

Thandorin Silvermere

Character Name

2

Warlord

Level

Class

Epic Destiny

1,000

Total XP

Eladrin

Medium

41

Male

6'

160 lbs.

Lawful Good

Bahamut

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	4
12	CON Constitution	1	2
10	DEX Dexterity	0	1
18	INT Intelligence	4	5
10	WIS Wisdom	0	1
12	CHA Charisma	1	2

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	11	7			1		

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	11	3	1		1		

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	11	4			1		

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	11	1	1		1	1	

CONDITIONAL BONUS

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	Initiative	1	2

CONDITIONAL MODIFIERS

CHARACTER PORTRAIT



HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
29	14	7	7	8
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES				
SAVING THROW MODS +5 racial bonus against charm effects, +2 item bonus against ongoing damage				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

RACE FEATURES

Trance - Meditate 4 hours (like 6 hours of sleep). Remain normal.

Eladrin Weapon Proficiency - Proficient with longsword.

Eladrin Education - Training in any one additional skill.

Eladrin Will - +1 to Will defense; +5 to saving throws against Fey Step - Use fey step as an encounter power.

Fey Origin - Your origin is fey, not natural.

CLASS / PATH / DESTINY FEATURES

Combat Leader - You, and allies within 10 that see and hear you, gain +2 to initiative.

Commanding Presence - Choose Inspiring Presence or Tactical Presence; provides bonuses with certain powers.

Tactical Presence - Ally that sees you and spends an action point to attack gains bonus to attack: 1/2 Int mod.

Inspiring Word - Use inspiring word as an encounter (special) power, minor action.

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+
16	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

ACTION POINTS

SCORE	MILESTONES	ACTION POINTS
1	0	1
2	1	2
3	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Flesh Seeker Greatspe	1d10+6
7	vs AC	Longsword	1d8+5
3	vs AC	Crossbow	1d8
7	vs AC	Dagger (Melee)	1d4+3

FEATS

Eladrin Soldier - +2 damage and proficiency with longswords and spears

Tactical Assault - Ally gains bonus to damage equal to your Int modifier

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	1	0	-1
7	Arcana	INT	5	0	n/a
8	Athletics	STR	4	5	-1
2	Bluff	CHA	2	0	n/a
7	Diplomacy	CHA	2	5	n/a
1	Dungeoneering	WIS	1	0	n/a
1	Endurance	CON	2	0	-1
6	Heal	WIS	1	5	n/a
12	History	INT	5	5	n/a
1	Insight	WIS	1	0	n/a
2	Intimidate	CHA	2	0	n/a
1	Nature	WIS	1	0	n/a
6	Perception	WIS	1	5	n/a
5	Religion	INT	5	0	n/a
0	Stealth	DEX	1	0	-1
2	Streetwise	CHA	2	0	n/a
0	Thievery	DEX	1	0	-1

LANGUAGES KNOWN

Common, Elven

CHARACTER NAME
Thandorin Silvermere

PLAYER NAME
Gary Hoggatt

RACE **Eladrin** CLASS **Warlord** LEVEL **2**

HP 29	17 STR	Fort 16
AC 19	12 CON	Ref 16
Speed 6	18 INT	Will 15
Init +3	10 WIS	
	12 CHA	

11 Passive Insight **16** Passive Perception

CLASS **Warlord** LEVEL **2** BOOK **PH**

Action Points

1 Action Points

You start with 1 action point. When you reach a milestone, you gain 1 more.

Once per encounter, you can spend 1 action point. You exchange it for an extra action: standard, move, or minor. It's a free action to spend a point. You can do so only on your turn and never during a surprise round. Some class features and paragon path features give you or an ally a bonus for spending an action point to gain an extra action.

Some feats and paragon path features require that you spend action points to use them. Regardless of how you spend a point, you can spend only 1 between short rests.

After an extended rest, you have 1 action point again, even if you had a different number before the extended rest.

CLASS **Player Ability** LEVEL ***** BOOK **PH**

Second Wind

7 Surge Value **8** Surges Per Day

ACTION **Standard**
RANGE **Personal**

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
Second wind is a minor action for dwarves.

CLASS **Player Ability** LEVEL ***** BOOK **PH**

Commander's Strike

KEYWORDS **Martial, Weapon** USED

Standard	*	Melee weapon
ACTION		RANGE
8 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: An ally of your choice makes a melee basic attack against the target
Hit: Ally's basic attack damage + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **Warlord** LEVEL **1** BOOK **PH**

PLAY DATA

ENCOUNTER SPECIAL

ENCOUNTER ACTION

AT-WILL POWER

Wolf Pack Tactics

KEYWORDS **Martial, Weapon** USED

Standard	*	Melee weapon
ACTION		RANGE
8 vs AC		One creature
ATTACK	DEFENSE	TARGET

Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21st level.

Your stats using Flesh Seeker Greatspear +1: +8 attack bonus, 1d10+6 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **Warlord** LEVEL **1** BOOK **PH**

AT-WILL POWER

Fey Step

KEYWORDS **Teleportation** USED

Minor Action		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **Racial Power** LEVEL ***** BOOK **PH**

ENCOUNTER POWER

Inspiring Word

KEYWORDS **Healing, Martial** USED

Minor		Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION		RANGE
	vs	You or one ally in burst
ATTACK	DEFENSE	TARGET

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **Warlord** LEVEL ***** BOOK **PH**

ENCOUNTER POWER

Warlord's Favor

KEYWORDS **Martial, Weapon** USED

Standard	*	Melee weapon
ACTION		RANGE
8 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.
Tactical Presence: The bonus to attack rolls that you grant equals 1 + your Intelligence modifier.

Your stats using Flesh Seeker Greatspear +1: +8 attack bonus, 2d10+6 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **Warlord** LEVEL **1** BOOK **PH**

ENCOUNTER POWER

Lead the Attack

KEYWORDS Martial, Weapon		USED
Standard	* + ↗	Melee weapon
ACTION	↶ ✖	RANGE
8 vs AC		One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 3[W] + Strength modifier damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier. Miss: Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.</p> <p>Your stats using Flesh Seeker Greatspear +1: +8 attack bonus, 3d10+6 damage.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Warlord	LEVEL 1	BOOK PH

DAILY POWER

Knight's Move

KEYWORDS Martial		USED
Move Action	↶ 10 ↗	Ranged 10
ACTION	↶ ✖	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Effect: The target takes a move action as a free action.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Warlord	LEVEL 2	BOOK PH

UTILITY POWER

Flesh Seeker Greatspear +1

	+1 Attack rolls and damage	+1d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
<p>Power (Encounter): Free Action. Use when you hit an enemy with this weapon. You gain a +1 power bonus on your next attack against that target with this weapon.</p>		
ITEM SLOT/TYPE Two-Hands	LEVEL 2	PRICE 520
		BOOK AV

MAGIC ITEM

Hide armor of Cleansing +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
<p>Add a +2 item bonus to your saving throws against ongoing damage.</p>		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
<p>Item Slot: Neck</p>		
ITEM SLOT/TYPE Body	LEVEL 3	PRICE 680
		BOOK AV

MAGIC ITEM

Amulet of Protection +1

	+1 Fortitude, Reflex, and Will	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
<p>Item Slot: Neck</p>		
ITEM SLOT/TYPE Neck	LEVEL 1	PRICE 360
		BOOK PH

MAGIC ITEM

Potion of Healing (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
<p>Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</p>		
ITEM SLOT/TYPE	LEVEL 5	PRICE 50
		BOOK PH

MAGIC ITEM

Thandorin Silvermere
 Character Name
 Eladrin
 Race
 2 Level
 Class
 41 Age
 Gender
 Male
 6' Height
 160 lbs. Weight
 Paragon Path
 Lawful Good Alignment
 Bahamut Deity
 Epic Destiny
 1,000 Total XP

ABILITY SCORES		MOD + 1/2 LVL	
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	4
12	CON Constitution	1	2
10	DEX Dexterity	0	1
18	INT Intelligence	4	5
10	WIS Wisdom	0	1
12	CHA Charisma	1	2

DEFENSES		10 + ARMOR/		1/2 LVL		ABIL		CLASS		FEAT		ENH		MISC	
SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC	MISC	MISC	MISC	MISC	MISC	MISC
19	AC	11	7												

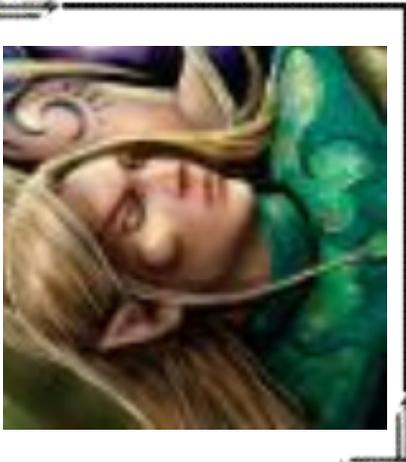
CONDITIONAL BONUSES		10 +		1/2 LVL		ABIL		CLASS		FEAT		ENH		MISC	
SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC	MISC	MISC	MISC	MISC	MISC	MISC
16	FORT	11	3	1											

CONDITIONAL BONUSES		10 +		1/2 LVL		ABIL		CLASS		FEAT		ENH		MISC	
SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC	MISC	MISC	MISC	MISC	MISC	MISC
16	REF	11	4												

CONDITIONAL BONUSES		10 +		1/2 LVL		ABIL		CLASS		FEAT		ENH		MISC	
SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC	MISC	MISC	MISC	MISC	MISC	MISC
15	WILL	11	1	1											

INITIATIVE		DEX		1/2 LVL		MISC	
SCORE	INITIATIVE	DEX	1/2 LVL	MISC	MISC	MISC	MISC
3	Initiative		1				2

CHARACTER PORTRAIT



HIT POINTS		HEALING SURGES	
MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
29	14	7	8

CURRENT HIT POINTS: 1/2 HP
CURRENT SURGE USES: 1/4 HP

SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS	DEATH SAVING THROW FAILURES		

SAVING THROW MODS: +5 racial bonus against charm effects, +2 item bonus against ongoing damage

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

Trance - Meditate 4 hours (like 6 hours of sleep). Remain not Eladrin Weapon Proficiency - Proficient with longsword.
 Eladrin Education - Training in any one additional skill.
 Eladrin Will - +1 to Will defense; +5 to saving throws against Fey Step - Use fey step as an encounter power.
 Fey Origin - Your origin is fey, not natural.

CLASS / PATH / DESTINY FEATURES

Combat Leader - You, and allies within 10 that see and hear you, gain +2 to initiative.
 Commanding Presence - Choose Inspiring Presence or Tactical Presence; provides bonuses with certain powers.
 Tactical Presence - Ally that sees you and spends an action point to attack gains bonus to attack: 1/2 Int mod.
 Inspiring Word - Use inspiring word as an encounter (special) power, minor action.

MOVEMENT		BASE		ARMOR		ITEM		MISC	
SCORE	MOVEMENT	BASE	ARMOR	ITEM	MISC	BASE	SKILL BONUS		
6	Speed (Squares)	6				10	+ 1		

SPECIAL MOVEMENT

SENSES		PASSIVE SENSE		BASE		SKILL BONUS	
SCORE	SENSE	PASSIVE SENSE	BASE	SKILL BONUS	BASE	SKILL BONUS	
11	Passive Insight	10			10	+ 1	
16	Passive Perception	10			10	+ 6	

SPECIAL SENSES
Low-light Vision

ACTION POINTS		MILESTONES		ACTION POINTS	
SCORE	ACTION POINTS	MILESTONES	ACTION POINTS	MILESTONES	ACTION POINTS
	Action Points	0	1	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

BASIC ATTACKS		ATTACK		DEFENSE		WEAPON OR POWER		DAMAGE	
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE	ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE		
8	vs AC	Flesh Seeker Greatspe	1d10+6	7	vs AC	Longsword	1d8+5		
7	vs AC	Crossbow	1d8	3	vs AC	Dagger (Melee)	1d4+3		

FEATS

Eladrin Soldier - +2 damage and proficiency with longwords and spears
 Tactical Assault - Ally gains bonus to damage equal to your Int modifier

LANGUAGES KNOWN	
LANGUAGE	KNOWN
Common, Elven	