



ACALEEM MALOCH

MALE TIEFLING WARLORD/BATTLE CAPTAIN

LEVEL 11 UNALIGNED

"Shake it off! It's just a flesh wound!"



Ability Score	Value	Modifier	Check		
STRENGTH	19	+4	+9	ARMOR CLASS	27
CONSTITUTION	14	+2	+7	FORTITUDE DEFENSE	22
DEXTERITY	11	+0	+5	REFLEX DEFENSE	22
INTELLIGENCE	17	+3	+8	WILL DEFENSE	22
WISDOM	9	-1	+4	INITIATIVE	+9
CHARISMA	19	+4	+9	SPEED (SQUARES)	6
				ACTION POINTS	1

HIT POINTS	86	HEALING SURGE HP HEALED	21	SECOND WIND	<input type="checkbox"/>
BLOODIED	43	HEALING SURGES/DAY	9	(Use second wind up to 1/encounter)	

Current Hit Points	Current Surge Uses
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Bastard Sword	+15 vs. AC	1d10+7	Versatile
Javelin (Ranged)	+12 vs. AC	1d6+5	10/20, Heavy thrown

FEATS

Armor Proficiency (Scale Armor)

Combat Commander (already included)

Ferocious Rebuke: Push 1 square with infernal wrath

Inspired Recovery: Grant ally saving throw when they spend an action point

Shield Proficiency (Heavy)

Toughness

Weapon Proficiency (Bastard Sword)

SKILLS

Passive Perception	+14
Passive Insight	+14
Acrobatics (Dex)	+3
Arcana (Int)	+8
Athletics (Str)*	+12
Bluff (Cha)	+11
Diplomacy (Cha)*	+14
Dungeoneering (Wis)	+4
Endurance (Con)*	+10
Heal (Wis)*	+9
History (Int)	+8
Insight (Wis)	+4
Intimidate (Cha)	+9
Nature (Wis)	+4
Perception (Wis)	+4
Religion (Int)	+8
Stealth (Dex)	+5
Streetwise (Cha)	+9
Thievery (Dex)	+3

* Indicates trained skill

RACE AND CLASS FEATURES

Combat Leader: You and each ally within 10 squares who can see and hear you gain a +4 power bonus to initiative. (included above)

Inspiring Presence: When an ally who can see you spends an action point to take an extra action, that ally also regains 9 hit points.

Inspiring Word: You can use Inspiring Word twice per encounter, but only once per round.

Battle Action: When you spend an action point to take an extra action, allies that can see and hear you gain a +1 bonus to attack rolls until the start of your next turn.

Cry Havok: On the first round of combat (or both the first round and surprise round), allies who start their turn within 10 squares of you gain a +2 bonus to attack rolls.

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

Fire Resistance: You have resist fire 10

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

Languages: Common, Giant

Vision: Low-light

MUNDANE EQUIPMENT

Standard Adventurer's Kit

Everburning Torch

Climber's Kit

872 gold pieces

Dagger

MAGICAL EQUIPMENT

Dwarven Scale Armor +3

Amulet of False Life +2

Magic Bastard Sword +3

Shield of Defiance

Ironskin Belt

Potions of Healing

Magic Javelin +1

At-Will Powers

Furious Smash Warlord Attack 1

You slam your shield into your enemy, bash him with your weapon's haft, or drive your shoulder into his gut. Your attack doesn't do much damage—but your anger inspires your ally to match your ferocity.

At-Will * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. Fortitude

Hit: Deal damage equal to your Strength modifier (4), and then choose one ally adjacent to either you or the target. This ally applies a +4 power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

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: +15 vs. AC

Hit: 1d10+7 damage.

Encounter Powers

Infernal Wrath Tiefling Racial Power

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

Encounter * Teleportation

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 does damage, add your Charisma modifier (4) as extra damage.

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 10

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain an additional 3d6 hit points.

Hammer and Anvil Warlord Attack 1

You land a ringing blow against your foe, inspiring a nearby ally to strike a blow of his own.

Encounter * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. Reflex

Hit: 1d10+7 damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier (4) to the damage.

Knight's Move Warlord Utility 2

With a sharp wave of your arm, you direct one of your allies to a more tactically advantageous position.

Encounter * Martial

Move Action Ranged 10

Target: One ally

Effect: The target takes a move action as a free action.

Inspiring War Cry Warlord Attack 3

As you strike, you shout a fierce war cry that heartens a nearby ally. He immediately attempts to shake off whatever condition troubles him most.

Encounter * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 2d10+7 damage.

Effect: One ally who can hear you and is within 5 squares of you makes a saving throw.

Inspiring Reaction Warlord Utility 6

As soon as an ally is wounded, you spring forward with help and healing.

Encounter * Healing, Martial

Immediate Reaction Melee touch

Trigger: You or an adjacent ally takes damage

Effect: You or the ally can spend a healing surge and regain additional hit points equal to your Charisma modifier (4)

Lion's Roar Warlord Attack 7

With a bloodcurdling roar, you swing your weapon in a wide, sweeping arc that breaks through your enemy's defenses. The blow reinvigorates you or one of your allies in need.

Encounter * Healing, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 2d10+7 damage.

Effect: You or one ally within 5 squares of you can spend a healing surge. Your ally (but not you) gains additional hit points equal to your Charisma modifier (4).

Force Retreat Battle Captain Attack 11

You hurl yourself into your adversary, knocking him back into his allies and causing them all to stumble away from you.

Encounter * Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: +15 vs. Reflex

Hit: 1d10+3 damage and you push the target a number of squares equal to your Intelligence modifier (3). Make a secondary attack.

Secondary Target: Each enemy that was adjacent to the primary target, is its size or smaller, and is within your melee reach

Secondary Attack: +15 vs. Fortitude

Hit: 2d6+7 damage and you push the secondary target 1 square.

Daily Power

Bastion of Defense Warlord Attack 1

Honorable warriors never fall!

Daily * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 3d10+7 damage. Allies within 5 squares of you gain a +1 power bonus to all defences until the end of the encounter.

Effect: Allies within 5 squares of you gain 9 temporary hit points.

Stand the Fallen Warlord Attack 5

You will not be denied victory! A determined strike lifts the spirits of your beleaguered allies and restores their fighting spirit.

Daily * Healing, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 3d10+7 damage.

Effect: Each ally within 10 squares can spend a healing surge and regains additional hit points equal to your Charisma modifier (4).

White Raven Strike Warlord Attack 9

You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.

Daily * Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 3d10+7 damage.

Effect: One or two allies within 10 squares gain 15 temporary hit points. If you dropped the target to 0 hit points or fewer with this attack, add your Charisma modifier (4) to the temporary hit points your allies gain.

Defensive Rally Warlord Utility 10

You marshal your comrades and provide instructions to help them prevail.

Daily * Healing, Martial

Standard Action Close burst 5

Target: Each ally in burst

Effect: Each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defences until the end of your next turn.

Note: You may only use two magic item Daily powers per day and they must be different items. You gain a third use when you milestone, but it must come from an item who's Daily power you have not used today.

Defiance Shield Power

This enchanted shield provides immediate healing after you receive a critical hit.

Daily * Healing

Immediate Reaction

Effect: You can use this power when a critical hit is scored on you. You spend a healing surge.

Dwarven Armor Power

Crafted by the finest dwarven armorsmiths, this armor was once only available to dwarves, though now some armorsmiths will create a set for whoever can pay the price.

Daily * Healing

Free Action Personal

Effect: Regain hit points as if you had spent a healing surge.

False Life Amulet Power

This dark blue amulet with a crimson center increases your defences and can be activated to grant you temporary hit points.

Daily

Minor Action

Effect: Use this power when you are bloodied to gain temporary hit points equal to your healing surge value.

Ironskin Belt Power

The first of these belts of chain links was forged by a dwarf armorsmith enslaved by fire giants. It can be activated to provide protection against weapon attacks.

Daily

Minor Action

Effect: Gain resist 5 to all weapon damage until the end of your next turn.

Background

Acaleem has been called by some of the soldiers that he has served with "the drill sergeant from hell," and it's an apt description. He is a professional soldier and expects all those that serve with him to match the same dedication that he possesses. He works well in small units, but chafes under bureaucracy. Most recently, he has left the standing army of Aerithmas after another falling out with one of his superiors. He was given a dishonorable discharge, but refuses to go into the details.

Shortly after he fell into mercenary work and guarding caravans where he met Kiva. Seeing a chance to mold her into an ideal soldier, he decided to take her under his wing and help train her discipline and practice her sword skills. They met the rest of the band when they were hired by Loraen to investigate an old tower. Subsequent adventures solidified the group's bond and they began calling themselves the Band of the Broken Tower after the original Band from Copper Hill.

Traits: Opinionated, Organized, Tenacious

Distinguishing Characteristics: During combats, he tends to treat everyone like a raw recruit, giving instructions even when instructions aren't necessary. Outside of combat he is often at a loss of how to act, falling back on military norms and behavior. Shouting is a common form of interaction for Acaleem.