



Player Name/RPGA

# Rachmaninoff

Genasi Warlord (Marshal)

			Medium	
Age	Height	Weight	Size	Deity

1

| eye|

0

1000

## Defenses



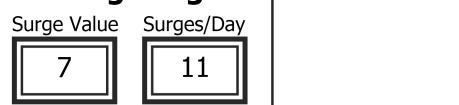
## Conditional Bonuses

## **Hit Points**



## Current Hit Points

# Healing Surges

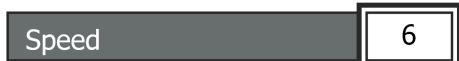


### Current Conditions:

## Combat Statistics and Senses



## Conditional Modifiers:



## Special Senses: Normal

## Action Points

Action Points	Milestones	Action Points
	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.



### **Abilities**

<b>STR</b>	Strength	8	-1
<b>CON</b>	Constitution	18	4
<b>DEX</b>	Dexterity	11	0
<b>INT</b>	Intelligence	18	4
<b>WIS</b>	Wisdom	10	0
<b>CHA</b>	Charisma	13	1

## Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	4
Athletics	Strength	✓ 3
Bluff	Charisma	1
Diplomacy	Charisma	✓ 6
Dungeoneering	Wisdom	0
Endurance	Constitution	✓ 10
Heal	Wisdom	0
History	Intelligence	4
Insight	Wisdom	0
Intimidate	Charisma	✓ 6
Nature	Wisdom	2
Perception	Wisdom	0
Religion	Intelligence	4
Stealth	Dexterity	-1
Streetwise	Charisma	1
Thievery	Dexterity	-1

Player Name

Rachmaninoff

Character Name



## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

### Other Notes

## Equipment

### Head

### Neck

### Arms

### Hands

### Rings

### Rings

### Main Hand

  
Longsword

### Off Hand

  
Light Shield

### Waist

### Armor

  
Hide Armor

### Feet

### Tattoo

### Ki Focus

## Other Equipment

### Adventurer's Kit

Total Weight (lbs.)

68

Carrying Capacity (lbs.)

### Treasure

35 gp  
0 gp banked

Normal

80

Heavy

160

Max

400



# Rachmaninoff

Player Name

Character Name

## Racial Features

### **Earthshock Constitution**

Use CON for Earthshock

### **Earthsoul**

+1 to Fortitude; +1 to saving throws;  
earthshock power

### **Elemental Manifestation**

Choose earthsoul, firesoul, stormsoul,  
watersoul, or windsoul.

### **Elemental Origins**

You are elemental, not natural.

## Class/Other 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.

### **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.

## Feats

### **Lend Might**

+1 to attack rolls of attacks you grant

## Rachmaninoff

Level 1 Genasi Warlord (Marshal)

HP	30	Score	Ability Mod	AC
Spd	6	8	STR -1	18
Init	+2	18	CON 4	Fort
		11	DEX 0	16
		18	INT 4	Ref
		10	WIS 0	15
		13	CHA 1	Will

10 Passive Insight

10 Passive Perception

Player Name:

### Melee Basic Attack

At-Will ♦ Standard Action



**Longsword:** +2 vs. AC, 1d8-1 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 (-1) damage.

**Level 21:** 2[W] + Str 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

### Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	4
Athletics	Strength	• 3
Bluff	Charisma	1
Diplomacy	Charisma	• 6
Dungeoneering	Wisdom	0
Endurance	Constitution	• 10
Heal	Wisdom	0
History	Intelligence	4
Insight	Wisdom	0
Intimidate	Charisma	• 6
Nature	Wisdom	2
Perception	Wisdom	0
Religion	Intelligence	4
Stealth	Dexterity	-1
Streetwise	Charisma	1
Thievery	Dexterity	-1

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action



**Unarmed:** +0 vs. AC, 1d4 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 (+0) damage.

**Level 21:** 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

### 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

### Commander's Strike

At-Will ♦ Standard Action



**Melee weapon**

**Target:** One creature

With a shout, you command an ally to attack.

**Keywords:** Martial, Weapon

**Effect:** One of your allies can take a free action to make a melee basic attack against the target. The ally gains a bonus to the damage roll equal to your Int modifier (+4).

Additional Effects

Warlord Attack 1

### Destructive Surprise

Daily ♦ Standard Action



**Close burst 10** **Target:** One ally in the burst

You motivate an ally to strike true at just the right moment.

**Keywords:** Martial, Weapon

**Effect:** The target can use the power Destructive Surprise Attack.

Additional Effects

<h3>Inspiring Word</h3> <p>Encounter (Special) ♦ Minor Action</p> <p><b>Unarmed:</b></p> <p><b>Close</b> burst 5 (10 at 11th level, 15 at 21st level)    <b>Target:</b> You or one ally in the burst</p> <p><i>You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.</i></p> <p><b>Keywords:</b> Healing, Martial</p> <p><b>Effect:</b> The target can spend a healing surge and regain 1d6 additional hit points.</p> <p><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.</p> <hr/> <p>Additional Effects</p> <hr/> <p>Warlord Feature      Used <input type="checkbox"/> <input type="checkbox"/></p>	<h3>Earthshock</h3> <p>Encounter ♦ Minor Action</p> <p><b>Unarmed:</b> +6 vs. Fortitude</p> <p><b>Close</b> burst 1    <b>Target:</b> Enemies in the burst that are touching the ground</p> <p><i>The earth moves in response to your stomping foot or slapping hand, buckling to knock your enemy to its knees.</i></p> <p><b>Attack:</b> Strength +2 vs. Fortitude, Constitution +2 vs. Fortitude, or Dexterity +2 vs. Fortitude</p> <p><b>Hit:</b> The target is knocked prone</p> <p><b>Special:</b> When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.</p> <hr/> <p>Additional Effects</p> <hr/> <p>Genasi Racial Power      Used <input type="checkbox"/></p>	<h3>Destructive Surprise...</h3> <p>Daily ♦ Free Action</p> <p><b>Longsword:</b> +3 vs. Reflex</p> <p><b>Melee or Ranged</b>    <b>Target:</b> One creature</p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> The power Destructive Surprise must be active in order to use this power.</p> <p><b>Effect:</b> The ally shifts 2 squares.</p> <p><b>Attack:</b> Strength or Dexterity vs. Reflex</p> <p><b>Hit:</b> 3[W] + Str modifier (-1) or Dex modifier (+0).</p> <p><b>Miss:</b> Half damage.</p> <hr/> <p>Additional Effects</p> <hr/> <p>Used <input type="checkbox"/></p>
---	---	--