

Tongs, eladrin warlord 2

Initiative +5; **Senses Perception** +0; low-light vision

Auras **Combat Leader** aura 10; +2 power initiative to allies

Tactical Presence aura sight; +2 attack when using action point

Action Points:

Magic Item Dailies:

HP 29; **Bloodied** 14

AC 19; **Fortitude** 15, **Reflex** 16, **Will** 13

Saving Throws +5 vs charm effects

Damage:

Healing Surge 7 hp

Surges/day:

Speed 5

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| <input type="checkbox"/> | Fey Step teleport 5 (move action, personal, teleportation) |
| <input type="checkbox"/> | Knight's Move ally takes move action as free action (move action, ranged 10) |
| <input type="checkbox"/> | Inspiring Word me or ally healing surge +1d6 hp (minor action, close burst 5, twice per encounter, healing) |
| <input type="checkbox"/> | Second Wind healing surge, +2 all defences until BoMNT (standard) |
| <input type="checkbox"/> | Exalted Chain heal +1d10 hp with my encounter or daily healing power until EoTT (minor action, healing, item) |

Basic Melee +1 vicious scimitar +7 vs AC, 1d8+4 plus 1d8+1d12 on crit (melee weapon)

Basic Ranged sling +5 vs AC, 1d6+2 (ranged weapon, 10/20, load free)

Commander's Strike ally makes basic melee attack +4 damage (melee weapon)

Wolf Pack Tactics *before attack, ally adj to me or target shifts 1*, +7 vs AC, 1d8+4 (melee weapon)

Warlord's Favour +7 vs AC, 2d8+4, one ally <=5 sq +5 power attack vs target until EoMNT (melee weap)

Scorching Burst +5 vs Reflex, 1d6+4 fire (area burst 1 within 10, fire, implement)

Lead the Attack +7 vs AC, 3d8+4, allies in 5 sq +5 power attack vs target until EoE, *miss +1 power attack* (melee weap)

Skills Arcana +12, Athletics +8, Diplomacy +6, Endurance +6, History +12, Religion +10

Feats Arcane Initiate, Ritual Caster

Languages Common, Elven, High Court

Special Trance (4 hours, fully aware), Fey Origin

Str 16 (+4) **Con** 12 (+2) **Dex** 14 (+3) **Int** 18 (+5) **Wis** 8 (+0) **Cha** 10 (+1)

Possessions +1 vicious scimitar, +1 exalted chain armour, sling, falchion, wand, light shield

adventurer's kit: backpack, bedroll, flint and steel, belt pouch, one sunrod, 10 days' rations, 50' hemp rope, waterskin

climber's kit: grappling hook, small hammer, ten pitons (+2 bonus to Athletics checks for climbing)

Cash 110 gp

XP 1635