# Ander

**MALE HALFLING ROGUE (THEIF) / LEVEL 2 / UNALIGNED**

"If I were taller, you would call my curiosity courage."

<table>
<thead>
<tr>
<th>ABILITY SCORES</th>
<th>MOD</th>
<th>DEFENSES</th>
<th>INITIATIVE</th>
<th>TRAINED SKILLS</th>
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<tbody>
<tr>
<td>STR 12</td>
<td>+2</td>
<td>AC 18</td>
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<tr>
<td>INT 10</td>
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<tr>
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<td>WILL 12</td>
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**HIT POINTS** (Bloodied 17)

35

**EQUIPMENT**

- 5 daggers
- +1 leather armor
- thieves' tools
- adventurer's kit

**OTHER EQUIPMENT**
**Melee Basic Attack**  
Standard / Melee Weapon / At-Will  
Requires dagger; +10 vs. AC; 1d4 + 6 damage.

**Ranged Basic Attack**  
Standard / Ranged Weapon / At-Will  
Requires dagger; Ranged 5/10; +10 vs. AC; 1d4 + 6 damage.

**Acrobat’s Trick**  
Move / Personal / At-Will  
You can move your speed -2, and can move along vertical surfaces without penalty as part of this move. If you end your move on a vertical surface you fall. You gain a +2 power bonus to your next damage roll this turn.

**Unbalancing Trick**  
Move / Personal / At-Will  
You can shift up to 2 squares. The next time you hit an enemy with a melee basic attack this turn, you knock it prone.

**Tumble**  
Move / Personal / Encounter  
Shift up to 6 squares.

**Backstab**  
Free / Personal / Encounter  
**Trigger:** You choose to use a weapon attack power against an enemy granting combat advantage to you. **Effect:** You gain a +3 power bonus to the attack roll of the triggering power. If the triggering power hits the enemy, it deals 1d6 extra damage to that enemy.

**Second Chance**  
Immediate Interrupt / Personal / Encounter  
**Trigger:** You are hit by an attack. **Effect:** The attacker rerolls the attack.

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**OTHER ABILITIES**

**Bold:** You gain a +5 racial bonus to saving throws against fear.

**Nimble Reaction:** You gain a +2 racial bonus to AC against opportunity attacks.

**Sneak Attack:** When you use an attack power with a dagger and hit an enemy granting combat advantage to you, your attack power deals 2d6+1 extra damage to that enemy.

**First Strike:** At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

**Skill Mastery:** During a skill challenge, whenever you roll a natural 20 on a skill check that would contribute one or more successes to the challenge, that check automatically succeeds and counts as one additional success.

*Some character options not present on character sheet for brevity.
### Brannus
**Male Human Fighter (Slayer) / Level 2 / Unaligned**

**“What does it pay?”**

<table>
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<tr>
<th>ABILITY SCORES</th>
<th>MOD</th>
<th>DEFENSES</th>
<th>INITIATIVE</th>
<th>TRAINED SKILLS</th>
<th>ACTION POINT</th>
<th>SECOND WIND</th>
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<tr>
<td>CHA 12</td>
<td>+2</td>
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**Hit Points (Bloodied 16):** 33

**Languages:** Common and Dwarven

**Senses:** Passive Insight 10, Passive Perception 10

**Equipment:**
- +1 vicious greatsword
- Scale armor
- 3 javelins
- Adventurer’s kit

**Other Equipment:**
**Melee Basic Attack**  
Standard / Melee Weapon / At-Will  
Requires greatsword; +11 vs. AC; 1d10 + 9 damage.

**Ranged Basic Attack**  
Standard / Ranged Weapon / At-Will  
Requires javelin; Ranged 10/20; +8 vs. AC; 1d6 + 7 damage.

**Battle Fury**  
Minor / Stance / At-Will  
Until you assume a different stance or until the end of the encounter, you gain a +2 power bonus to the damage rolls of melee weapon powers.

**Poised Assault**  
Minor / Stance / At-Will  
Until you assume a different stance or until the end of the encounter, you gain a +1 power bonus to the attack rolls of melee weapon powers.

**Power Strike**  
Free / Personal / Encounter  
Requires greatsword. Trigger: You hit with a melee weapon attack power. Effect: The triggering attack power deals 1d10 extra damage.

**Singled Out**  
Minor / Ranged 5 / Encounter  
Effect: The target grants combat advantage to you until the end of your next turn.

**Heroic Effort**  
No Action / Personal / Encounter  
Trigger: You miss with an attack or fail a saving throw. Effect: You gain a +4 racial bonus to the attack roll or saving throw.

**+1 Vicious Greatsword**  
+1d12 Critical

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**OTHER ABILITIES**

**Heavy Blade Expertise:** When wielding a heavy blade (greatsword) you gain +2 bonus to all defenses against opportunity attacks.

*Some character options not present on character sheet for brevity.*
Harbek of Forgekeep
MALE DWARF FIGHTER (SLAYER) / LEVEL 2 / GOOD

“The dwarves of Forgekeep never fall!”

ABILITY SCORES

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<tr>
<th>STR</th>
<th>18</th>
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<tr>
<td>DEX</td>
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<tr>
<td>CHA</td>
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AC 19
FORT 17
DEX 12
INT 10
WIS 12
CHA  8

INITIATIVE: +2
SPEED (in squares): 5
VISION: low-light

LANGUAGES: Common and Dwarven
SENSES: Passive Insight 12, Passive Perception 12

EQUIPMENT:
+1 defensive greataxe
plate armor
3 throwing hammers
adventurer’s kit

OTHER EQUIPMENT
**Melee Basic Attack**  
*Standard / Melee Weapon / At-Will*  
Requires greataxe; +8 vs. AC; 1d12 + 6 damage.

**Ranged Basic Attack**  
*Standard / Ranged Weapon / At-Will*  
Requires throwing hammer; Ranged 5/10; +8 vs. AC; 1d6 + 5 damage.

**Battle Fury**  
*Minor / Stance / At-Will*  
Until you assume a different stance or until the end of the encounter, you gain a +2 power bonus to the damage rolls of melee weapon powers.

**Poised Assault**  
*Minor / Stance / At-Will*  
Until you assume a different stance or until the end of the encounter, you gain a +1 power bonus to the attack rolls of melee weapon powers.

**Power Strike**  
*Free / Personal / Encounter*  
Requires greataxe. **Trigger:** You hit with a melee weapon attack power.  
**Effect:** The triggering attack power deals 1d12 extra damage.

**Minor Resurgence**  
*Minor / Personal / Encounter*  
**Requirement:** You must be bloodied. **Effect:** You gain 5 temporary hit points.

**+1 Defensive Great Axe**  
*Property:* When you take the total defense or second wind action, you gain a +1 item bonus to your defenses until the start of your next turn.

**OTHER ABILITIES**

**Cast-Iron Stomach:** You have a +5 racial bonus to saving throws against poison.

**Dwarven Resilience:** You can use your second wind as a minor action instead of a standard action.

**Stand Your Ground:** When you are affected by forced movement (push, pull or slide), you move one less square. If an attack would knock you prone, you may make a saving throw to avoid falling prone.

*Some character options not present on character sheet for brevity.*
### Korzon
**Male Human Cleric (Warpriest) / Level 2 / Good**

“**Evil cowers before the oncoming storm of the righteous.**”

<table>
<thead>
<tr>
<th>Ability</th>
<th>STR 12</th>
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<th>DEX 12</th>
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<th>CHA 10</th>
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<tr>
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<td>-0</td>
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<td>+1</td>
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<th>Hit Points (Bloodied 16)</th>
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<tr>
<th>Action Point</th>
<th>Second Wind</th>
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**Trained Skills**
- Diplomacy +6
- Heal +10
- History +5
- Insight +10
- Religion +5

**Languages**
- Common and Dwarven

**Senses**
- Passive Insight 20
- Passive Perception 15

**Equipment**
- Bastard sword
- +1 chainmail
- Heavy shield
- Holy symbol
- Adventurer’s kit
- Adventurer’s kit
- Adventurer’s kit
- Adventurer’s kit

**Other Equipment**
**Melee Basic Attack**  
*Standard / Melee Weapon / At-Will*  
Requires bastard sword; +6 vs. AC; 1d10 + 1 damage.

**Blessing of Wrath**  
*Standard / Melee Weapon / At-Will*  
+9 vs. Will; 1d10 + 4 damage. **Effect:** One ally within 5 squares of you gains a +3 power bonus to their next damage roll against the target before the end of your next turn.

**Storm Hammer**  
*Standard / Melee Weapon / At-Will*  
+9 vs. Will; 1d10 + 4 lighting and thunder damage. **Special:** When charging, you can use this power in place of a melee basic attack.

**Smite Undead**  
*Standard / Melee Weapon / Encounter*  
One undead creature; +9 vs. Will; 2d10 + 4 radiant damage, and you push the target 6 squares and immobilize it until the end of your next turn. **Special:** This is a Channel Divinity power. You can use only one Channel Divinity power per encounter.

**Storm Surge**  
*Minor / Close Burst 2 / Encounter*  
You or one ally in the burst. The next time the target makes a damage roll with a melee weapon attack power before the end of your next turn, the target deals 4 extra lightning damage. **Special:** This is a Channel Divinity power. You can use only one Channel Divinity power per encounter.

**Healing Word**  
*Minor / Close Burst 5 / Encounter*  
You or one ally in burst can spend a healing surge and regain an additional 1d6 hit points. The target also gains a +2 power bonus to the next damage roll they make before the end of your next turn.

**Echoes of Thunder**  
*Standard / Melee Weapon / Encounter*  
+9 vs. AC; 2d10 + 4 thunder damage. **Effect:** Whenever you or an ally hits the target before the end of your next turn, the target takes 3 thunder damage.

**Heroic Effort**  
*No Action / Personal / Encounter*  
**Trigger:** You miss with an attack or fail a saving throw. **Effect:** You gain a +4 racial bonus to the attack roll or saving throw.

**Create Water**  
*Minor / Melee Touch / Encounter*  
Cause one empty cup, wineskin, or similar container to fill with up to 1 gallon of fresh water.

**Lesser Aspect of Wrath**  
*Standard / Melee Weapon / Daily*  
+9 vs. Will; 1d10 + 4 radiant damage. **Effect:** You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that ends its turn adjacent to you take 3 radiant damage.

**Resurgent Strength**  
*Minor / Close Burst 3 / Daily*  
You or one ally in burst. The target can spend a healing surge. In addition, the target gains a +4 power bonus to damage rolls until the end of your next turn.

**OTHER ABILITIES**

**Cleric of the Storm:** You gain resist 5 lightning and resist 5 thunder.

**Heavy Blade Expertise:** When wielding a heavy blade (bastard sword) you gain +2 bonus to all defenses against opportunity attacks.

*Some character options not present on character sheet for brevity.*
Lucan
MALE ELF WIZARD (MAGE) / LEVEL 2 / GOOD

“A simple twist of magic and the battle is won before it begins.”

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<tr>
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<tr>
<td>WIS 16</td>
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<td>CHA 10</td>
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HIT POINTS (Bloodied 13) 26

ACTION POINT
SECOND WIND

HEALING SURGES value 6

EQUIPMENT
dagger
leather armor
wand
adventurer’s kit
+1 amulet of protection

OTHER EQUIPMENT
### Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires dagger; +3 vs. AC; 1d4 - 1 damage.

### Magic Missile

Standard / Ranged 20 / At-Will

One or two creatures within range take 6 force damage. **Special:** You may use this power as a ranged basic attack.

### Beguiling Strands

Standard / Close Blast 5 / At-Will

Each enemy in blast; +5 vs Will; 4 psychic damage, and you slide the target up to 5 squares.

### Ghost Sound

Standard / Ranged 10 / At-Will

You cause a sound as quiet as a whisper or as loud as a yelling creature to emanate from one object or unoccupied square within range.

### Light

Minor / Ranged 5 / At-Will

One object or unoccupied square sheds bright light until the end of the encounter or until you use this power again. The light fills the target’s space and all squares within 4 squares of it. Putting out the light is a free action.

### Suggestion

Standard / Personal / At-Will

**Trigger:** You make a Diplomacy check. **Effect:** You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

### Illusory Obstacles

Standard / Area Burst 1 within 10 / Encounter

Each enemy in blast; +5 vs Reflex; The target is dazed and unable to charge until the end of your next turn. **Miss:** The target is unable to charge until the end of your next turn.

### Shield

Immediate Interrupt / Personal / Encounter

**Trigger:** You are hit by an attack. **Effect:** Until the end of your next turn you gain a +4 power bonus to AC and Reflex.

### Elven Accuracy

Free / Personal / Encounter

**Trigger:** You make an attack roll and dislike the result. **Effect:** Reroll the attack roll.

### Fountain of Flame

Standard / Area Burst 1 within 10 / Daily

Each enemy in blast; +4 vs Reflex; 3d8 + 4 fire damage, and you slide the target up to 3 squares. **Miss:** Half damage. **Effect:** The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

### Other Abilities*

**Group Awareness:** You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

**Wild Step:** You ignore difficult terrain when you shift.

*Some character options not present on character sheet for brevity.
Thia
FEMALE ELF ROGUE (THIEF) / LEVEL 2 / UNALIGNED

“I take what I need.”

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HIT POINTS (Bloodied 14) 29

ACTION POINT
SECOND WIND

HEALING SURGES value 7

EQUIPMENT
- short sword
- +1 leather armor
- short bow
- adventurer’s kit
- thieves’ tools
- adventurer’s kit

OTHER EQUIPMENT
**Melee Basic Attack**  
*Standard / Melee Weapon / At-Will*  
Requires short sword; +10 vs. AC; 1d6 + 6 damage.

**Ranged Basic Attack**  
*Standard / Ranged Weapon / At-Will*  
Requires short bow; Ranged 15/30; +9 vs. AC; 1d8 + 6 damage.

**Tumbling Trick**  
*Move / Personal / At-Will*  
You can shift 3 squares. The next time you hit an enemy with a melee basic attack this turn, you deal 3 extra damage, to an adjacent enemy.

**Sneak’s Trick**  
*Move / Personal / At-Will*  
You can move your speed -2. At the end of this move, you can make a Stealth check to hide if you have cover or concealment.

**Agile Footwork**  
*Immediate Reaction / Personal / Encounter*  
Trigger: An enemy ends its turn adjacent to you. Effect: You shift 3 squares.

**Backstab**  
*Free / Personal / Encounter*  
Trigger: You choose to use a weapon attack power against an enemy granting combat advantage to you. Effect: You gain a +3 power bonus to the attack roll of the triggering power. If the triggering power hits the enemy, it deals 1d6 extra damage to that enemy.

**Elven Accuracy**  
*Free / Personal / Encounter*  
Trigger: You make an attack roll and dislike the result. Effect: Reroll the attack roll.

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**OTHER ABILITIES**

**Group Awareness:** You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

**Wild Step:** You ignore difficult terrain when you shift.

**Sneak Attack:** When you use an attack power with a short sword or short bow and hit an enemy granting combat advantage to you, your attack power deals 2d6 extra damage to that enemy.

**First Strike:** At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

**Skill Mastery:** During a skill challenge, whenever you roll a natural 20 on a skill check that would contribute one or more successes to the challenge, that check automatically succeeds and counts as one additional success.

*Some character options not present on character sheet for brevity.*