

Klaxu
 Class: Blackguard Level: 1
 Race: Dragonborn Gender: male
 Alignment: Chaotic Evil
 Languages: Common, Draconic

ABILITIES AND SKILLS

18 Strength		4	4
<i>Strength measures your physical power.</i>			
Athletics	Trained		7
12 Constitution		1	1
<i>Constitution represents health, stamina, and vital force.</i>			
Endurance	Trained		4
11 Dexterity		0	0
<i>Dexterity measures coordination, agility, and balance.</i>			
Acrobatics	Trained		-2
Stealth	Trained		-2
Thievery	Trained		-2
11 Intelligence		0	0
<i>Intelligence describes how well you learn and reason.</i>			
Arcana	Trained		0
History	Trained		2
Religion	Trained		0
8 Wisdom		-1	-1
<i>Wisdom measures common sense, self-discipline, and empathy.</i>			
Dungeoneering	Trained		-1
Heal	Trained		-1
Insight	Trained		-1
Nature	Trained		-1
Perception	Trained		-1
18 Charisma		4	4
<i>Charisma measures force of personality and leadership.</i>			
Bluff	Trained		9
Diplomacy	Trained		4
Intimidate	Trained		11
Streetwise	Trained		4

Main Hand

Greataxe

Armor

Plate Armor

Other Equipment

- 1 Holy Symbol
- 1 Backpack (empty)
- 1 Bedroll
- 1 Flint and Steel
- 1 Hempen Rope (50 ft.)
- 1 Waterskin
- 1 Crossbow
- 20 Crossbow Bolts
- 1 Grappling Hook
- 4 Torch

COMBAT STATISTICS

0 Initiative	5 Speed
<i>Roll initiative to determine the turn order in combat.</i>	<i>Your speed is the number of squares you can move with a move action.</i>

DEFENSES

18 Armor Class (AC)	Calculations
<i>AC measures how hard it is to physically land an attack on you.</i>	
15 Fortitude	Calculations
<i>Fortitude measures your toughness and resilience.</i>	
11 Reflex	Calculations
<i>Reflex measures your ability to deflect or dodge attacks.</i>	
15 Will	Calculations
<i>Will measures your strength of will and self-discipline.</i>	

7 Attack Bonus	Melee Basic	1d12+4
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2 Attack Bonus	Ranged Basic	1d8
<i>When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.</i>		

27 Hit Points	Bloodied	13
<i>Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).</i>		
Healing Surge Value		7
Surges Per Day		11

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

Dragonborn Fury

+1 to attacks while bloodied.

Draconic Heritage

Add Con mod to healing surge value.

Dragonborn Racial Power

Gain a dragonborn racial power.

Dark Menace

Make a weapon attack vs. an enemy granting combat advantage to you: enemy takes [Cha mod] extra damage

Dread Smite

Gain the Dread Smite attack power

Spirit of Vice (Fury)

+2 to damage rolls vs. enemies you have combat advantage against, becomes +4 if bloodied or adj to a bloodied creature

Vice At-Will Power (Fury)

Gain the Ferocious Strike attack power

Axe Expertise

When using an axe: +1/2/3 (by tier) to attack rolls, may reroll one damage that results in a 1.

Ferocious Strike

At-Will ♦ Standard Action

Greataxe: +7 vs. AC, 1d12+4 damage

Melee weapon **Target:** One creature

The pain you inflict promises more agony to come.

Keywords: Divine, Shadow, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage. You gain combat advantage against the first enemy you attack before the end of your next turn.

Vengeance Strike

At-Will ♦ Standard Action

Greataxe: +7 vs. AC, 1d12+4 damage

Melee weapon **Target:** One creature

As your enemies press in upon you, your soul is filled with vengeance, and you use that strength to lash out.

Keywords: Divine, Shadow, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage. You gain a power bonus to the damage roll equal to twice the number of enemies adjacent to you (maximum of +8).

Dread Smite

Encounter ♦ Free Action

Personal

The dark coldness at the heart of your vice makes your strike all the more crippling.

Keywords: Cold, Divine, Necrotic, Shadow

Trigger: You target an enemy with an at-will weapon attack power.

Effect: The target takes cold and necrotic damage equal to 2 + your Cha modifier (+4). If the triggering attack hits, the target also takes ongoing 5 cold and necrotic damage (save ends).

Dragon Breath

Encounter ♦ Minor Action

Unarmed: +6 vs. Reflex, 1d6+1 damage

Close blast 3 **Target:** Each creature in the blast

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Keyword: Varies

Attack: Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.

Hit: 1d6 + Con modifier (+1) damage.

Shroud of Shadow

Encounter ♦ Minor Action

Personal

A misty cloud of gloom swirls about you, confounding your enemies and fortifying your resolve.

Keyword: Shadow

Effect: You gain partial concealment until the end of your next turn. You also gain 5 temporary hit points.