



# ACALEEM MALOCH

## MALE TIEFLING WARLORD

LEVEL 10 UNALIGNED  
"Shake it off! It's just a flesh wound!"



Ability Score	Value	Modifier	Check		
STRENGTH	18	+4	+9	ARMOR CLASS	26
CONSTITUTION	13	+1	+6	FORTITUDE DEFENSE	22
DEXTERITY	10	+0	+5	REFLEX DEFENSE	22
INTELLIGENCE	16	+3	+8	WILL DEFENSE	22
WISDOM	8	-1	+4	INITIATIVE	+7
CHARISMA	18	+4	+9	SPEED (SQUARES)	6
				ACTION POINTS	1

HIT POINTS	75	HEALING SURGE HP HEALED	18	SECOND WIND	<input type="checkbox"/>
BLOODIED	37	HEALING SURGES/DAY	8	(Use second wind up to 1/encounter)	

Current Hit Points	Current Surge Uses
--------------------	--------------------

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)**

**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)*	+9
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 +2 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.

**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

72 gold pieces

Dagger

## MAGICAL EQUIPMENT

Black Iron Scale Armor +2 (Resist Fire 5 & Necrotic 5)

Amulet of False Life +2

Magic Bastard Sword +3

Shield of Defiance

Ironskin Belt

Magic Javelin +1

Potions of Healing ☐ ☐

## **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 2d6 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).

## **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 one magic item Daily power per day. You gain a second 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.

### **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.