

Level 1 Resourceful Presence Warlord

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What Is This?

A person whom I talk to on a regular basis, and who has GMed for me in the past, recently claimed that in *D&D* 4e, “everyone has effectively the same set of attacks, with *different* fluff and damage types and sometimes different shapes.”

I rebutted with: “No, I absolutely disagree, and assert that level 1 characters, completely RAW, are significantly different from one another in playstyle. I can showcase some level 1 sheets, if you would like for me to do so.”

To which they replied: “please feel free to post a few character sheets if you like, but I will be pretty surprised if we conclude that the character options are as diverse as third-level 5e characters.”

And so, I am presenting five level 1 character sheets for *D&D* 4e, each with a different role, with no house rules at all. They come with notes on each character’s playstyle.

Perhaps someone could use these to help introduce players to *D&D* 4e.

Suggested Backstory

Not too long ago, particularly by high elven standards, it was the greatest feyspire of the eladrin. Today, it is but a husk of ash, ruin, and mournful shades, broken and defiled by some foul force beyond your understanding. The sorrow and indignation welling up in your heart clouds your once-clear wisdom.

You were one of its royals, lofty and exalted. You were trained to lead from the front, to guide your fellow eladrin through the furnace of war. Those dreams are long gone. The armies you were meant to command are just as extirpated as the rest of the feyspire. They had no valorous final battle.

This was no natural calamity. Someone must pay. You will gather up a band, find the one responsible for this unforgivable sin, and bring them battle.

“The time is now. Lend me your strength.”

Role

- As a [warlord](#), your primary role is (mostly melee) **leader**. You grant attacks to your allies, improve their attacks, and heal them.
 - Your [Combat Leader](#) class feature helps your party go first by boosting everyone’s initiative.
 - Your [Resourceful Presence](#) class feature improves the potency of your allies’ attacks whenever they spend an [action point](#) to keep attacking.
 - [Commander’s strike](#) is your bread-and-butter melee power. You pick an enemy within your reach, and then, any ally of yours can make a melee basic attack with extra damage against that enemy. The party’s warlock (hexblade) has a very strong melee basic attack!
 - [Direct the strike](#) is your backup ranged power, used to grant a basic attack when you are not quite in melee reach for a *commander’s strike*. It is not limited to granting a melee basic attack; it can grant a warlock (hexblade) an *eldritch bolt*.
 - [Vengeance is mine](#) lets you and an ally retaliate when an enemy gets the clever idea to gank the healer first.
 - [Lead the attack](#) helps you and your party focus down a single key opponent, such as an elite or a solo. Remember that in *D&D* 4e, virtually all offensive powers involve attack rolls, even the arcane, the divine, the primal, and the psionic.
 - [Inspiring word](#) can patch up an ally at low hit points. It takes only a [minor action](#).
 - Thanks to your [hide armor](#) and your [light shield](#), you are actually a bit durable. You can hold a [sunrod](#) in your shield hand to generate bright light in a sizable 20-square (100-foot) radius.
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- High Strength and Intelligence and solid Charisma make you athletic, scholarly, and socially capable.
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- Your [fey step](#) racial power, in conjunction with the level 1 benefit of the [Iliyanbruen guardian](#) theme, helps you and an ally move across the battlefield: or perhaps tricky terrain outside of combat.

Just as with Any Other *D&D* 4e Character...

- Your Fortitude defense is determined by the higher of your Strength and Constitution modifiers, your Reflex defense (and your AC while not in heavy armor) are determined by the higher of your Dexterity and Intelligence modifiers, and your Will defense is determined by the higher of your Wisdom and Charisma modifiers. You will generally have one weaker defense out of Fortitude, Reflex, and Will.
- Shield bonuses generally apply to both AC and Reflex. You can shield yourself from a blast of flame or lightning, for instance.
- [Flanking](#) and [charging](#) are default rules, and [opportunity attacks are 1/turn, not 1/round](#). Opportunity attacks are triggered by any movement within your reach, and are also provoked by ranged powers and area powers. Opportunity attacks do **not** consume your [immediate action](#).
- You have a supply of [action points](#), which you can usually spend anywhere from once every other combat to once every combat, [depending on your DM’s preferences](#). Spending one gives you an extra standard action: ideal for going all-out.
- If ever you find yourself in an emergency, you can spend a [second wind](#) for some healing and a little extra defense. This takes a standard action, though, so use it only as a last resort.
- You can fight whole packs of human-sized, human-level-intelligence wyrmlings, such as [wildfire dragons](#) and [avalanche dragons](#). These two specimens are a mere 100 and 125 XP respectively, while the XP budget for a “standard” encounter for four level 1 PCs is ~599.

- Not all of your opponents are formidable foes compared to your heroic strength. Some might be [minions](#) with only 1 hit point, like a crossbow-slinging [dwarf warrior](#). Should you find yourself battling enemies whom you would rather spare, such as [human slaves](#) forced into unfortunate circumstances, remember that you can [always simply knock out any enemy you reduce to 0 hit points](#), regardless of how you deal the damage.
- A [short rest](#) is only 5 minutes long, and your character is a champ who simply needs less sleep, taking only 6 hours for an [extended rest](#).
- You have 29 level ups to go. *D&D 4e* is a 30-level game. You can fight and permanently kill actual, real-deal gods as endgame bosses, and seize epic destinies such as [godhood](#) or the [creation of a new cosmos](#)! The epic-tier adventures of [Living Forgotten Realms](#) conclude in either killing or redeeming [Shar](#), while also killing [Talona](#) as a speed bump along the way.

Basics

- **Level:** 1
- **Class:** [Warlord](#), Resourceful Presence
- **Race:** [Eladrin](#)
- **Theme:** [Iliyanbruen guardian](#)

Skills

- **Acrobatics:** +0 = 0 half level + 1 Dexterity modifier – 1 [hide armor](#)
- **[Arcana]:** +11 = 0 half level + 4 Intelligence modifier + 5 Eladrin Education training + 2 [eladrin](#)
- **[Athletics]:** +7 = 0 half level + 3 Strength modifier + 5 training – 1 [hide armor](#)
- **Bluff:** +2 = 0 half level + 2 Charisma modifier
- **[Diplomacy]:** +7 = 0 half level + 2 Charisma modifier + 5 training
- **Dungeoneering:** –1 = 0 half level – 1 Wisdom modifier
- **Endurance:** +0 = 0 half level + 1 Constitution modifier – 1 [hide armor](#)
- **Heal:** –1 = 0 half level – 1 Wisdom modifier
- **[History]:** +11 = 0 half level + 4 Intelligence modifier + 5 training + 2 [eladrin](#)
- **Insight:** –1 = 0 half level – 1 Wisdom modifier
- **[Intimidate]:** +7 = 0 half level + 2 Charisma modifier + 5 training

Fey Step, Eladrin Racial Utility

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Encounter ♦ [Teleportation](#)

Move Action, Personal

Effect: [Teleport](#) up to 5 squares.

Iliyanbruen Guardian: When you use *fey step*, you can take one adjacent ally with you. That ally teleports to a square adjacent to your destination.

Feats

Choose **one** of the following for a level 1 feat. Whatever you choose, remember to apply its benefits to the rest of the character sheet.

- **Tactical Inspiration:** Add your Intelligence modifier to the hit points restored by your [inspiring word](#).
- **Expert Combat Leader:** The bonus to initiative from Combat Leader increases to +3.
- **Eladrin Soldier:** You gain proficiency with all spears and a +2 feat bonus to damage rolls with longswords and all spears.

If you take Eladrin Soldier, you likely want to drop the [longsword](#) and [light shield](#) in favor of a [greatspear](#). You may also wish to discard [direct the strike](#) in favor of [viper's strike](#), or you might keep the former regardless.

- **Bardic Ritualist:** You gain training in the Arcana skill. You gain the [bard](#)'s Bardic Training class feature. In addition, you can wield bard implements.

- **Witchcraft Initiate:** You gain training in the Arcana skill.

You also gain the witch wizard's [augury](#) power.

In addition, you gain proficiency with the orb, staff, and wand implements.

- **Arcane Initiate:** You gain training in the Arcana skill.

Choose a 1st-level wizard at-will power. You can use that power once per encounter.

In addition, you can use wizard implements.

If you choose Bardic Ritualist, Witchcraft Initiate, or Arcane Initiate, you should use your [Eladrin Education](#) to pick up a skill other than [Arcana](#), such as [Religion](#), to complement your high Intelligence. If you select Arcane Initiate specifically, [beguiling strands](#) is a good choice of wizard power; it instantly blasts down [minions](#), and [pushes](#) everyone else a good distance, all while being ally-friendly.

Combat

- **Initiative:** +3 = 0 half level + 1 Dexterity modifier + 2 power [Combat Leader](#)
- **Speed:** 6 [eladrin](#)

- **HP:** 30 = 12 first level + 18 Intelligence score from [Auspicious Birth](#) or [Born Under a Bad Sign](#)

- **Healing Surges per Day:** 8 = 7 [warlord](#) + 1 Constitution modifier

Ability Scores

- **Strength:** 16 (+3)
- **Constitution:** 12 (+1)
- **Dexterity:** 12 (+1)
- **Intelligence:** 18 (+4) = 16 base + 2 race
- **Wisdom:** 8 (–1)
- **Charisma:** 14 (+2) = 12 base + 2 race

- **Nature:** –1 = 0 half level – 1 Wisdom modifier
- **Perception:** –1 = 0 half level – 1 Wisdom modifier
- **Religion:** +4 = 0 half level + 4 Intelligence modifier
- **Stealth:** +0 = 0 half level + 1 Dexterity modifier – 1 [hide armor](#)
- **Streetwise:** +2 = 0 half level + 2 Charisma modifier
- **Thievery:** +0 = 0 half level + 1 Dexterity modifier – 1 [hide armor](#)

- **Eladrin Vision:** [Low-light](#)

- **Eladrin Languages:** Common, Elven

- **Eladrin Trance:** Rather than sleep, you enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

• **Healing Surge Value:** 7

- **AC:** 18 = 10 base + 0 half level + 4 Intelligence modifier + 3 [hide armor](#) + 1 [light shield](#)
- **Fortitude:** 14 = 10 base + 0 half level + 3 Strength modifier + 1 [warlord](#)
- **Reflex:** 15 = 10 base + 0 half level + 4 Intelligence modifier + 1 [light shield](#)
- **Will:** 14 = 10 base + 0 half level + 2 Charisma modifier + 1 [warlord](#) +1 [eladrin](#)
- **Eladrin Will:** You gain a +5 racial bonus to saving throws against charm effects.
- **Longsword Attack Bonus:** +6 = 0 half level + 3 Strength modifier + 3 proficiency
- **Javelin Attack Bonus:** +5 = 0 half level + 3 Strength modifier [heavy thrown](#) + 2 proficiency
- **Damage Bonus:** +3 Strength modifier

Combat Leader

You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.

Resourceful Presence

When an ally who can see you spends an action point to take an extra action and uses the action to make an attack, that attack gains a bonus to damage equal to one-half your level + your Intelligence modifier. If the attack hits no target, the ally gains temporary hit points equal to one-half your level + your Charisma modifier.

Equipment

100 gp:

- 30 gp: [Hide armor](#)
- 15 gp: [Longsword](#)
- 15 gp: [Adventurer's kit](#)
- 10 gp: [Javelin](#) ×2
- **Remaining Funds:** 30 gp

Combat Powers: At-Will Standard Actions

Melee Basic Attack (Longsword)

At-Will ♦ Weapon

Standard Action, Melee 1

Target: One creature

Attack: +6 vs. AC

Hit: 1d8+3 damage.

Ranged Basic Attack (Javelin)

At-Will ♦ Weapon

Standard Action, Ranged 10/20

Target: One creature

Attack: +5 vs. AC

Hit: 1d6+3 damage.

Commander's Strike, Warlord Attack 1

With a shout, you command an ally to attack.

At-Will ♦ Martial, Weapon

Standard Action, Melee 1

Target: One creature

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

Direct the Strike, Warlord Attack 1

You direct an ally to attack as an enemy lowers its guard.

At-Will ♦ Martial

Standard Action, Ranged 5

Target: One ally

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.

Combat Powers: Encounter Standard Action

Second Wind

Encounter

Standard Action

Effect: You spend a [healing surge](#) and gain a +2 bonus to all defenses until the start of your next turn.

Combat Powers: Daily Standard Action

Lead the Attack, Warlord Attack 1

Daily ♦ Martial, Weapon

Standard Action, Melee weapon

Target: One creature

Attack: +6 vs. AC

Hit: 3d8+4 damage. Until the end of your next turn, you and each ally within 5 squares of you gain a +5 power bonus to attack rolls against the target.

Miss: Half damage. Until the end of your next turn, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Combat Powers: Move Action

Fey Step, Eladrin Racial Utility

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Encounter ♦ [Teleportation](#)

Move Action, Personal

Effect: [Teleport](#) up to 5 squares.

[Iliyanbruen Guardian](#): When you use *fey step*, you can take one adjacent ally with you. That ally teleports to a square adjacent to your destination.

Combat Powers: Minor Action

Inspiring Word, Bard Feature

You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.

Encounter (Special) ♦ **Healing, Martial**

Minor Action, Close burst 5

Target: You or one ally in the burst

Effect: The target can spend a [healing surge](#) and regain 1d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round.

Combat Powers: Immediate Reaction

Vengeance is Mine, Warlord Attack 1

You respond to an enemy's attack with a riposte, and you call for an ally to join you against the offender.

Encounter ♦ **Martial**

Immediate Reaction, Personal

Trigger: An enemy hits you

Effect: You make a basic attack against the triggering enemy, and one ally within 5 squares of you can move his or her speed and make a melee basic attack against the triggering enemy as a free action.