

Thandorin Silvermere

Character Name

Eladrin

Race

Medium

Size

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

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

CONDITIONAL BONUS

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

CONDITIONAL BONUS

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

2

Warlord

Level

Class

41

Male

6'

160 lbs.

Age

Gender

Height

Weight

CHARACTER PORTRAIT



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

Paragon Path

Epic Destiny

Lawful Good

Bahamut

Alignment

Deity

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
29	14	7	8	

1/2 HP

1/4 HP

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 nor

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.

1,000

Total XP

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

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

SPECIAL SENSES

Low-light Vision

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

Action Points

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



CHARACTER NAME

Thandorin Silvermere

PLAYER NAME

Gary Hoggatt

RACE

Eladrin

CLASS

Warlord

LEVEL

2

HP

29

AC

19

Speed

6

Init

+3

11

Passive Insight

17

STR

12

CON

18

INT

10

WIS

12

CHA

Fort

16

Ref

16

Will

15

16

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

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

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

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

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

COMMANDER'S STRIKE

KEYWORDS

Martial, Weapon

USED

Standard

\*

Melee weapon

ACTION

vs

RANGE

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

AT-WILL POWER

DUNGEONS & DRAGONS®

WOLF PACK TACTICS

KEYWORDS

Martial, Weapon

USED

Standard

\*

Melee weapon

ACTION

vs

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

DUNGEONS & DRAGONS®

Fey Step

KEYWORDS

Teleportation

USED

Minor Action

Personal

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Racial Power

LEVEL

\*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

INSPIRING WORD

KEYWORDS

Healing, Martial

USED

Minor

Close burst 5 (10 at 11th level, 15 at 16th level)

ACTION

5

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

DUNGEONS & DRAGONS®

WARLORD'S FAVOR

KEYWORDS

Martial, Weapon

USED

Standard

\*

Melee weapon

ACTION

vs

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

DUNGEONS & DRAGONS®

Lead the Attack

KEYWORDS

Martial, Weapon

USED

Standard

\*

⬆

⬅

➡

Melee weapon

ACTION

⬅

✳

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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.

Your stats using Flesh Seeker Greatspear +1:  
+8 attack bonus, 3d10+6 damage.

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

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: The target takes a move action as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Warlord

LEVEL

2

BOOK

PH

UTILITY POWER

Flesh Seeker Greatspear +1

BONUS

+1 Attack rolls and damage

+1d6 damage

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

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.

ITEM SLOT/TYPE

Two-Hands

LEVEL

2

PRICE

520

BOOK

AV

MAGIC ITEM

Hide armor of Cleansing +1

BONUS

+1 AC

ENHANCEMENT

CRITICAL

PROPERTIES

Add a +2 item bonus to your saving throws against ongoing damage.

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT/TYPE

Body

LEVEL

3

PRICE

680

BOOK

AV

MAGIC ITEM

Amulet of Protection +1

BONUS

+1 Fortitude, Reflex, and Will

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE

Neck

LEVEL

1

PRICE

360

BOOK

PH

MAGIC ITEM

Potion of Healing (heroic tier)

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

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.

ITEM SLOT/TYPE

LEVEL

5

PRICE

50

BOOK

PH

MAGIC ITEM

Thandorin Silvermere

Character Name

Eladrin

Race

2

Level

41

Age

Warlord

Class

Male

Gender

6'

Height

Medium

Size

160 lbs.

Weight

Paragon Path

Lawful Good

Alignment

Epic Destiny

Bahamut

Deity

ABILITY SCORES

SCORE

ABILITY

MOD + 1/2 LVL

17

STR  
Strength

4

12

CON  
Constitution

2

10

DEX  
Dexterity

1

18

INT  
Intelligence

5

10

WIS  
Wisdom

1

12

CHA  
Charisma

2

DEFENSES

10 + ARMOR/  
1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

19

AC

11

7

1

16

FORT

11

3

1

1

16

REF

11

4

1

15

WILL

11

1

1

1

1

3

Initiative

1

2



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					

HIT POINTS

MAX HP

29

BLOODED

14

HEALING SURGES

SURGE VALUE

7

SURGES/DAY

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.

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

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

+

1

16

Passive Perception

10

+

6

SPECIAL SENSES

Low-light Vision

ACTION POINTS

MILESTONES

ACTION POINTS

0

1

2

3

Action Points

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

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.

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE

BASE

ARMOR

ITEM

MISC

6

Speed (Squares)

6

SPECIAL MOVEMENT

SENSES

SCORE

PASSIVE SENSE

BASE

SKILL BONUS

11

Passive Insight

10

+

1

16

Passive Perception

10

+

6

SPECIAL SENSES

Low-light Vision

ACTION POINTS

MILESTONES

ACTION POINTS

0

1

2

3

Action Points

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS