

Constanz

Class: Vampire Level: 1

Race: Human Gender:

Alignment:

Languages: Common, Deep Speech

ABILITIES AND SKILLS

12 Strength	1	1
<i>Strength measures your physical power.</i>		
Athletics	Trained	6
11 Constitution	0	0
<i>Constitution represents health, stamina, and vital force.</i>		
Endurance	Trained	0
18 Dexterity	4	4
<i>Dexterity measures coordination, agility, and balance.</i>		
Acrobatics	Trained	9
Stealth	Trained	9
Thievery	Trained	4
11 Intelligence	0	0
<i>Intelligence describes how well you learn and reason.</i>		
Arcana	Trained	0
History	Trained	0
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
16 Charisma	3	3
<i>Charisma measures force of personality and leadership.</i>		
Bluff	Trained	3
Diplomacy	Trained	8
Intimidate	Trained	8
Streetwise	Trained	3

Treasure

60 Gold

Heroic Effort

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.

COMBAT STATISTICS

4 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

16 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

13 Fortitude

Fortitude measures your toughness and resilience.

15 Reflex

Reflex measures your ability to deflect or dodge attacks.

15 Will

Will measures your strength of will and self-discipline.

1 Attack Bonus

Melee Basic 1d4+1

4 Attack Bonus

Ranged Basic 1d4+4

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.

28 Hit Points

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

Bloodied 14

Healing Surge Value

7

Surges Per Day

2

Blood Is Life

During a short rest: adj ally can give you 1 of their healing surges, which restores hp equal to your bloodied 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 bloodied: 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

Target: The triggering enemy

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.

Dark Beckoning

At-Will ♦ Standard Action

Ki Focus: +5 vs. Will, 1d6+6 damage

Ranged 5

Target: One creature

Your mesmerizing presence draws your enemies closer.

Keywords: Charm, Implement, Psychic, Shadow

Attack: Charisma + 2 vs. Will

Hit: 1d6 + Cha modifier (+3) psychic damage, and you pull the target up to 3 squares.

Taste of Life

At-Will ♦ Standard Action

Ki Focus: +4 vs. Fortitude, 1d8+7 damage

Melee 1

Target: One creature

Your dread touch burns your foe with dark power, even as your own energy is temporarily restored.

Keywords: Implement, Necrotic, Shadow

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dex modifier (+4) necrotic damage, and you gain temporary hit points equal to 2 + your Cha modifier (+3).

Vampire Slam

At-Will ♦ Standard Action

Ki Focus: +4 vs. Reflex, 1d10+7 damage

Melee 1

Target: One creature

You use the full force of your undead strength to drive your foe back.

Keywords: Implement, Shadow

Attack: Dexterity vs. Reflex

Hit: 1d10 + Dex modifier (+4) damage, and you can push the target 1 square.

Special: You can use this power as a melee basic attack.

Swarm of Shadows

Daily ♦ Standard Action

Ki Focus: +4 vs. Fortitude, 3d6+7 damage

Close blast 3

Target: Each enemy in the blast

Your body becomes a swarm of batlike shadows that let you harry your enemies, then fade from sight.

Keywords: Implement, Shadow, Teleportation

Attack: Dexterity vs. Fortitude

Hit: 3d6 + Dex modifier (+4) damage, and ongoing 5 damage (save ends).

Miss: Half damage.

Effect: You teleport to a square in the blast and are invisible until the end of your next turn.

Chiliax	
Class: Executioner	Level: 1
Race: Drow	Gender: female
Alignment: Evil	
Languages: Common, Elven	

ABILITIES AND SKILLS

12	Strength	1	1
Strength measures your physical power.			
Athletics	Trained	6	
11	Constitution	0	0
Constitution represents health, stamina, and vital force.			
Endurance	Trained	0	
18	Dexterity	4	4
Dexterity measures coordination, agility, and balance.			
Acrobatics	Trained	9	
Stealth	Trained	11	
Thievery	Trained	9	
11	Intelligence	0	0
Intelligence describes how well you learn and reason.			
Arcana	Trained	0	
History	Trained	0	
Religion	Trained	0	
8	Wisdom	-1	-1
Wisdom measures common sense, self-discipline, and empathy.			
Dungeoneering	Trained	-1	
Heal	Trained	-1	
Insight	Trained	-1	
Nature	Trained	-1	
Perception	Trained	-1	
18	Charisma	4	4
Charisma measures force of personality and leadership.			
Bluff	Trained	9	
Diplomacy	Trained	4	
Intimidate	Trained	6	
Streetwise	Trained	4	

Main Hand

Longsword

Off Hand

Dagger

Armor

Leather Armor

Ki Focus

Ki Focus

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

4 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

17 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

12 Fortitude

Fortitude measures your toughness and resilience.

15 Reflex

Reflex measures your ability to deflect or dodge attacks.

15 Will

Will measures your strength of will and self-discipline.

7 Attack Bonus

Melee Basic 1d8+5

7 Attack Bonus

Ranged Basic 1d4+5

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.

23 Hit Points

Bloodied 11

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

Healing Surge Value

5

Surges Per Day

7

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 dazed (save ends).

Quick Swap (Executioner)

1/turn, you can draw or stow a weapon as a free action, and then draw another weapon

Additional Effects

+1d8 to damage rolls once per turn.

Assassin's Strike

Encounter • No Action

Personal

Target: The creature you hit

You strike with precision at the exact right moment, landing an attack that can be instantly fatal.

Keyword: Martial

Trigger: You hit a creature within 5 squares of you with an attack using a weapon.

Effect: The target takes 1d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.

Garrote Strangle

At-Will • Standard Action

Ki Focused Garrote: +7 vs. Reflex, 2d4+4 damage

Melee weapon

Target: One creature you are hidden from

You wait for the perfect moment when your foe is within reach, then strangle it with your garrote.

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 grabbed until the end of your next turn. While the grab persists, the target takes a -2 penalty to attack rolls against you and cannot speak, and you cannot make other attacks.

Sustain Standard: The grab persists, and the target takes 2 [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 shake off.

Keywords: Martial, Weapon

Requirement: You must use this power with a dagger.

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 first saving throw, if any, against the poison's effect.

Effect: If the dagger 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.

Quick Lunge

At-Will • Standard Action

Longsword: +7 vs. AC, 1d8+1 damage

Dagger: +7 vs. AC, 1d4+1 damage

You lunge forward quickly, upending your foe with a kick and a thrust of your weapon.

Keywords: Martial, Weapon

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.

Gaunt		CHARACTER STAT	
Class: Mage	Level: 1		
Race: Shade	Gender:		
Alignment:			
Languages: Common, Deep Speech			

ABILITIES AND SKILLS

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

Main Hand	Off Hand
Dagger	Orb Implement

Other Equipment

1 Adventurer's Kit

One with Shadow
At-Will • Standard Action

Personal

You fade into the darkness, becoming a part of the shadow that swirls around you.

Keyword: Shadow

Effect: Until the end of your next turn, you can make Stealth checks to become hidden when you have any cover or concealment. In addition, you can use cover from your allies to become hidden or to remain hidden.

Disrupt Undead
At-Will • Minor Action

Ranged 3 **Target:** One undead creature

A simple gesture causes the darkness powering and protecting an undead creature to unravel.

Keywords: Arcane, Necromancy, Shadow

Effect: The target's necrotic resistance, if any, is reduced by 5 until the end of your turn.

Spook
Encounter • Free Action

Personal

You gather the shadows to yourself, so that when you speak, your words drip with menace.

Keywords: Arcane, Nethermancy, Shadow

Trigger: You would make an Intimidate check.

Effect: You instead make an Arcane check and use that result to determine the outcome of the Intimidate check.

0 Initiative	6 Speed
Roll initiative to determine the turn order in combat.	Your speed is the number of squares you can move with a move action.

DEFENSES	
14 Armor Class (AC)	Calculation: $10 + 2 + 0$
AC measures how hard it is to physically land an attack on you.	
12 Fortitude	Calculation: $10 + 2 + 0$
Fortitude measures your toughness and resilience.	
14 Reflex	Calculation: $10 + 4 + 0$
Reflex measures your ability to deflect or dodge attacks.	
14 Will	Calculation: $10 + 4 + 0$
Will measures your strength of will and self-discipline.	

3 Attack Bonus	Melee Basic	1d4
3 Attack Bonus	Ranged Basic	1d4
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.		
24 Hit Points	Bloodied	12
Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).		
Healing Surge Value	6	
Surges Per Day	7	

Shadow Origin

Your origin is shadow creature.

Mage's Spellbook

Nethermancy Apprentice

Hit with an arcane nethermancy 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, Nethermancy, Shadow

Attack: Intelligence vs. Fortitude

Hit: 1d4 + Int modifier (+4) damage. If the target has vulnerability to any damage types, the damage is of those types. If the target has no vulnerabilities, you gain a power bonus to the damage roll equal to your Wis modifier (+2).

Beguiling Strands

At-Will • Standard Action

Orb Implement: +5 vs. Will, 4 damage

Close blast 5 **Target:** Each enemy in the blast

A strand of scintillating colors and gleaming lights clouds your enemies' minds and forces them to move away.

Keywords: Arcane, Charm, Enchantment, Implement, Psychic

Attack: Intelligence vs. Will

Hit: Int modifier (+4) psychic damage, and you push the target up to 3 squares.

Burning Hands

Encounter • Standard Action

Orb Implement: +5 vs. Reflex, 2d6+4 damage

Close blast 5 **Target:** Each creature in the blast

A fierce blast of flame erupts from your hands and scorches nearby foes.

Keywords: Arcane, Evocation, Fire, Implement

Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+4) fire damage.

Miss: Half damage.

Darkening Flame

Encounter • Standard Action

Orb Implement: +5 vs. Reflex, 2d8+4 damage

Ranged 10 **Target:** One creature

You toss a blazing sphere of shadow-infused fire against your enemies. Where it detonates, it blackens flesh and soul.

Keywords: Arcane, Fire, Implement, Necromancy, Necrotic, Shadow

Attack: Intelligence vs. Reflex

Hit: 2d8 + Int modifier (+4) necrotic damage.

Effect: Each creature adjacent to the target takes fire damage equal to your Int modifier (+4).

Ray of Fatigue

Daily • Standard Action

Orb Implement: +5 vs. Fortitude, 2d8+4 damage

Ranged 20 **Target:** One creature

A pale gray beam leaps from your fingertip and drains strength from your foe.

Keywords: Arcane, Implement, Necrotic, Nethermancy, Shadow

Attack: Intelligence vs. Fortitude. You have combat advantage against the target if it is bloodied.

Hit: 2d8 + Int modifier (+4) necrotic damage, and the target is weakened (save ends).

Miss: Half damage, and the target is weakened until the end of your next turn.

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

DEFENSES

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

7 Attack Bonus Melee Basic **1d12+4**

2 Attack Bonus Ranged Basic **1d8**
 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.

27 Hit Points Bloodied **13**
 Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

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.