THE WARBRINGER'S SON

Gen Con Indy 2008

PLAYER PACK

Player Guidelines

Scoring System: This is a points-based tournament. Advancement from one round to the next is determined by the team that has the most points, and they don't carry over from round to round.

Additionally, a team that quits early may not advance *regardless of points scored* (see **Don't Quit Early**).

Earning Points: Points are earned by overcoming obstacles, solving puzzles, defeating (though not necessarily slaying) opponents, advancing through the dungeon, and by taking heroic actions.

Losing Points: Points are lost by being killed, unleashing dangers that could have been avoided, and using resources (such as healing surges, daily powers, and potions). The penalty for using non-renewable resources is small, but the system awards efficiency.

This penalty applies to items you begin each round with and those you find during the adventure.

Time is of the Essence: Remember, there is a four-hour time limit per round of the tournament. If a Judge calls for a delay in the game, the delay won't count against your four-hour time limit.

Games that Start Late: A game that starts late because of player delay has a 10-minute grace period. If there are less than three players after that time, the team forfeits and an alternate team advances. If there are three or more characters, each minute lost counts against the four-hour time limit.

For example, a game is scheduled to start at 12:00. Assuming it starts by 12:10, that game can go to 4:10 and the team is not penalized. If player delay kept the game from starting until 12:25, that game's time limit is over at 4:10 (four hours past the expiration of the grace period at 12:10).

Starting Without a Player: After 10 minutes of waiting for a player, a judge may declare a no-show and start the round (assuming there are three or more players present). That character is considered to have retired, and is *removed from the tournament*.

Returning from the Dead: During tournament play, teams who advance have their dead "raised" for free; every hero starts each round fresh regardless of what happened in the previous round. There are serious penalties for dying or being knocked unconscious.

No Extended Rest: You will not be able to take an extended rest in the dungeon during a tournament round, although short rests are fine.

The tournament takes place over a single, long night.

Items Carry Over: At the end of Round One, each player selects one item you discovered to carry into the next round if you advance. In Round Two, you select two items. Your Judge will record your decisions.

Replenishing Items: Additionally, any item marked on your character sheet replenishes between rounds.

Trading Items: Your team can trade items between themselves as they see fit, but only once the round (and clock) has started.

Dice Advisory: Your Judge has a d20 that will be used for all rolls using that die.

In addition, for rolls with other dice, the Judge must be able to read your dice. If you are using dice that your Judge cannot read, he or she will ask you to use a different set.

Hit Point Tracking: You will be asked by your Judge to keep track of your character's hit point total in a visible area (like the edge of the battle mat).

Quitting: At any point during the round, you may quit, but it doesn't "take effect" immediately. If you are in combat, one complete round of combat (from initiative X to initiative X) is fought. If you quit as a trap is sprung, any effects of that trap are fully resolved. If you quit during a skill challenge, you are considered to have failed it.

Don't Quit Early: When you quit, the Judge makes a note of how many areas you explored (the area in which you quit does not count). During scoring, any team that explored fewer than the average (rounded down) number of areas is eliminated automatically, *regardless of points scored*. Quit with caution!

This elimination only applies to teams who quit.

Words to the Wise: Check with Goodman Games staff in the lobby of Union Station to verify the start time and location of your round *before* it begins.

If you are on a team with people you met at the tournament, it's a very good idea to get their phone numbers or establish a meeting place and time in case you advance; this has cost teams in the past!

To level the playing field, some rolls (like damage) have predetermined results. Just because an orc with an axe always inflicts 11 points of damage, don't assume it's a minion!

Frequently Asked Questions

I didn't get in a game! Will you add more slots?

It depends on judge availability. If we add more slots, we fill them on a first-come, first-served basis. The signup sheets will be with Goodman Games staff in the lobby of Union Station.

How many PCs are there in each game?

Four. The tournament has been scaled appropriately.

Then why are there six characters?

Each team chooses four of the six characters to make up their party. The two not picked didn't have the courage to face the Bandit Lord.

How do I advance in the tournament?

Advancement is based on points scored in the round. The highest-ranked teams will advance: the top ten to Round Two, and the top three to Round Three.

Teams that quit early are eliminated *regardless of points*.

How do I score points?

Points are scored for exploring the dungeons, solving puzzles, defeating monsters, avoiding obstacles, acquiring items, and general heroism.

When is an area "explored"?

Your Judge determines this, but in general it means you interacted meaningfully with the encounter of that area. Poking in your nose and leaving does not count as having "explored" the area.

Do I need a generic event ticket for Rounds Two or Three?

No.

If I advance, which slot/time will I be in?

We will take note of requests for specific times for advancement rounds, but we cannot guarantee that we will be able to honor them.

What if I can't make it?

The minimum number of players for a team to advance is three, otherwise that team forfeits its slot, which is filled by the first alternate team.

Can someone take my place on the team?

No substitutions are allowed. Sorry.

What happens to my character, then?

If you're absent, your character is as well. You won't lose points, but the character is *out of the tournament*.

What if I'm late?

There is a ten-minute grace period after the official round start time. After it passes, the game either starts with whichever players are present (minimum three) or is forfeited and passed on to an alternate team.

How do I know if my team is an alternate team?

We will announce alternate teams with the advancement information. Two alternate teams are announced for Rounds Two and Three.

When do results get announced?

Advancement will be posted at the Goodman Games booth (#2535, across from Wizards of the Coast) and in the lobby of Union Station. Round One advancement is announced Friday night after the last session is scored (around 9pm). Round Two advancement is announced Saturday after the last session has been scored (around 7pm).

Winners are announced at 1pm at the Goodman Games booth on Sunday. Stick around for pictures!

What if I spot an error on the character sheet?

Any errors are unintentional, but the pregenerated characters are played as they are in this Player's Pack.

What if I have a ticket but not a full team?

There is a thread on the Goodman Games forum where people can "meet" the other folks in their time slot, here:

http://www.goodman-games.com/forums/viewtopic.php?f=20&t=4790

What if I disagree with my Judge?

Judges have the final say and the full support of the Tournament Organizer. If you disagree with your Judge, accept his or her ruling. Afterward, feel free to bring it to the attention of the Tournament Organizer.

Disruptive or disrespectful behavior will not be tolerated. The Judge reserves the right to disqualify a team or individual that gets out of hand.

That said, we've never had to disqualify a team, which says much about the caliber of sportsmanship the tournament teams display.

The Tournament in 4E

Since 4E has only recently been released to the public, it is more likely than usual that there will be differences in rules interpretations.

The Judges discuss the rules and module extensively every year prior to "going live" at Gen Con. In the interests of consistency and fair play, we are disclosing in advance how certain game elements will be handled.

If these rulings are contrary to any subsequent errata, or even to the written rules, **they nonetheless remain as-is**…for the tournament, it's more important to be on the same page than to be "true" to 4E.

Fair warning: These rules will be run **as stated here** during the tournament, regardless of official errata, Customer Service opinion, or what's in the rulebooks.

Action Points: Are awarded after completing two encounters without an extended rest (which you can't do anyway). Passing through an area, skipping the bulk of the encounter does not count as "completing the encounter."

Heroes start each round with 1 AP.

Climbing: Although not stated in the rules, we adjudicate that climbing requires two free hands unless you have spider climb.

Monster Knowledge: Some creatures encountered in the module are unique, exceedingly rare, or poorly understood. Very little, if anything, can be learned about them through monster knowledge checks.

Rare, poorly understood, or uniqe monsters are the exception rather than the rule.

Additionally, the Judges will not be using the "passive monster knowledge" option.

Perception: Passive Perception is like "radar" and works continuously. Heroes shouldn't rely on it exclusively. Sometimes a DC will be too high to be caught by passive Perception; if a hero suspects something he or she should actively roll Perception (spot and listen) as a standard action.

At other times, a hero may need to search something (like a closed chest or a crumpled corpse); at these times the hero should actively use Perception's search function, which takes 1 minute of game time and encompasses all adjacent squares.

An active Perception check cannot be re-tried until "conditions change." That means a significant change in lighting or relative positioning, or some other factor. Your Judge determines when "conditions change."

Skill Challenge: The Judge delivers the read-aloud text that includes the key skills to be tested. Certain other skills can be used in certain ways, but it is up to the heroes to think of that. The latitude for skill selection and use normally allowed in a home game is necessarily curtailed for the tournament to promote fairness of play. In other words: we aren't compelled to "just say yes."

Starting on the Judge's left, then clockwise around the table, each hero has a chance to participate. A hero can either check a key skill, try to come up with a use for a different skill, use aid another, or pass. This continues until the challenge is resolved.

In one special skill challenge, each hero is **required** to check a certain skill at the onset of the challenge (no aiding another possible).

Stealth: The Judges base their handling of this skill off the D&D Compendium as of 8/02/08. Key to that treatment of Stealth is that <u>total</u> concealment, <u>superior</u> cover, or lack of line-of-sight are required to use Stealth to become hidden.

"If you attack, you don't remain hidden."

This is after the attack is resolved.

"You remain hidden as long as you meet these requirements."

If you do anything that would alter your Steath result (like moving more than 2 squares), you have to re-check.

If at any point you lose conditions under which you can use Stealth, you have to re-check. For example, if you flit from one shadow to another but cross a lit square in the process, you have to re-check.

Can I hide behind my buddies?

You can't hide behind your buddies in combat.

Note

In the Gen Con event listing, this year's tournament was titled *Test of the Gods*. After reviewing the 4E rules, the design team decided that – given the freshness of the rules-set – the tournament and its participants would best be served by a lower-level adventure. After all, few attendees will have experienced game-play at the high levels necessary to complete the tests we had designed!

So we wrote a second tournament: *The Warbringer's Son.* This tournament is the spiritual ancestor of *Test of the Gods*. We hope you enjoy it.

Player Beginning

Adrasticus, the Bandit Lord, has ruled over the countryside for years. The nobles in the gleaming cities care little for the people of your home region, and there are none to oppose Adrasticus as he demands tribute…deliverable on pain of death. The folk of these lands are left barely able to scrape by in their ramshackle huts and villages. In one such village, four heroes – the four of you – have taken a blood oath that the Bandit Lord will answer for the misery he has caused.

It has been several hours of trekking across the rugged terrain, and night has fallen, but finally you have reached the stronghold of the Bandit Lord. Above, among the rocky crags of this broken landscape is the cave entrance to the Bandit Lord's domain. You might expect it to be bristling with guards, this is not the case. Instead, you see a small vineyard. While your people starve on crumbs, Adrasticus has wine to swill!

No more. The Bandit Lord awaits, and with his death you will spare your village…

Extra Equipment

As you leave your village, you are given some additional supplies by the elder council. This meager assistance is the best aid your impoverished people can lend:

- Eight torches (1 lb. each)
- Sling and 20 bullets (5 lbs.)
- 2 pints of oil (1 lb. each)
- Quarterstaff (4 lbs. each)

These items are renewed each round.

Bloodsong of the Dark

CHARACTER	RACE	CLASS (MULTICLASS)	GENDER
Bloodsong of the Dark	Eladrin	Rogue 1	Female

ALIGNMENT	AGE	HT.	WT.	HAIR	EYES	HAND	SIZE
Unaligned	124	5'11	172	blonde	sapphire	right	M

ABILITY SCORES

		mod	check
Strength	12	+1	+1
Constitution	14	+2	+2
Dexterity	18	+4	+4
Intelligence	10	0	0
Wisdom	11	0	0
Charisma	14	+2	+2

DEFENSES

			ability	level	armor	shield	misc
AC	16	=	4	+ 0	+ 2	+	+

			ability	level	class		misc
Fort	12	=	2	+ 0	+	+	+
Ref	16	=	4	+ 0	+ 2	+	+
Will	13	=	2	+ 0	+	+	+ 1

- vs opportunity attacks: +4 to AC

LIFE and DEATH

HP	Bloodied	Current
26	13	

Healing Surges	8
Surge Value	6

Death Saves

BASIC ATTACKS

Melee 1		abil	level	prof	feat	magic	misc					damage	crit
longsword		1	+ 0	+ 3	+ 0	+ 0	+ 0	=	+4	vs.	AC	1d8+1	9

Melee 2		abil	level	prof	feat	magic	misc					damage	crit
club		1	+ 0	+ 2	+ 0	+ 0	+ 0	=	+3	vs.	AC	1d6+1	7

Range: 6/12		abil	level	prof	feat	magic	misc					damage	crit
shuriken		4	+ 0	+ 3	+ 0	+ 0	+ 0	=	+7	vs.	AC	1d6+4	10

MOVEMENT

Speed	6
Run	8
Teleport	5
(Encounter)	
Other	n/a

INITIATIVE

	score		Dex	level	feat	misc
	+4	=	4	+ 0	+ 0	+ 0

ACTION POINTS

points	mark when used this encounter

WEALTH

8 gp

RITUALS

name	type	name	type	value of components in gp	
				Reagents	
				Salve	
				Herbs	
				Incense	
				Residuum	

LANGUAGES

Common
Elven

SAVES

+5 vs charm

PASSIVE

Insight	15
Perception	15

SKILLS

					train		level		abil		race		feat		misc		armor	conditional bonuses
Acrobatics	Dex	+9	=		5	+	0	+	4	+		+		+		-	0	
Arcana	Int	+2	=			+	0	+	0	+	2	+		+				
Athletics	Str	+6	=		5	+	0	+	1	+		+		+		-	0	+2 to climb (climber's kit)
Bluff	Cha	+2	=			+	0	+	2	+		+		+				
Diplomacy	Cha	+2	=			+	0	+	2	+		+		+				
Dungeoneer	Wis	+5	=		5	+	0	+	0	+		+		+				
Endurance	Con	+2	=			+	0	+	2	+		+		+		-	0	
Heal	Wis	0	=			+	0	+	0	+		+		+				
History	Int	+2	=			+	0	+	0	+	2	+		+				
Insight	Wis	+5	=		5	+	0	+	0	+		+		+				
Intimidate	Cha	+2	=			+	0	+	2	+		+		+				
Nature	Wis	0	=			+	0	+	0	+		+		+				
Perception	Wis	+5	=		5	+	0	+	0	+		+		+				
Religion	Int	0	=			+	0	+	0	+		+		+				
Stealth	Dex	+9	=		5	+	0	+	4	+		+		+		-	0	
Streetwise	Cha	+2	=			+	0	+	2	+		+		+				
Thievery	Dex	+9	=		5	+	0	+	4	+		+		+		-	0	+2 to open lock/remove trap (tools)
Other			=			+	0	+		+		+		+		-		

EQUIPMENT and LOAD

item	#	wt.	location	slot	item	#	wt.	location	slot
leather armor	1	15	body	armor	potion of healing	1	0	belt	
longsword	1	4	held	r. hand	waterskin	1	4	pack	
shuriken	60	.1 (6)	pouch		climber's kit	1	11	back	
club	1	3	belt		trail rations (days)	10	10	pack	
backpack	1	2	back		empty flask	1	1	belt	
bedroll	1	5	pack		bottle of wine	1	1	pack	
flint and steel	1	0	pack						
belt pouch	1	.5	belt						
hemp rope (feet)	50	10	pack						
thieves tools	1	1	belt						

Load **73.5**   Normal (Carry) 120   Heavy Load (Lift) 240   Max Push/Drag 600

RACE FEATURES

- Low-light vision
- Gain proficiency with longsword
- Eladrin Education: gain training in one additional skill
- Eladrin Will: +1 Will defense, +5 to saves vs charm
- Fey Origin: you are considered fey
- Trance: only need 4 hours of sleep
- Fey Step (see powers)

CLASS FEATURES

- First Strike: at start of encounter, you have combat advantage vs any foe that hasn't acted yet
- Rogue Tactics (Artful Dodger): gain +2 to AC vs opportunity attacks
- Sneak Attack: if you have combat advantage vs foe and are using a light blade, crossbow, or sling, you deal an extra +2d6 damage once per round
- Proficient with dagger, short sword, hand crossbow, shuriken, and sling; cloth and leather armor

FEATS

- Defensive Mobility: +2 to AC vs opportunity attacks

Level 1 Exploits

Deft Strike — Rogue Attack 1
A final lunge brings you into an advantageous position.
At-Will ✦ Martial, Weapon
Standard Action   **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Special: You can move 2 squares before the attack.
Attack: +7 vs. AC
Hit: 1d6 + 4 damage.

Sly Flourish — Rogue Attack 1
A distracting flourish causes the enemy to forget the blade at his throat.
At-Will ✦ Martial, Weapon
Standard Action   **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: +7 vs. AC
Hit: 1d6 + 6 damage.

King's Castle — Rogue Attack 1
It's hard to get to the little guy when he takes cover behind an ally who can crush plate armor in his teeth.
Encounter ✦ Martial, Weapon
Standard Action   **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: +7 vs. Reflex
Hit: 2d6 + 4 damage.
Effect: Switch places with a willing adjacent ally.

Easy Target — Rogue Attack 1
You deal a staggering blow to your enemy, setting it up for future attacks.
Daily ✦ Martial, Weapon
Standard Action   **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: +7 vs. AC
Hit: 2d6 + 4 damage, and the target is slowed and grants combat advantage to you (save ends both).
Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Racial Power

Fey Step — Eladrin Racial Power
With a step, you vanish from one place and appear in another.
Encounter ✦ Teleportation
Move Action   **Personal**
Effect: Teleport up to 5 squares.

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

Artful Dodger
You gain a +2 bonus to AC against opportunity attacks.

Rogue Weapon Talent
When you wield a shuriken, your weapon damage die increases by one size. When you wield a dagger, you gain a +1 bonus to attack rolls.

Sneak Attack
Once per round, when you have combat advantage against an enemy and hit that enemy with an attack that uses a crossbow, a light blade, or a sling, the attack deals extra damage. If you have dealt Sneak Attack damage since the start of your turn, you cannot deal it again until the start of your next turn. You decide whether to apply the extra damage after making the damage roll. As you advance in level, your extra damage increases.

Level	Sneak Attack Damage
1st–10th	+2d6

Clapperoth
CHARACTER

Tiefling	Wizard 1	Male
RACE	CLASS (MULTICLASS)	GENDER

Unaligned	30	5'8	153	black	red	right	M
ALIGNMENT	AGE	HT.	WT.	HAIR	EYES	HAND	SIZE

ABILITY SCORES

		mod	check
Strength	10	0	0
Constitution	13	+1	+1
Dexterity	14	+2	+2
Intelligence	18	+4	+4
Wisdom	14	+2	+2
Charisma	10	0	0

DEFENSES

			ability	level	armor	shield	misc
AC	14	=	4	+ 0	+ 0	+	+
					class		
Fort	11	=	1	+ 0	+	+	+
Ref	14	=	4	+ 0	+	+	+
Will	14	=	2	+ 0	+ 2	+	+

- resist 5 fire

LIFE and DEATH

HP	Bloodied	Current
23	11	

Healing Surges	7
Surge Value	5
Death Saves	

BASIC ATTACKS

Melee 1		abil	level	prof	feat	magic	misc				damage	crit
quarterstaff		0	+ 0	+	+ 0	+ 0	+ 0	=	+2	vs. AC	1d8	8

Melee 2		abil	level	prof	feat	magic	misc				damage	crit
		0	+ 0	+	+ 0	+ 0	+ 0	=		vs.		

Range:		abil	level	prof	feat	magic	misc				damage	crit
		0	+ 0	+	+ 0	+ 0	+ 0	=	+0	vs.		

MOVEMENT

Speed	6
Run	8
Teleport	n/a
(type of power)	
Other	n/a

INITIATIVE

	score		Dex	level	feat	misc
	+2	=	2	+ 0	+ 0	+ 0

ACTION POINTS

points	mark when used this encounter

WEALTH

2 gp

RITUALS

name	type	name	type	value of components in gp	
comp. lang.	Arcane			Reagents	10
~~silence~~	Arcane			Salve	
floating disk	Arcane			Herbs	
				Incense	
				Residuum	

LANGUAGES

Common
Giant

SAVES

PASSIVE

Insight	17
Perception	14

SKILLS

					train	level		abil		race		feat		misc	armor	conditional bonuses
Acrobatics	Dex	+4	=		+	0	+	2	+		+		+	2	- 0	
Arcana	Int	+9	=	5	+	0	+	4	+		+		+			
Athletics	Str	+2	=		+	0	+	0	+		+		+	2	- 0	
Bluff	Cha	+4	=		+	0	+	0	+	2	+		+	2		
Diplomacy	Cha	+2	=		+	0	+	0	+		+		+	2		
Dungeoneer	Wis	+4	=		+	0	+	2	+		+		+	2		
Endurance	Con	+3	=		+	0	+	1	+		+		+	2	- 0	
Heal	Wis	+4	=		+	0	+	2	+		+		+	2		
History	Int	+6	=		+	0	+	4	+		+		+	2		
Insight	Wis	+7	=	5	+	0	+	2	+		+		+			
Intimidate	Cha	+2	=		+	0	+	0	+		+		+	2		
Nature	Wis	+7	=	5	+	0	+	2	+		+		+			
Perception	Wis	+4	=		+	0	+	2	+		+		+	2		
Religion	Int	+9	=	5	+	0	+	4	+		+		+			
Stealth	Dex	+6	=		+	0	+	2	+	2	+		+	2	- 0	
Streetwise	Cha	+2	=		+	0	+	0	+		+		+	2		
Thievery	Dex	+4	=		+	0	+	2	+		+		+	2	- 0	
Other			=		+	0	+		+		+		+		-	

EQUIPMENT and LOAD

item	#	wt.	location	slot	item	#	wt.	location	slot
cloth armor	1	4	body	armor	potion of healing	1	0	belt	
quarterstaff	1	4	held	r. hand	waterskin	1	4	belt	
orb	1	2	belt						
spellbook	1	3	pack						
hemp rope (feet)	50	10	back						
backpack	1	2	back						
bedroll	1	5	pack						
flint and steel	1	0	pack						
belt pouch	1	.5	belt						
trail rations (days)	10	10	pack						

Load **59.5**   Normal (Carry) 100   Heavy Load (Lift) 200   Max Push/Drag 500

RACE FEATURES

- Low-light vision
- Bloodhunt: +1 racial bonus to attack bloodied foes
- Gain fire resistance 5
- Infernal Wrath (see powers)

CLASS FEATURES

- Orb of Imposition: as encounter power (free action), you may either impose a -2 penalty to saves one creature makes against your spell effects, or you can extend by 1 turn the duration of an at-will power that otherwise ends at the end of your current turn
- Cantrips: you know *ghost sound* , *light* , *mage hand* , and *prestidigitation* (see powers)
- You possess a spellbook
- Proficient with dagger and quarterstaff

FEATS

- Jack of All Trades: +2 to untrained skill checks
- Ritual Caster: you may master and perform rituals

Level 1 Spells

Cloud of Daggers — Wizard Attack 1

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.

At-Will ✦ Arcane, Force, Implement
Standard Action   Area 1 square within 10 squares
Target: Each creature in square
Attack: +4 vs. Reflex
Hit: 1d6 + 4 force damage.
Effect: The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes +2 force damage. The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

Ray of Frost — Wizard Attack 1

A blisteringly cold ray of white frost streaks to your target.

At-Will ✦ Arcane, Cold, Implement
Standard Action   Ranged 10
Target: One creature
Attack: +4 vs. Fortitude
Hit: 1d6 + 4 cold damage, and the target is slowed until the end of your next turn.

Icy Terrain — Wizard Attack 1

With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes.

Encounter ✦ Arcane, Cold, Implement
Standard Action   Area burst 1 within 10 squares
Target: Each creature in burst
Attack: +4 vs. Reflex
Hit: 1d6 + 4 cold damage, and the target is knocked prone.
Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

Flaming Sphere — Wizard Attack 1

You conjure a rolling ball of fire and control where it goes.

Daily ✦ Arcane, Conjuration, Fire, Implement
Standard Action   Ranged 10
Target: One creature adjacent to the flaming sphere
Attack: +4 vs. Reflex
Hit: 2d6 + 4 fire damage.
Effect: You conjure a Medium flaming sphere in an unoccupied square within range, and the sphere attacks an adjacent creature. The sphere occupies 1 square. Any creature that starts its turn next to the flaming sphere takes 1d4 + 4 fire damage. As a move action, you can move the sphere up to 6 squares.
Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.

Racial Power

Infernal Wrath — Tiefling Racial Power

You call upon your furious nature to improve your odds of harming your foe.

Encounter
Minor Action   Personal
Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+0) as extra damage.

Wizard Class Features

Orb of Imposition

Once per encounter as a free action, you can use your orb to gain one of the following two effects.
You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a -2 penalty to its saving throws against that effect.
Alternatively, you can choose to extend the duration of an effect created by a wizard at-will spell (such as *cloud of daggers* or *ray of frost*) that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn.
You must wield an orb to use this ability.

Wizard Class Features

Ghost Sound — Wizard Cantrip

With a wink, you create an illusory sound that emanates from somewhere close by.

At-Will ✦ Arcane, Illusion
Standard Action   Ranged 10
Target: One object or unoccupied square
Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Light — Wizard Cantrip

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

At-Will ✦ Arcane
Minor Action   Ranged 5
Target: One object or unoccupied square
Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.
Special: You can have only one *light* cantrip active at a time. If you create a new light, your previously cast light winks out.

Mage Hand — Wizard Cantrip

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

At-Will ✦ Arcane, Conjuration

Minor Action   **Ranged** 5

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: You can sustain the hand indefinitely.

Special: You can create only one hand at a time.

Prestidigitation — Wizard Cantrip

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

At-Will ✦ Arcane

Standard Action   **Ranged** 2

Effect: Use this cantrip to accomplish one of the effects given below.

✦ Move up to 1 pound of material.

✦ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.

✦ Color, clean, or soil items in 1 cubic foot for up to 1 hour.

✦ Instantly light (or snuff out) a candle, a torch, or a small campfire.

✦ Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.

✦ Make a small mark or symbol appear on a surface for up to 1 hour.

✦ Produce out of nothingness a small item or image that exists until the end of your next turn.

✦ Make a small, handheld item invisible until the end of your next turn.

Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Special: You can have as many as three prestidigitation effects active at one time.

Commander Norris Backbreaker

CHARACTER

RACE: Dwarf

CLASS (MULTICLASS): Warlord 1 (Warlock)

GENDER: Male

The Warbringer's Son
2008 DCC Open Tournament

ALIGNMENT: Lawful good | AGE: 57 | HT.: 4'7 | WT.: 188 | HAIR: brown | EYES: brown | HAND: right | SIZE: M

ABILITY SCORES

		mod	check
Strength	16	+3	+3
Constitution	14	+2	+2
Dexterity	12	+1	+1
Intelligence	10	0	0
Wisdom	12	+1	+1
Charisma	15	+2	+2

DEFENSES

			ability	level	armor	shield	misc
AC	16	=	n/a	+ 0	+ 6	+	+

			ability	level	class		misc
Fort	11	=	3	+ 0	+ 1	+	+
Ref	14	=	1	+ 0	+	+	+
Will	13	=	2	+ 0	+ 1	+	+

LIFE and DEATH

HP	Bloodied	Current
26	13	

Healing Surges	9
Surge Value	6

Death Saves	

BASIC ATTACKS

Melee 1		abil	level	prof	feat	magic	misc				damage	crit
maul		3	+ 0	+ 2	+ 0	+ 0	+ 0	= +5	vs.	AC	2d6+3	15

Melee 2		abil	level	prof	feat	magic	misc				damage	crit
		3	+	+	+	+	+	=	vs.			

Range: 10/20		abil	level	prof	feat	magic	misc				damage	crit
sling		1	+ 0	+ 2	+ 0	+ 0	+ 0	= +3	vs.	AC	1d6+3	9

MOVEMENT

Speed	5
Run	7
Teleport	n/a
(type of power)	
Other	n/a

INITIATIVE

score		Dex	level	feat	misc
+3	=	1	+ 0	+ 0	+ 2

ACTION POINTS

points	mark when used this encounter

WEALTH

LANGUAGES

Common
Dwarven

RITUALS

name	type	name	type	value of components in gp	
				Reagents	
				Salve	
				Herbs	
				Incense	
				Residuum	

SAVES

+5 vs poison

PASSIVE

Insight	11
Perception	11

SKILLS

				train	level	abil	race	feat	misc	armor	conditional bonuses
Acrobatics	Dex	0	=		+ 0	+ 1	+	+	+	- 1	
Arcana	Int	+5	=	5	+ 0	+ 0	+	+	+		
Athletics	Str	+7	=	5	+ 0	+ 3	+	+	+	- 1	
Bluff	Cha	+2	=		+ 0	+ 2	+	+	+		
Diplomacy	Cha	+7	=	5	+ 0	+ 2	+	+	+		
Dungeoneer	Wis	+3	=		+ 0	+ 1	+ 2	+	+		
Endurance	Con	+8	=	5	+ 0	+ 2	+ 2	+	- 1		
Heal	Wis	+1	=		+ 0	+ 1	+	+	+		
History	Int	+5	=	5	+ 0	+ 0	+	+	+		
Insight	Wis	+1	=		+ 0	+ 1	+	+	+		
Intimidate	Cha	+2	=		+ 0	+ 2	+	+	+		
Nature	Wis	+1	=		+ 0	+ 1	+	+	+		
Perception	Wis	+1	=		+ 0	+ 1	+	+	+		
Religion	Int	0	=		+ 0	+ 0	+	+	+		
Stealth	Dex	0	=		+ 0	+ 1	+	+	+	- 1	
Streetwise	Cha	+2	=		+ 0	+ 2	+	+	+		
Thievery	Dex	0	=		+ 0	+ 1	+	+	+	- 1	
Other			=		+ 0	+	+	+	+	-	

EQUIPMENT and LOAD

item	#	wt.	location	slot	item	#	wt.	location	slot
chainmail	1	40	body	armor	potion of healing	1	0	pack	
maul	1	12	held	r. hand					
sling	1	0	belt						
sling bullets	40	.1 (4)	pouch						
backpack	1	2	back						
rod	1	2	belt						
flint and steel	1	0	pack						
belt pouch	1	0.5	belt						
trail rations (days)	10	10	pack						
waterskin	1	4	pack						

Load **74.5**   Normal (Carry) 160   Heavy Load (Lift) 320   Max Push/Drag 800

RACE FEATURES

- Low-light vision
- Proficient w/ throwing hammer & warhammer
- Use second wind as minor action
- Move at normal speed in heavy armor or heavy load
- Move 1 less square from push, pull, or slide; may save to avoid falling prone
- See saves

CLASS FEATURES

- Combat leader: you and each ally within 10 squares who can see and hear you gains +2 power bonus to initiative
- Commanding presence (inspiring): when an ally who can see you spends an action point to gain an extra action, that ally also gains 2 hp
- Inspiring word (see powers)
- Proficient with simple and martial melee and simple ranged weapons; cloth, leather, hide, chainmail armor; light shield

FEATS

- Pact Initiate: gain training in Arcana, use at-will associated with Infernal Pact as encounter power

Level 1 Exploits

Viper's Strike — Warlord Attack 1
You trick your adversary into making a tactical error that gives your comrade a chance to strike.

At-Will ✦ Martial, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +5 vs. AC
Hit: 2d6 + 3 damage.
Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Wolf Pack Tactics — Warlord Attack 1
Step by step, you and your friends surround the enemy.

At-Will ✦ Martial, Weapon
Standard Action   **Melee** weapon
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: +5 vs. AC
Hit: 2d6 + 3 damage.

Guarding Attack — Warlord Attack 1
With a calculated strike, you knock your adversary off balance and grant your comrade-in-arms some protection against the villain's attacks.

Encounter ✦ Martial, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +5 vs. AC
Hit: 4d6 + 3 damage. Until the end of your next turn, one ally adjacent to either you or the target gains a +2 power bonus to AC against the target's attacks.
Inspiring Presence: The power bonus is +3 to AC.

Hellish Rebuke — Warlock (Infernal) Attack 1
You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.

Encounter ✦ Arcane, Fire, Implement
Standard Action   **Ranged** 10
Target: One creature
Attack: +2 vs. Reflex
Hit: 1d6 + 2 fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + 2 fire damage.

Bastion of Defense — Warlord Attack 1
Honorable warriors never fall!

Daily ✦ Martial, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +5 vs. AC
Hit: 6d6 + 3 damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter.
Effect: Allies within 5 squares of you gain +7 temporary hit points.

Warlord Class Features

Inspiring Word — Warlord Feature
You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.

Encounter (Special) ✦ Martial, Healing
Special: You can use this power twice per encounter, but only once per round.
Minor Action   **Close** burst 5
Target: You or one ally in burst
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

Combat Leader
You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.

Inspiring Presence
When an ally who can see you spends an action point to take an extra action, that ally also regains +2 lost hit points.

Kizzy Zendra
CHARACTER

Halfling — RACE
Ranger 1 — CLASS (MULTICLASS)
Female — GENDER

Good	31	4'	66	blonde	green	right	S
ALIGNMENT	AGE	HT.	WT.	HAIR	EYES	HAND	SIZE

ABILITY SCORES

		mod	check
Strength	16	+3	+3
Constitution	13	+1	+1
Dexterity	15	+2	+2
Intelligence	10	0	0
Wisdom	12	+1	+1
Charisma	15	+2	+2

DEFENSES

			ability	level	armor	shield	misc
AC	15	=	2	+ 0	+ 3	+	+
Fort	14	=	3	+ 0	+ 1 (class)	+	+
Ref	13	=	2	+ 0	+ 1	+	+
Will	12	=	2	+ 0	+	+	+

- vs opportunity attacks: +2 to AC

LIFE and DEATH

HP	Bloodied	Current
30	15	

Healing Surges: 7
Surge Value: 7

Death Saves: ☐ ☐ ☐

BASIC ATTACKS

Melee 1

	abil	level	prof	feat	magic	misc				damage	crit
scimitar	3	+ 0	+ 2	+ 0	+ 0	+ 0	=	+5	vs. AC	1d8+3	11+1d8

Melee 2

	abil	level	prof	feat	magic	misc				damage	crit
	3	+ 0	+ 2	+ 0	+ 0	+ 0	=		vs.		

Range: 15/30

	abil	level	prof	feat	magic	misc				damage	crit
shortbow	2	+ 0	+ 2	+ 0	+ 0	+ 0	=	+4	vs. AC	1d8+2	10

MOVEMENT

Speed	6
Run	8
Teleport	n/a
(type of power)	
Other	n/a

INITIATIVE

	score		Dex	level	feat	misc
	+2	=	2	+ 0	+ 0	+ 0

ACTION POINTS

points: ☐   mark when used this encounter: ☐

WEALTH

10 gp

LANGUAGES

Common
Draconic

RITUALS

name	type	name	type		value of components in gp
				Reagents	
				Salve	
				Herbs	
				Incense	
				Residuum	

SAVES

+5 vs fear

PASSIVE

Insight	11
Perception	16

SKILLS

				train	level	abil	race	feat	misc	armor	conditional bonuses
Acrobatics	Dex	+8	=	5	+ 0	+ 2	+ 2	+	+	− 1	
Arcana	Int	0	=		+ 0	+ 0	+	+	+		
Athletics	Str	+7	=	5	+ 0	+ 3	+	+	+	− 1	+2 to climb (climber's kit)
Bluff	Cha	+2	=		+ 0	+ 2	+	+	+		
Diplomacy	Cha	+2	=		+ 0	+ 2	+	+	+		
Dungeoneer	Wis	+1	=		+ 0	+ 1	+	+	+		
Endurance	Con	+5	=	5	+ 0	+ 1	+	+	+	− 1	
Heal	Wis	+1	=		+ 0	+ 1	+	+	+		
History	Int	0	=		+ 0	+ 0	+	+	+		
Insight	Wis	+1	=		+ 0	+ 1	+	+	+		
Intimidate	Cha	+2	=		+ 0	+ 2	+	+	+		
Nature	Wis	+6	=	5	+ 0	+ 1	+	+	+		
Perception	Wis	+6	=	5	+ 0	+ 1	+	+	+		
Religion	Int	0	=		+ 0	+ 0	+	+	+		
Stealth	Dex	+1	=		+ 0	+ 2	+	+	+	− 1	
Streetwise	Cha	+2	=		+ 0	+ 2	+	+	+		
Thievery	Dex	+8	=	5	+ 0	+ 2	+ 2	+	+	− 1	
Other			=		+ 0	+	+	+	+	−	

EQUIPMENT and LOAD

item	#	wt.	location	slot	item	#	wt.	location	slot
hide armor	1	25	body	armor	potion of healing	1	0	belt	
scimitars	2	2 (4)	held	both hands	waterskin	1	4	belt	
shortbow	1	2	back		empty flask	1	1	pouch	
arrows	60	6	quiver						
climber's kit	1	11	back						
backpack	1	2	back						
bedroll	1	5	pack						
flint and steel	1	0	pouch						
trail rations (days)	10	10	pouch						
hemp rope (feet)	50	10	pack						

Load **80**   Normal (Carry) 160   Heavy Load (Lift) 320   Max Push/Drag 800

RACE FEATURES

- Bold: +5 to saves vs fear
- Nimble Reaction: +2 racial bonus to AC vs opportunity attacks
- Second Chance (see powers)

CLASS FEATURES

- Fighting Style (two-bladed): you may wield a one-handed weapon in your off hand as if it were an off-hand weapon
- Hunter's Quarry (see powers)
- Prime Shot: you gain +1 to attack foes if none of your allies are nearer to your target than you are
- Proficient with simple and military melee, and simple and military ranged weapons; cloth, leather, and hide armor

FEATS

- Skill Training: gain training in one skill (Thievery)
- Toughness: gain +5 hp

Level 1 Exploits

Hit and Run — Ranger Attack 1

Let the fighter stand toe to toe with the monster. You prefer to make your attack, then withdraw to safer ground.

At-Will ✦ Martial, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +5 vs. AC
Hit: 1d8 + 3 damage
Effect: If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Twin Strike — Ranger Attack 1

If the first attack doesn't kill it, the second one might.

At-Will ✦ Martial, Weapon
Standard Action   **Melee** or **Ranged** weapon
Requirement: You must be wielding two melee weapons or a ranged weapon.
Targets: One or two creatures
Attack: +5 vs. AC (melee; main weapon and off-hand weapon) or +4 vs. AC (ranged), two attacks
Hit: 1d8 damage per attack (melee) or 1d8 damage per attack (ranged).

Dire Wolverine Strike — Ranger Attack 1

Enemies surround you—much to their chagrin, as you slash them to pieces with the ferocity of a wounded dire wolverine.

Encounter ✦ Martial, Weapon
Standard Action   **Close** burst 1
Requirement: You must be wielding two melee weapons.
Target: Each enemy in burst you can see
Attack: +5 vs. AC
Hit: 1d8 + 3 damage.

Jaws of the Wolf — Ranger Attack 1

You use your weapons to hedge in your foe and trick him into exposing a weak spot, at which point you strike.

Daily ✦ Martial, Weapon
Standard Action   **Melee** weapon
Requirement: You must be wielding two melee weapons.
Target: One creature
Attack: +5 vs. AC (main weapon and off-hand weapon), two attacks
Hit: 2d8 + 3 damage per attack.
Miss: Half damage per attack.

Racial Power

Second Chance — Racial Power

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Encounter
Immediate Interrupt   Personal
Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

Ranger Class Features
Hunter's Quarry

Once per turn as a minor action, you can designate the enemy nearest to you that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

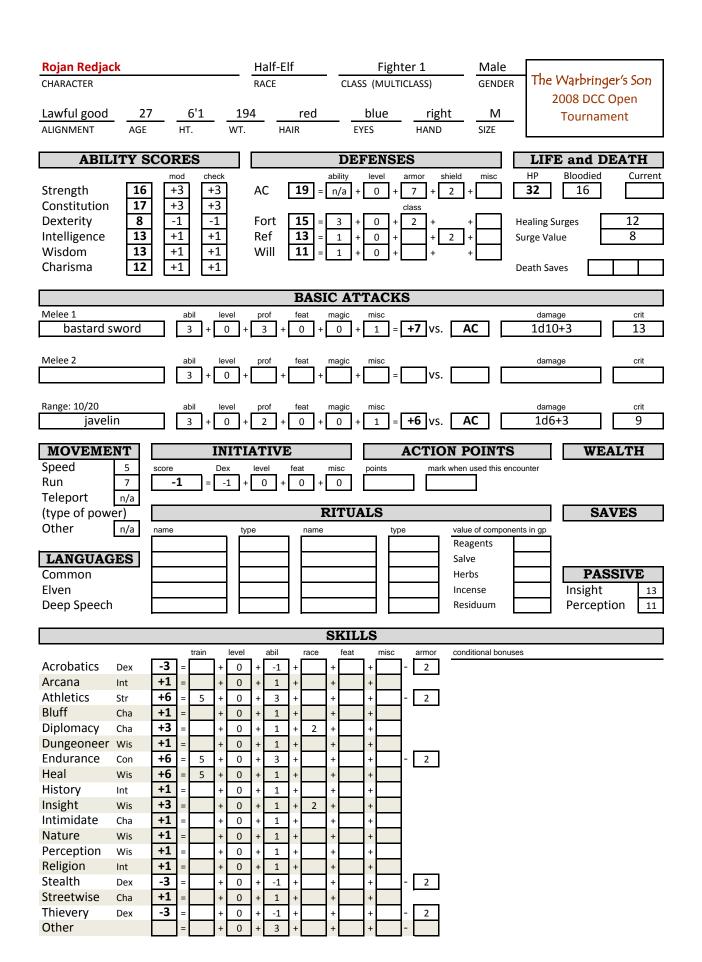The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.

Level	Hunter's Quarry Extra Damage
1st–10th +	+1d6

Prime Shot

If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.

Rojan Redjack — CHARACTER

RACE	CLASS (MULTICLASS)	GENDER
Half-Elf	Fighter 1	Male

ALIGNMENT	AGE	HT.	WT.	HAIR	EYES	HAND	SIZE
Lawful good	27	6'1	194	red	blue	right	M

ABILITY SCORES

		mod	check
Strength	16	+3	+3
Constitution	17	+3	+3
Dexterity	8	-1	-1
Intelligence	13	+1	+1
Wisdom	13	+1	+1
Charisma	12	+1	+1

DEFENSES

			ability	level	armor	shield	misc
AC	19	=	n/a	+ 0	+ 7	+ 2	+
					class		
Fort	15	=	3	+ 0	+ 2	+	+
Ref	13	=	1	+ 0	+	+ 2	+
Will	11	=	1	+ 0	+	+	+

LIFE and DEATH

HP	Bloodied	Current
32	16	

Healing Surges	12
Surge Value	8
Death Saves	

BASIC ATTACKS

Melee 1		abil	level	prof	feat	magic	misc				damage	crit
bastard sword		3	+ 0	+ 3	+ 0	+ 0	+ 1	= +7	vs.	AC	1d10+3	13

Melee 2		abil	level	prof	feat	magic	misc				damage	crit
		3	+ 0	+	+	+	+	=	vs.			

Range: 10/20		abil	level	prof	feat	magic	misc				damage	crit
javelin		3	+ 0	+ 2	+ 0	+ 0	+ 1	= +6	vs.	AC	1d6+3	9

MOVEMENT

Speed	5
Run	7
Teleport	n/a
(type of power)	
Other	n/a

INITIATIVE

score		Dex	level	feat	misc
-1	=	-1	+ 0	+ 0	+ 0

ACTION POINTS

points	mark when used this encounter

WEALTH

RITUALS

name	type	name	type	value of components in gp	
				Reagents	
				Salve	
				Herbs	
				Incense	
				Residuum	

SAVES

PASSIVE

Insight	13
Perception	11

LANGUAGES

Common
Elven
Deep Speech

SKILLS

		train		level		abil		race		feat		misc		armor	conditional bonuses
Acrobatics	Dex	-3	=	+ 0	+	-1	+	+	+	+	-	2			
Arcana	Int	+1	=	+ 0	+	1	+	+	+						
Athletics	Str	+6	=	5 + 0	+	3	+	+	+	-	2				
Bluff	Cha	+1	=	+ 0	+	1	+	+	+						
Diplomacy	Cha	+3	=	+ 0	+	1	+	2	+	+					
Dungeoneer	Wis	+1	=	+ 0	+	1	+	+	+						
Endurance	Con	+6	=	5 + 0	+	3	+	+	+	-	2				
Heal	Wis	+6	=	5 + 0	+	1	+	+	+						
History	Int	+1	=	+ 0	+	1	+	+	+						
Insight	Wis	+3	=	+ 0	+	1	+	2	+	+					
Intimidate	Cha	+1	=	+ 0	+	1	+	+	+						
Nature	Wis	+1	=	+ 0	+	1	+	+	+						
Perception	Wis	+1	=	+ 0	+	1	+	+	+						
Religion	Int	+1	=	+ 0	+	1	+	+	+						
Stealth	Dex	-3	=	+ 0	+	-1	+	+	+	-	2				
Streetwise	Cha	+1	=	+ 0	+	1	+	+	+						
Thievery	Dex	-3	=	+ 0	+	-1	+	+	+	-	2				
Other			=	+ 0	+	3	+	+	+	-					

EQUIPMENT and LOAD

item	#	wt.	location	slot	item	#	wt.	location	slot
scale armor	1	45	body	armor	potion of healing	1	0	belt	
heavy shield	1	10	held	l. hand					
bastard sword	1	6	held	r. hand					
javelins	3	2 (6)	sheath						

Load **67**   Normal (Carry) 160   Heavy Load (Lift) 320   Max Push/Drag 800

RACE FEATURES

- Low-light vision
- Dilettante: choose 1 at-will power from class other than yours; gain it as an encounter power
- Dual Heritage: may take Elf and/or Human feats
- Group Diplomacy: grant allies +1 racial bonus to Diplomacy

CLASS FEATURES

- Combat challenge: you can mark targets and make a melee basic attack vs a foe that is adjacent to you and shifts
- Fighter weapon talent: gain +1 to attack with one-handed weapons
- Combat superiority: gain +1 to opportunity attacks; if a foe is struck by an OA from you, he stops moving if movement provoked the attack
- Proficient with simple and military melee, simple and military ranged weapons; cloth, leather, hide, chain, and scale armor; light and heavy shields

FEATS

- Weapon Proficiency: gain proficiency with the weapon of your choice (bastard sword)

Level 1 Exploits

Cleave — Fighter Attack 1
You hit one enemy, then cleave into another.
At-Will ✦ Martial, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +7 vs. AC
Hit: 1d10 + 3 damage, and an enemy adjacent to you other than the target takes 3 damage.

Tide of Iron — Fighter Attack 1
After each mighty swing, you bring your shield to bear and use it to push your enemy back.
At-Will ✦ Martial, Weapon
Standard Action   **Melee** weapon
Requirement: You must be using a shield.
Target: One creature
Attack: +7 vs. AC
Hit: 1d10 + 3 damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Spinning Sweep — Fighter Attack 1
You spin beneath your enemy's guard with a long, powerful cut, and then sweep your leg through his an instant later to knock him head over heels.
Encounter ✦ Martial, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +7 vs. AC
Hit: 1d10 + 3 damage, and you knock the target prone.

Careful Attack — Ranger Attack 1
You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.
Encounter ✦ Martial, Weapon
Standard Action   **Melee** or **Ranged** weapon
Requirement: You must be wielding two melee weapons or a ranged weapon.
Target: One creature
Attack: +8 vs. AC (ranged).
Hit: 1d6 + 3 damage (ranged).

Villain's Menace — Fighter Attack 1
You strike your enemy hard and hound him with skilled parries and stern reprisals.
Daily ✦ Martial, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +7 vs. AC
Hit: 2d10 + 3 damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.
Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.
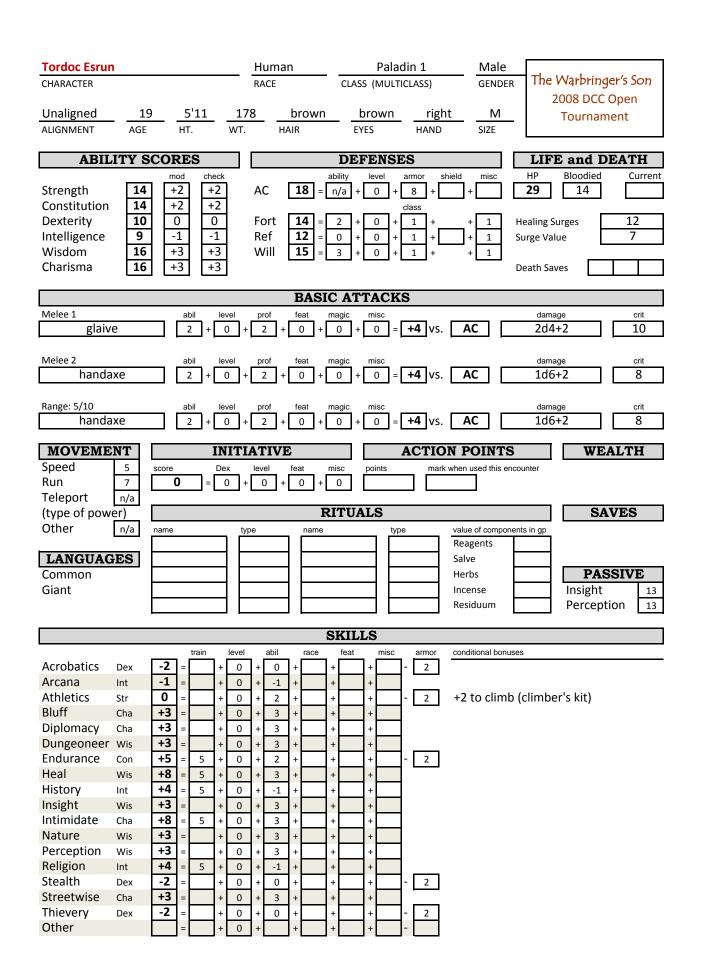
Fighter Class Features
Combat Challenge
In combat, it's dangerous to ignore a fighter. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
In addition, whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

Combat Superiority
You gain a +1 bonus to opportunity attacks. An enemy struck by your opportunity attack stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.

Half-Elf Traits
Group Diplomacy: You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

Tordoc Esrun
CHARACTER

Human	Paladin 1	Male
RACE	CLASS (MULTICLASS)	GENDER

Unaligned	19	5'11	178	brown	brown	right	M
ALIGNMENT	AGE	HT.	WT.	HAIR	EYES	HAND	SIZE

ABILITY SCORES

		mod	check
Strength	14	+2	+2
Constitution	14	+2	+2
Dexterity	10	0	0
Intelligence	9	-1	-1
Wisdom	16	+3	+3
Charisma	16	+3	+3

DEFENSES

			ability	level	armor	shield	misc
AC	18	=	n/a	+ 0	+ 8	+	+

				level	class		misc
Fort	14	=	2	+ 0	+ 1	+	+ 1
Ref	12	=	0	+ 0	+ 1	+	+ 1
Will	15	=	3	+ 0	+ 1	+	+ 1

LIFE and DEATH

HP	Bloodied	Current
29	14	

Healing Surges	12
Surge Value	7

Death Saves

BASIC ATTACKS

Melee 1

glaive	abil	level	prof	feat	magic	misc				damage	crit
	2	+ 0	+ 2	+ 0	+ 0	+ 0	= +4	vs.	AC	2d4+2	10

Melee 2

handaxe	abil	level	prof	feat	magic	misc				damage	crit
	2	+ 0	+ 2	+ 0	+ 0	+ 0	= +4	vs.	AC	1d6+2	8

Range: 5/10

handaxe	abil	level	prof	feat	magic	misc				damage	crit
	2	+ 0	+ 2	+ 0	+ 0	+ 0	= +4	vs.	AC	1d6+2	8

MOVEMENT

Speed	5
Run	7
Teleport	n/a
(type of power)	
Other	n/a

INITIATIVE

score		Dex	level	feat	misc
0	=	0	+ 0	+ 0	+ 0

ACTION POINTS

points	mark when used this encounter

WEALTH

LANGUAGES
Common
Giant

RITUALS

name	type	name	type	value of components in gp	
				Reagents	
				Salve	
				Herbs	
				Incense	
				Residuum	

SAVES

PASSIVE

Insight	13
Perception	13

SKILLS

Skill				train		level		abil		race		feat		misc		armor	conditional bonuses
Acrobatics	Dex	-2	=		+	0	+	0	+		+		+		-	2	
Arcana	Int	-1	=		+	0	+	-1	+		+		+				
Athletics	Str	0	=		+	0	+	2	+		+		+		-	2	+2 to climb (climber's kit)
Bluff	Cha	+3	=		+	0	+	3	+		+		+				
Diplomacy	Cha	+3	=		+	0	+	3	+		+		+				
Dungeoneer	Wis	+3	=		+	0	+	3	+		+		+				
Endurance	Con	+5	=	5	+	0	+	2	+		+		+		-	2	
Heal	Wis	+8	=	5	+	0	+	3	+		+		+				
History	Int	+4	=	5	+	0	+	-1	+		+		+				
Insight	Wis	+3	=		+	0	+	3	+		+		+				
Intimidate	Cha	+8	=	5	+	0	+	3	+		+		+				
Nature	Wis	+3	=		+	0	+	3	+		+		+				
Perception	Wis	+3	=		+	0	+	3	+		+		+				
Religion	Int	+4	=	5	+	0	+	-1	+		+		+				
Stealth	Dex	-2	=		+	0	+	0	+		+		+		-	2	
Streetwise	Cha	+3	=		+	0	+	3	+		+		+				
Thievery	Dex	-2	=		+	0	+	0	+		+		+		-	2	
Other			=		+	0	+		+		+		+		-		

EQUIPMENT and LOAD

item	#	wt.	location	slot	item	#	wt.	location	slot
plate armor	1	50	body	armor	potion of healing	1	0	pouch	
glaive	1	10	held	both hands					
handaxes	2	3 (6)	belt						
holy symbol	1	1	neck						
climber's kit	1	11	back						
hemp rope (feet)	50	10	back						
flint and steel	1	0	pouch						
belt pouch	1	0.5	belt						

Load **88.5**   Normal (Carry) [140]   Heavy Load (Lift) [280]   Max Push/Drag [700]

RACE FEATURES

- Bonus At-Will Power: you know one extra at-will power from your class
- Bonus Skill and Feat: +1 feat and +1 trained skill at 1st level
- Human Defense Bonuses: +1 to all defenses

CLASS FEATURES

- Channel Divinity (see powers)
- Divine Challenge: (see powers)
- Lay on Hands (see powers)
- Proficient with simple and military melee, simple ranged weapons; cloth, leather, hide, chain, scale and plate armor; heavy and light shields

FEATS

- Healing Hands: Add +3 to damage healed by *lay on hands*
- Raven Queen's Blessing: use *channel divinity* to invoke *raven queen's blessing* (see powers)

Level 1 Prayers

Bolstering Strike — Paladin Attack 1
You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

At-Will ✦ Divine, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +5 vs. AC
Hit: 2d4+2 damage, and you gain +3 temporary hit points.

Holy Strike — Paladin Attack 1
You strike an enemy with your weapon, which ignites with holy light.

At-Will ✦ Divine, Radiant, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +4 vs. AC
Hit: 2d4 + 2 radiant damage. If you marked the target, you gain a +3 bonus to the damage roll.

Valiant Strike — Paladin Attack 1
As you bring your weapon to bear, the odds against you add strength to your attack.

At-Will ✦ Divine, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +4, +1 per enemy adjacent to you vs. AC
Hit: 2d4 + 2 damage.

Raven's Queen Blessing — Feat Power
The Raven Queen grants a boon to those who send the dead on their way.

Encounter ✦ Divine, Healing
Free Action   **Ranged** 10
Trigger: Your attack drops an enemy within range to 0 hit points or fewer
Effect: You or an ally within 5 squares of the enemy can spend a healing surge.
Special: You must take the Divine Grace feat to use this power.

Radiant Smite — Paladin Attack 1
Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.

Encounter ✦ Divine, Radiant, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +4 vs. AC
Hit: 4d4 + 5 radiant damage.

Paladin's Judgment — Paladin Attack 1
Your melee attack punishes your enemy and heals an ally.

Daily ✦ Divine, Healing, Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: +4 vs. AC
Hit: 6d4 + 2 damage, and one ally within 5 squares of you can spend a healing surge.
Miss: One ally within 5 squares of you can spend a healing surge.

Paladin Class Features

Only one of these Channel Divinity powers can be used per encounter.

Channel Divinity: Divine Mettle — Paladin Feature
Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Encounter ✦ Divine
Minor Action   **Close** burst 10
Target: One creature in burst
Effect: The target makes a saving throw with a +3 bonus.

Channel Divinity: Divine Strength — Paladin Feature
You petition your deity for the divine strength to lay low your enemies.

Encounter ✦ Divine
Minor Action   **Personal**
Effect: Apply your Strength modifier (+2) as extra damage on your next attack this turn.

Divine Challenge   Paladin Feature

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

At-Will ✦ Divine, Radiant
Minor Action   **Close** burst 5
Target: One creature in burst
Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes 6 radiant damage the first time it makes an attack that doesn't include you as a target before the start of your next turn.
On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use *divine challenge* on your next turn.
You can use *divine challenge* once per turn.
Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

Lay on Hands   Paladin Feature

Your divine touch instantly heals wounds.

At-Will (Special) ✦ Divine, Healing
Special: You can use this power 3 times per day, but only once per round.
Minor Action   **Melee** touch
Target: One creature
Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge, +3 hp for your healing hands feat. You must have at least one healing surge remaining to use this power.