

WILFRED "WILF" DOOR

S 14 (+2)

C 14 (+2)

D 13 (+1)

I 16 (+3)

W 13 (+1)

C 10 (+0)

Initiative +3 [+1 / +2]

HP 26 () - Bloodied 13

HS Gpts. 9/day

AC 17 [+3 / +3 / +1]

F [+2] + [+1 / +1] + 3

RL [+3] + [+1 / +1] + 2



SPEED - 6 SQUARES

LANG. Common, Elf, Dragon

Skills

- Athletics +7
- Diplomacy* +7
- Endurance +7
- History +8
- Arcana +8
- Insight +3

* +1 Diplomacy Area, 10'

+2 Initiative Area, 10'

Use Human/Elf Feats

Proficient → Chain Armor and Less,
Simp. Melee, M.I. Melee, Ranged Melee

FEAT: Arcane Initiate

Tactical Presence: +3 to ATK for Ally using AP

Inspiring Word: 2/Encounter
Use HS+Heal + 1d6 (range 5')

HIDE ARMOR,
LIGHT SHIELD,
FLAIL, SLING (20),
ADV'S GEAR, WAND,
BETTER ROPE, CLIMB
KIT, LANTERN

(18GP)

WEAPONS -

FLAIL - +4 to hit, 1d10+2 damage
or 1d10+3 2handed

vs. AC
SLING - +3 to hit, 1d6+1, 10/20 SQ. RANGE
vs. AC

AT WILL → COMMANDER'S STRIKE
GIVE ALLY FREE ATK, +3 DAM.
WOLF PACK TACTICS → ADJ. TO YOU OR ENEMY
AS BASIC, BUT ALLY SHIFTS FREE

ENC → WARLORD'S FAVOR → ATK,
2d10+2 dam, give 1 ally +4 to next
ATK/DAM

RAY OF FROST Range-10
+3 vs. Fort, 1d6+3 & Slow

SCORING BURST
+3 vs. Ref Burst-1
1d6+3 Range-10

1/DAY
Lead the Attack
3d10+2 dam
All Allies w/ 5
SQUARES GET +4
+4 to target