

Player Name Brian S. Stephan

Shael Aethellosuir		5	Warlord					6,844
Character Name		Level	Class		Paragon Path		Epic Destiny	Total XP
Eladrin	Medium	42	Male	6'0"	166 lb.	Unaligned	Kord	41024003
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	1	2	2

5 Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	7			1		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	12	3	1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12	3			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	12	1	1		1	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+

12	Passive Perception	10	+
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 SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

DAMAGE WORKSPACE

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Skewering Longspear +1	1d10+6
5	vs AC	Unarmed (Melee)	1d4+3
3	vs AC	Unarmed (Range)	1d4+1
	vs		

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
45	22	11
	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		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

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

FEATS

- Tactical Assault** - Ally gains bonus to damage equal to your Int modifier
- Eladrin Soldier** - +2 damage and proficiency with longswords and spears
- Armor Proficiency (Scale)** - Training with scale armor

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	0	
7	Arcana	INT	5	0	n/a 2
10	Athletics	STR	5	5	
3	Bluff	CHA	3	0	n/a
8	Diplomacy	CHA	3	5	n/a
7	Dungeoneering	WIS	2	5	n/a
3	Endurance	CON	3	0	
7	Heal	WIS	2	5	n/a
12	History	INT	5	5	n/a 2
2	Insight	WIS	2	0	n/a
3	Intimidate	CHA	3	0	n/a
2	Nature	WIS	2	0	n/a
2	Perception	WIS	2	0	n/a
5	Religion	INT	5	0	n/a
3	Stealth	DEX	3	0	
3	Streetwise	CHA	3	0	n/a
3	Thievery	DEX	3	0	

CLASS / PATH / DESTINY FEATURES

- Combat Leader** - You, and allies within 10 that see and hear you, gain +2 to initiative.
- Commanding Presence** - Choose a Presence benefit; provides bonuses with certain powers.
- Tactical Presence** - Ally you can see that 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

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Wolf Pack Tactics	<input type="checkbox"/>
Commander's Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Fey Step	<input type="checkbox"/>
Inspiring Word	<input type="checkbox"/>
Warlord's Favor	<input type="checkbox"/>
Steel Monsoon	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Pike Hedge	<input type="checkbox"/>
Calculated Assault	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Knight's Move	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit	
Climber's Kit	
Lantern	

COINS AND OTHER WEALTH

Money on hand: 36 gp
Stored money:
Encumbrance: 100 / 170

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

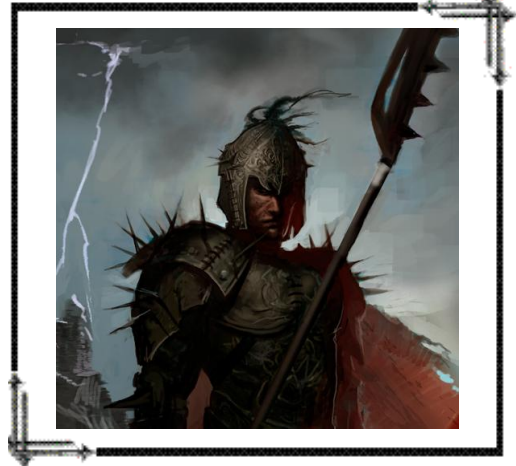
WEAPON	Skewering Longspear +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Tactician's Scale Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET	Dwarven Greaves (heroic tier) (E)	<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Collar of Recovery +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Potion of Resistance (heroic tier) (acid) ()	<input type="checkbox"/>
	Potion of Resistance (heroic tier) (cold) ()	<input type="checkbox"/>
	Potion of Resistance (heroic tier) (fire) ()	<input type="checkbox"/>
	Potion of Resistance (heroic tier) (lightning) ()	<input type="checkbox"/>
	Potion of Resistance (heroic tier) (necrotic) ()	<input type="checkbox"/>
	Potion of Resistance (heroic tier) (poison) ()	<input type="checkbox"/>
	Potion of Resistance (heroic tier) (psychic) ()	<input type="checkbox"/>
	Potion of Resistance (heroic tier) (thunder) ()	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

Shael is a dour man, one who takes pleasure in little and delight in nothing. Even his great skill, command of battle, gives him little satisfaction when the day is over --- but, from time to time, the thrill of combat can take him far enough to perhaps even crack a smile. Generally, however, he considers his profession a thing of necessity, a choice made because it is what he knows best. Simply, he "did the math". His dedication to his survival extends to his allies, who he will protect to the death. Ally or not, though, he looks down on those who he sees as too happy-go-lucky to fathom reality.

MANNERISMS AND APPEARANCE

Shael is marked with a number of scars from years of battle experience, and his weather-worn skin betrays his eladrin features.

CHARACTER BACKGROUND

Once a commander of small local militias, Shael became a sword-for-hire following a period of calm and peace at his post. Serving then as shock troop in other militias, he quickly grew bored of the single-mindedness of his duties, and left again for the adventurer's life. His first company, The Wispy Fang, was demolished after a series of failures brought about by conflicting leadership --- in their final downfall at Potter's Field, the remaining members of the company (including his rival) died, and Shael began to seek new allies to lead to victory.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Shael Aethellosuir

PLAYER NAME
Brian S. Stephan

RACE **Eladrin** CLASS **Warlord** LEVEL **5**

HP 45	17 STR	AC 20
Spd 5	13 CON	Fort 17
Init +5	12 DEX	Ref 16
	16 INT	Will 16
	11 WIS	Will 16
	13 CHA	Will 16

12 Passive Insight **12** Passive Perception



Second Wind

KEYWORDS: USED

Standard	↑ ↔ ✈	Personal
ACTION	← * *	RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: LEVEL: BOOK: *PH*

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Melee Basic Attack

KEYWORDS: **Weapon** USED

Standard	* ↑ ↔	Melee weapon
ACTION	← * *	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.
Skewering Longspear +1: +8 attack, 1d10+6 damage

ADDITIONAL EFFECTS

CLASS: LEVEL: * BOOK:

Ranged Basic Attack

KEYWORDS: **Weapon** USED

Standard	↑ * ↔	Ranged weapon
ACTION	← * *	RANGE
3	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+1) damage.
Increase damage to 2[W] + Dexterity modifier (+1) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

ADDITIONAL EFFECTS

CLASS: LEVEL: * BOOK:

Wolf Pack Tactics

KEYWORDS: **Martial, Weapon** USED

Standard	* ↑ ↔	Melee weapon
ACTION	← * *	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET

One creature

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 (+3) damage.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Skewering Longspear +1: +8 attack, 1d10+6 damage

ADDITIONAL EFFECTS

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

AT-WILL POWER



AT-WILL POWER



AT-WILL POWER



Commander's Strike

KEYWORDS: **Martial, Weapon** USED

Standard	* ↑ ↔	Melee weapon
ACTION	← * *	RANGE
	vs	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 (+3).

ADDITIONAL EFFECTS

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

Fey Step

KEYWORDS: **Teleportation** USED

Move	↑ ↔ ✈	Personal
ACTION	← * *	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

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

Inspiring Word

KEYWORDS: **Healing, Martial** USED

Minor	↑ ↔ ✈	Close burst 5 (10 at 11th level, 15 a
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

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

AT-WILL POWER



ENCOUNTER POWER



ENCOUNTER POWER



Warlord's Favor

KEYWORDS Martial, Weapon USED

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

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+3) 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 (+3).

Skewering Longspear +1: +8 attack, 2d10+6 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Steel Monsoon

KEYWORDS Martial, Weapon USED

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

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+3) damage, and one ally within 5 squares of you can shift 1 square.
 Tactical Presence: The number of allies who can shift equals your Intelligence modifier (+3).

Skewering Longspear +1: +8 attack, 2d10+6 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Pike Hedge

KEYWORDS Martial, Weapon USED

Imm React	* ↑ ↗	Melee weapon
ACTION	← *	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET
The triggering enemy		

Trigger: An enemy enters a square within your reach
 Requirement: You must be wielding a reach weapon.
 Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+3) damage.
 Effect: Whenever an enemy enters a square adjacent to you or to an ally adjacent to you, you deal damage to that enemy equal to your Strength modifier (+3) as an opportunity action. This effect lasts until the end of the encounter.

Skewering Longspear +1: +8 attack, 1d10+6 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 5 BOOK MP

DAILY POWER DUNGEONS & DRAGONS

Calculated Assault

KEYWORDS Martial, Reliable, Weapon USED

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

Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+3) damage, and one of your allies within 5 squares of you gains a power bonus to damage rolls against the target equal to 1 + your Intelligence modifier (+3) until the end of the encounter. You can transfer the bonus to another ally within 5 squares of you as a minor action.

Skewering Longspear +1: +8 attack, 1d10+6 damage

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 1 BOOK MP

DAILY POWER DUNGEONS & DRAGONS

Knight's Move

KEYWORDS Martial USED

Move	↑ 10 ↗	Ranged 10
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
 Effect: The target takes a move action as a free action.

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Skewering Longspear +1

1d10	2	Polearm, Spear	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Reach
 Melee Basic Attack: +8 attack, 1d10+6 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Use this power when you hit a target with this weapon. The target is immobilized (save ends).

ITEM SLOT Two-Hands WEIGHT 9 PRICE 680 BOOK

MAGIC WEAPON DUNGEONS & DRAGONS

Tactician's Scale Armor +1

7	-	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		5	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 When a power or class feature calls on your Intelligence modifier (+3) to determine a value other than your attack bonus, add 1 to that value. This does not change your Intelligence modifier (+3) for any other purpose.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Body WEIGHT 45 PRICE 1000 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Collar of Recovery +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Potion of Resistance (heroic tier) (acid)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

ITEM SLOT WEIGHT 0 PRICE 40 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Dwarven Greaves (heroic tier)

AC BONUS	CHECK	SPEED	1
ENHANCEMENT		7	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

- AT-WILL
- ENCOUNTER
- DAILY

POWER

Item Slot: Feet

Power (Daily): Immediate Interrupt. You can use this power when you are hit by a power that has a pull, a push, or a slide effect. You negate the forced movement.

ITEM SLOT	Feet	WEIGHT	0	PRICE	2600	BOOK
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MAGIC ITEM 