAGONS		

Battleborn Acuity

KEYWORDS

Pstonic, Weapon

USED

Standard

\*

✈️

Melee weapon

RANGE

ACTION

⬅️

✳️

8

VS

AC

One creature

TARGET

ATTACK

DEFENSE

**Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier (+4) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of your next turn, your allies gain both a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution modifier (+3) while they are adjacent to you.  
**Sustain Minor:** The effect persists.

Challenge-Seeking Maul +1: +8 attack, 4d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage rolls against enemies at maximum hit points.

CLASS

Ardent

LEVEL

1

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS

False Bravado

KEYWORDS

USED

Minor

⬆️

✈️

Personal

RANGE

ACTION

⬅️

✳️

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

**Requirement:** You must be marked.  
**Effect:** You are no longer marked.  
**Prerequisite:** You must be trained in Bluff.

ADDITIONAL EFFECTS

CLASS

Bluff

LEVEL

2

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Challenge-Seeking Maul +1

DAMAGE

2d6

PROFICIENT

2

GROUP

Hammer

RANGE

+1 attack rolls and damage rolls

1

None

CRITICAL

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

You deal 1d6 extra damage when you hit enemies that are at maximum hit points with this weapon.

Melee Basic Attack: +5 attack, 2d6+2 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

DUNGEONS & DRAGONS

Imposter's Finemail +2

AC BONUS

7

CHECK

-1

SPEED

-1

QUANTITY

1

+2 AC

6

Armor

TYPE

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Finemail is a more common armor made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Power (At-Will • Polymorph):** Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

ITEM SLOT

Body

WEIGHT

40

PRICE

1800

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS

Amulet of Protection +1

AC BONUS

CHECK

SPEED

QUANTITY

1

+1 Fortitude, Reflex, and Will

1

Neck Slot Item

TYPE

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

360

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

AC BONUS

CHECK

SPEED

QUANTITY

2

5

Potion

TYPE

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Power (Consumable • Healing):** Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

MAGIC WEAPON

ITEM SLOT

Two-Hands

WEIGHT

12

PRICE

360

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS