**Constance**
Class: Vampire  Level: 1
Race: Human  Gender:
Alignment:
Languages: Common, Deep Speech

**ABILITIES AND SKILLS**

<table>
<thead>
<tr>
<th>Ability</th>
<th>12 Strength</th>
<th>11 Constitution</th>
<th>18 Dexterity</th>
<th>11 Intelligence</th>
<th>8 Wisdom</th>
<th>3 Charisma</th>
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**COMBAT STATISTICS**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>6</td>
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</tbody>
</table>

Initiative: Full initiative to determine the turn order in combat.
Speed: Your speed is the number of squares you can move with a move action.

**DEFENSES**

<table>
<thead>
<tr>
<th>Armor Class (AC)</th>
<th>Fortitude</th>
<th>Reflex</th>
</tr>
</thead>
<tbody>
<tr>
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</table>

Fortitude measures how hard it is to physically land an attack on you.
Reflex measures your ability to deflect or dodge attacks.

**ATTACK BONUS**

<table>
<thead>
<tr>
<th>Attack Bonus</th>
<th>Melee Basic</th>
<th>Range 1</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1d4+1</td>
<td>1d4+4</td>
</tr>
</tbody>
</table>

1 Attack Bonus: Melee Basic 1d4+1
4 Attack Bonus: Ranged Basic 1d4+4

When you attack, roll a 20% and add your attack bonus. Compare the result to the monster's defenses to see if you hit. If you do hit, roll damage.

**Hit Points**

<table>
<thead>
<tr>
<th>Blooded</th>
<th>14</th>
</tr>
</thead>
</table>

Your hit points measure the damage you can take before falling unconscious. Your blooded value is half of your hit points (rounded down).

**Blood Is Life**
During a short rest, an ally can give you 1 of their healing surges, which restores hp equal to your blooded value.

**Child of the Night**
You're an undead creature: Gain darkvision, resist 5 necrotic, vulnerable 5 radiant, can be destroyed by sunlight. You do require sleep.

**Enduring Soul**
If blooded: Gain regeneration [Cha mod]. If you take radiant dmg, regeneration doesn't work until your next turn ends.

**Born of Shadow**
Your origin changes to shadow. Gain a +1 bonus to saving throws while you are in dim light or darkness.

**Blood Drinker**

**Encounter**  No Action

**Personal**
Your grim focus and unbridled energy means that failure is not an option.

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

**Target:** The triggering enemy

**Blood Drinker**

**When your attack strikes true, you sweep past your foe's defenses to consume the essence of its life.**

**Keyword:** Shadow

**Trigger:** You hit an enemy with a vampire melee at-will attack power.

**Effect:** The target takes 1d10 extra damage from the triggering attack, and you gain a healing surge.

**Disciple of Shadows**
You gain darkvision with a range of 2 squares.
Chilliax
Class: Executioner  Level: 1
Race: Drow  Gender: female
Alignment: Evil
Languages: Common, Elven

### ABILITIES AND SKILLS

<table>
<thead>
<tr>
<th>Ability</th>
<th>Base Value</th>
<th>Score</th>
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<tr>
<td>Charisma</td>
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</table>

### Main Hand
- Longsword

**Other Equipment**
1 Bloodroot Poison (heroic tier)
1 Id Moss Powder (heroic tier)
1 Adventurer's Kit
1 Poisoner's Kit
1 Garrote
1 Bola

### COMBAT STATISTICS

<table>
<thead>
<tr>
<th>Ability</th>
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<td>Armor Class (AC)</td>
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<tr>
<td>Reflex</td>
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<td>Will</td>
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### DEFENSES

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<tr>
<td>Reflex</td>
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<td>Will</td>
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### Attack Bonus

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<th>Bonus Type</th>
<th>Base Value</th>
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<tr>
<td>Melee Basic</td>
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<tr>
<td>Ranged Basic</td>
<td>1d4+5</td>
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</table>

### Hit Points
- Bloodied: 11

### Poison Use
During an extended rest, you can prepare one vial of a 1st-level assassin poison.

### Bloodroot Poison (heroic tier)
**Assassin Poison • Level 1**

**Power (Consumable • Poison): Minor Action.** You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item takes 6 extra poison damage, and it is deceased.

**Quick Swap (Executioner):** 1/turn, you can draw or stow a weapon as a free action, and then draw another weapon +1d8 damage to damage rolls once per turn.

### Quick Lunge
**At-Will • Standard Action**
- Longsword: +7 vs AC, 1d8+1 damage
- Daggar: +7 vs AC, 1d4+1 damage

**Effect:** You shift 1 square before the attack.
**Attack:** Dexterity vs AC
**Hit:** 1[W] damage, and you knock the target prone. You can then shift 1 square back to your starting position.

### Darkfire
**Encounter • Minor Action**
- Unarmed: +8 vs Reflex
- Ranged 10

**Target:** One creature

**A flickering halo of purple light surrounds the target, making it easier to hit.**
**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex. You gain a +4 bonus to the attack roll.
**Hit:** Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

### Garrote Strangle
**At-Will • Standard Action**
- Ki Focused Garrote: +7 vs Reflex, 2d4+4 damage

**Melee weapon**
**Target:** One creature you are hidden from

**Keywords:** Martial, Weapon
**Requirement:** You must use this power with a garrote.
**Effect:** You shift up to 2 squares before the attack.
**Attack:** Dexterity vs. Reflex
**Hit:** 2[W] + Dex modifier (+4) damage, and the target is grappled until the end of your next turn. While the grapple persists, the target takes a -2 penalty to attack rolls against you and cannot speak, and you cannot make other attacks.
**Sustain Standard:** The target persists, and the target takes 1[W] + your Dex modifier (+4) damage.

### Poisoned Dagger
**At-Will • Standard Action**
- Ki Focused Dagger: +7 vs AC, 1d4+5 damage
- Melee weapon
**Target:** One creature

**Your piercing blade delivers poisons quickly and cleanly, making them difficult to escape from.**
**Keywords:** Martial, Weapon
**Requirement:** You must use this power with a dagger.
**Effect:** You shift 1 square before the attack.
**Attack:** Dexterity vs AC
**Hit:** 1[W] + Dex modifier (+4) damage, if you deliver an assassin poison with this attack, the target takes a -4 penalty to its next saving throw, if any, against the poison's effect.
**Effect:** If the target has an assassin poison on it that is normally delivered on a hit, you can deliver that poison to the target even if the attack misses.
Gaunt
Class: Mage  Level: 1  
Race: Shade  Gender:  
Alignment:  
Languages: Common, Deep Speech

ABILITIES AND SKILLS
11  Strength  0 0  
14  Constitution  2 2  
10  Dexterity  0 0  
18  Intelligence  4 4  
14  Wisdom  2 2  
12  Charisma  1 1  

ACURACY AND SPEED
0  Initiative  6  Speed  

DEFENSES
14  Armor Class (AC)  
12  Fortitude  
14  Reflex  
14  Will  

ATK/SPD
3  Attack Bonus  Melee Basic  1d4  
3  Attack Bonus  Ranged Basic  1d4  

24  Hit Points  
24  Bloodied  

Shadow Origin
Your origin is shadow creature.

Mage's Spellbook
Netherrary Apprentice
Hit with an arcane netherrary attack: until your next turn ends, the target treats enemies more than 2 sq away as having partial concealment.

Magic Missile
At-Will  Standard Action
Orb Implement: +1 vs. 6 damage
Ranged 20  Target: One creature
A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

Unraveling Dart
At-Will  Standard Action
Orb Implement: +5 vs. Fortitude, 1d4+4 damage
Ranged 10  Target: One or two creatures
Gray, smoky darts leap from your fingertips to strike at your foes where they are weakest.

Keywords: Arcane, Implement, Netherrary, Shadow
Attack: Intelligence vs. Fortitude
Hit: 1d4+4 Int modifier (+4) damage. If the target has vulnerability to any damage types, the damage is those types. If the target has no vulnerabilities, you gain a power bonus to the damage roll equal to your Wis modifier (+2).
**Klaxu**

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

**ABILITIES AND SKILLS**

<table>
<thead>
<tr>
<th>Skill</th>
<th>Ability Score</th>
<th>Value</th>
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**DEFENSES**

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**ATK Stats**

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**Hit Points**

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**Dragonborn Fury**

+1 to attacks while bloodied.

**Dragonborn 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 adjacent 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.