

**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

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