

# Elf Cleric

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As an elf, you live in harmony with nature. You are quick, impulsive and passionate. As a cleric, you use prayers to heal and bolster your teammates.*

Hit Points 24 \_\_\_\_\_

Bloodied 12 Healing Surge 6 Surges Per Day 8

Initiative +1 \_\_\_\_\_ Action Points \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
16	11	11	16

## Attacks

Melee Basic Attack: +3 (mace)      Damage: 1d8+1

Ranged Basic Attack: +3 (crossbow)      Damage: 1d8+1

## Racial Traits

Height: 5'7"      Weight: 150lb.      Size: Medium

Speed: 6      Vision: Low- Light

Languages: Common, Elven      Alignment: Good



## Class/Racial Features

**Channel Divinity:** You can use one of these special divine powers once per encounter.

**Healer's Lore:** When you grant healing with one of your cleric powers that has the Healing keyword, add +3 to the number of restored hit points.

**Healing Word:** Twice per encounter as a minor action, you can use the healing word power.

**Ritual Casting:** You gain the Ritual Caster feat as a bonus feat and the two rituals given to you.

**Elven Weapon Proficiency:** You gain proficiency with the longbow and the shortbow.

**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**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 (even if you have a power that allows you to shift multiple squares).

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+0
Arcana (Int)		+0
Athletics (Str)		+0
Bluff (Cha)		+2
Diplomacy (Cha)	Yes	+7
Dungeoneering (Wis)		+4
Endurance (Con)		+0
Heal (Wis)	Yes	+9
History (Int)		+0
Insight (Wis)	Yes	+9
Intimidate (Cha)		+2
Nature (Wis)		+6
Perception (Wis)		+6
Religion (Int)	Yes	+5
Stealth (Dex)		+0
Streetwise (Cha)		+2
Thievery (Dex)		+0

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 13	+1	Int 11	+0
Con 12	+1	Wis 18	+4
Dex 12	+1	Cha 14	+2

## Feats

Your first feat will be given to you upon your choosing of a God to worship.

# Dwarf Cleric

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a dwarf, you share many qualities with the earth and rock of your mountain home. You are strong, hardy, and dependable. As a cleric, you use prayers to heal and bolster your teammates.*

**Hit Points** 26 \_\_\_\_\_  
**Bloodied** 13 **Healing Surge** 6 **Surges Per Day** 9  
**Initiative** +0 \_\_\_\_\_ **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
16	13	10	15

## Attacks

Melee Basic Attack: +5                      Damage: 1d10+4/1d6 +4  
 (warhammer/throwing hammer)

Ranged Basic Attack: +5                      Damage: 1d6+4  
 (throwing hammer)

## Racial Traits

Height: 4'7"    Weight: 200lb.    Size: Medium  
 Speed: 5    Vision: Low- Light  
 Languages: Common, Dwarven    Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		-1
Arcana (Int)		+0
Athletics (Str)	Yes	+7
Bluff (Cha)		+1
Diplomacy (Cha)		+1
Dungeoneering (Wis)		+5
Endurance (Con)		+3
Heal (Wis)	Yes	+8
History (Int)		+0
Insight (Wis)		+3
Intimidate (Cha)		+1
Nature (Wis)		+3
Perception (Wis)	Yes	+8
Religion (Int)	Yes	+5
Stealth (Dex)		-1
Streetwise (Cha)		+1
Thievery (Dex)		-1



## Class/Racial Features

**Channel Divinity:** You can use one of these special divine powers once per encounter.  
**Healer's Lore:** When you grant healing with one of your cleric powers that has the Healing keyword, add +3 to the number of restored hit points.  
**Healing Word:** Twice per encounter as a minor action, you can use the healing word power.  
**Ritual Casting:** You gain the Ritual Caster feat as a bonus feat and the two rituals given to you.

**Cast-Iron Stomach:** +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.  
**Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.  
**Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load. Other effects that limit speed (such as difficult terrain or magical effects) affect you normally.  
**Stand Your Ground:** When an effect forces you to move – through a pull, a push, or a slide – you move 1 square less than the effect specifies. In addition, when an attack would knock you prone, you can make an immediate saving throw to avoid falling prone.

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 16	+3	Int 10	+0
Con 14	+2	Wis 16	+3
Dex 11	+0	Cha 13	+1

## Feats

**Weapon Focus (Hammer):** Gain a +1 feat bonus to damage rolls with hammers (included)

# Dwarf Fighter

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a dwarf, you share many qualities with the earth and rock of your mountain home. You are strong, hardy, and dependable. As a fighter, your job is to defend your allies. You are brave, loyal, and devoted to the cause of goodness.*

**Hit Points** 24 \_\_\_\_\_

**Bloodied** 12 **Healing Surge** 6 **Surges Per Day** 12

**Initiative** +1 \_\_\_\_\_ **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
17	15	11	12

## Attacks

Melee Basic Attack: +5 (maul)      Damage: 2d6+3

Ranged Basic Attack: +4 (daggers)      Damage: 1d4+1

## Racial Traits

Height: 4'8"      Weight: 220lb.      Size: Medium

Speed: 5      Vision: Low- Light

Languages: Common, Dwarven      Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+1
Arcana (Int)		+0
Athletics (Str)	Yes	+8
Bluff (Cha)		+0
Diplomacy (Cha)		+0
Dungeoneering (Wis)		+4
Endurance (Con)	Yes	+10
Heal (Wis)		+2
History (Int)		+0
Insight (Wis)		+2
Intimidate (Cha)	Yes	+5
Nature (Wis)		+2
Perception (Wis)		+2
Religion (Int)		+0
Stealth (Dex)		+1
Streetwise (Cha)		+0
Thievery (Dex)		+1

## Class/Racial Features

**Combat Challenge:** See blue Feature card.

**Combat Superiority:** You gain a +3 bonus to opportunity attacks. An enemy struck by your opportunity attack stops moving, if a move provoked the attack.

**Fighter Weapon Talent:** When using a two-handed weapon, you gain a +1 bonus to attack rolls. (Included)

**Cast-Iron Stomach:** +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.

**Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.

**Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load. Other effects that limit speed (such as difficult terrain or magical effects) affect you normally.

**Stand Your Ground:** When an effect forces you to move – through a pull, a push, or a slide – you move 1 square less than the effect specifies. In addition, when an attack would knock you prone, you can make an immediate saving throw to avoid falling prone.

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 16	+3	Int 10	+0
Con 16	+3	Wis 14	+2
Dex 13	+1	Cha 11	+0

## Feats

**Power Attack:** When making a melee attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +3 bonus to the damage roll.

# Human Fighter

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a human, you are decisive and rash. You are nothing if not adaptable. As a fighter, your job is to defend your allies. You are brave, loyal, and devoted to the cause of goodness.*

**Hit Points** 27 \_\_\_\_\_

**Bloodied** 13 **Healing Surge** 6 **Surges Per Day** 10

**Initiative** +2 \_\_\_\_\_ **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
19	17	15	12

## Attacks

Melee Basic Attack: +6 (battleaxe)      Damage: 1d10 + 5

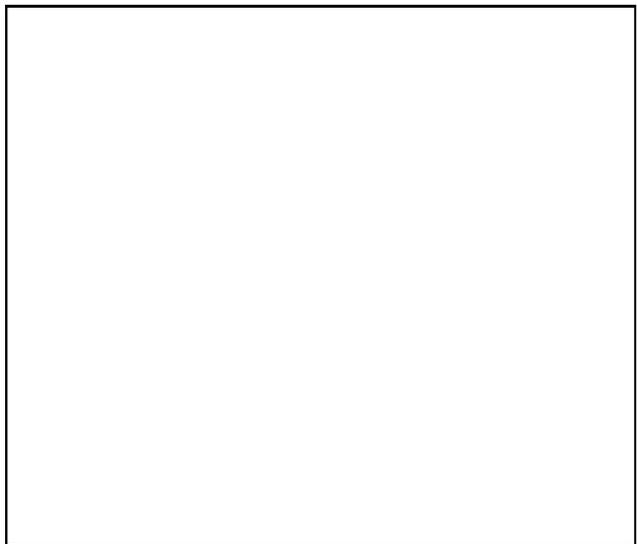
Ranged Basic Attack: +6 (javelin)      Damage: 1d4+4

## Racial Traits

Height: 5'8"      Weight: 170lb.      Size: Medium

Speed: 5      Vision: Normal

Languages: Common, Dwarven      Alignment: Good



## Class/Racial Features

**Combat Challenge:** See blue Feature card.

**Combat Superiority:** You gain a +3 bonus to opportunity attacks. An enemy struck by your opportunity attack stops moving, if a move provoked the attack.

**Fighter Weapon Talent:** When using a two-handed weapon, you gain a +1 bonus to attack rolls.

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+0
Arcana (Int)		+0
Athletics (Str)		+2
Bluff (Cha)		+0
Diplomacy (Cha)		+0
Dungeoneering (Wis)		+1
Endurance (Con)		-1
Heal (Wis)	Yes	+6
History (Int)		+0
Insight (Wis)		+1
Intimidate (Cha)	Yes	+5
Nature (Wis)		+1
Perception (Wis)	Yes	+6
Religion (Int)		+0
Stealth (Dex)		+0
Streetwise (Cha)	Yes	+5
Thievery (Dex)		+0

Ability Score	Check Modifier
Str 18	+4
Con 12	+1
Dex 14	+2

Ability Score	Check Modifier
Int 10	+0
Wis 13	+1
Cha 11	+0

## Feats

**Weapon Focus (Axe):** Gain a +1 feat bonus to damage rolls with axes (included)

**Human Perseverance:** Gain a +1 feat bonus to saving throws.

# Human Wizard

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a human, you are decisive and rash. You are nothing if not adaptable. As a wizard, you channel arcane forces to exert control that hinders foes or blasts them into oblivion. Magic is your art form.*

Hit Points 23 \_\_\_\_\_

Bloodied 11 Healing Surge 5 Surges Per Day 7

Initiative +6 \_\_\_\_\_ Action Points \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
14	12	15	15

## Attacks

Melee Basic Attack: +2 (quarterstaff) Damage: 1d8

Ranged Basic Attack: +2 Damage: 2d4+4  
(magic missile)

## Racial Traits

Height: 6'0" Weight: 180lb. Size: Medium

Speed: 6 Vision: Normal

Languages: Common, Draconic Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+2
Arcana (Int)	Yes	+9
Athletics (Str)		+0
Bluff (Cha)		+0
Diplomacy (Cha)		+0
Dungeoneering (Wis)	Yes	+6
Endurance (Con)		+1
Heal (Wis)		+1
History (Int)	Yes	+9
Insight (Wis)		+1
Intimidate (Cha)		+0
Nature (Wis)	Yes	+6
Perception (Wis)		+1
Religion (Int)	Yes	+9
Stealth (Dex)		+2
Streetwise (Cha)		+0
Thievery (Dex)		+2

## Class/Racial Features

**Cantrips:** You know a few minor spells that you can use as at-will powers.

**Spellbook:** Your spellbook holds an extra daily spell. After an extended rest, prepare one of those spells to use for the day. You know two daily spells, but you can only cast one per day.

**Wand of Accuracy (Implement Mastery):** Once per encounter as a free action, you gain a +2 bonus on a single attack roll against one target when using your wand.

**Ritual Casting:** You gain the Ritual Caster feat as a bonus feat and the three rituals given to you.

**Human Bonuses:** One extra at-will power, feat, trained skill, +1 to Fortitude, Reflex, and Will defenses (already included).

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 11	+0	Int 18	+4
Con 13	+1	Wis 12	+1
Dex 14	+2	Cha 10	+0

## Feats

**Action Surge:** You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.

**Improved Initiative:** You gain a +4 bonus to initiative checks (already included).

# Eladrin Wizard

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As an eladrin you are graceful and intelligent. You are mysterious, alluring and loyal. As a wizard, you channel arcane forces to exert control that hinders foes or blasts them into oblivion. Magic is your art form.*

Hit Points 22 \_\_\_\_\_

Bloodied 11 Healing Surge 5 Surges Per Day 7

Initiative +6 \_\_\_\_\_ Action Points \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
14	11	14	15

## Attacks

Melee Basic Attack: +2 (quarterstaff) Damage: 1d8

## Racial Traits

Height: 5'7" Weight: 130lb. Size: Medium

Speed: 6 Vision: Low-Light

Languages: Common, Elven Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+2
Arcana (Int)	Yes	+11
Athletics (Str)		+0
Bluff (Cha)		+0
Diplomacy (Cha)	Yes	+5
Dungeoneering (Wis)		+2
Endurance (Con)		+1
Heal (Wis)		+2
History (Int)		+6
Insight (Wis)	Yes	+7
Intimidate (Cha)		+0
Nature (Wis)	Yes	+7
Perception (Wis)		+2
Religion (Int)		+4
Stealth (Dex)		+2
Streetwise (Cha)		+0
Thievery (Dex)		+2

## Class/Racial Features

**Cantrips:** You know a few minor spells that you can use as at-will powers.

**Spellbook:** Your spellbook holds an extra daily spell. After an extended rest, prepare one of those spells to use for the day. You know two daily spells, but you can only cast one per day.

**Staff of Defense (Implement Mastery):** A staff of defense grants you a +1 bonus to AC. In addition, once per encounter as an immediate interrupt, you gain a bonus to defense against one attack equal to your constitution modifier.

**Ritual Casting:** You gain the Ritual Caster feat as a bonus feat and the three rituals given to you.

**Eladrin Weapon Proficiency:** You gain proficiency with the longsword.

**Eladrin Will:** You gain a +5 racial bonus to saving throws against charm effects.

**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**Trance:** Rather than sleep, eladrin enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 10	+0	Int 18	+4
Con 12	+1	Wis 14	+2
Dex 15	+2	Cha 11	+0

## Feats

**Improved Initiative:** You gain a +4 bonus to initiative checks (already included).

# Half-Elf Paladin

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a half-elf, you combine the best features of your human and elf bloodlines. You are charismatic, confident, and a natural leader. As a paladin, you are a divine warrior committed to the cause of life and goodness.*

**Hit Points** 29 \_\_\_\_\_

**Bloodied** 14 **Healing Surge** 7 **Surges Per Day** 12

**Initiative** +0 \_\_\_\_\_ **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
19	13	13	15

## Attacks

Melee Basic Attack: +5 (longsword) Damage: 1d8+2

Ranged Basic Attack: +0 (magic missile) Damage: 2d4+4  
sile)

## Racial Traits

Height: 5'10" Weight: 170lb. Size: Medium

Speed: 5 Vision: Low-Light

Languages: Common, Elven, Draconic Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		-2
Arcana (Int)		+0
Athletics (Str)		+0
Bluff (Cha)		+4
Diplomacy (Cha)	Yes	+11
Dungeoneering (Wis)		+1
Endurance (Con)		+0
Heal (Wis)	Yes	+6
History (Int)		+0
Insight (Wis)	Yes	+8
Intimidate (Cha)		+4
Nature (Wis)		+1
Perception (Wis)		+1
Religion (Int)	Yes	+5
Stealth (Dex)		-2
Streetwise (Cha)		+4
Thievery (Dex)		-2

## Class/Racial Features

**Channel Divinity:** You can use one of these special divine powers once per encounter.

**Divine Challenge:** You can use the power Divine Challenge during encounters.

**Lay on Hands:** You can use the power Lay on Hands during encounters.

**Group Diplomacy:** You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

**Dilettante:** You can use Magic Missile as an encounter power.

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 14	+2	Int 11	+0
Con 14	+2	Wis 13	+1
Dex 10	+0	Cha 18	+4

## Feats

**Healing Hands:** When you use the Lay on Hands power, the affected ally regains additional hit points equal to your charisma modifier.

# Dragonborn Paladin

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a dragonborn, you have dedicated your life to honour and the pursuit of excellence. You are driven, noble, and a born champion. As a paladin, you are a divine warrior committed to the cause of life and goodness.*

**Hit Points** 27 \_\_\_\_\_

**Bloodied** 13 **Healing Surge** 7 **Surges Per Day** 11

**Initiative** +0 \_\_\_\_\_ **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
17	15	11	14

## Attacks

Melee Basic Attack: +7 (longsword)    Damage: 1d8+4

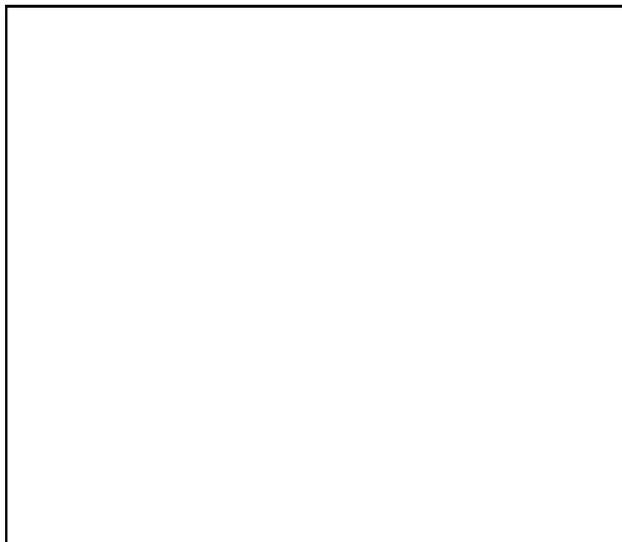
Ranged Basic Attack: +6 (javelin)    Damage: 1d6+4

## Racial Traits

Height: 6'6"    Weight: 290lb.    Size: Medium

Speed: 5    Vision: Normal

Languages: Common, Draconic    Alignment: Good



## Class/Racial Features

**Channel Divinity:** You can use one of these special divine powers once per encounter.

**Divine Challenge:** You can use the power Divine Challenge during encounters.

**Lay on Hands:** You can use the power Lay on Hands during encounters.

**Dragonborn Fury:** When you're bloodied, you gain a +1 racial bonus to attack rolls.

**Draconic Heritage:** Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier. (already included)

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+0
Arcana (Int)		+0
Athletics (Str)		+4
Bluff (Cha)		+3
Diplomacy (Cha)		+3
Dungeoneering (Wis)		+1
Endurance (Con)	Yes	+6
Heal (Wis)	Yes	+6
History (Int)		+2
Insight (Wis)		+1
Intimidate (Cha)	Yes	+9
Nature (Wis)		+1
Perception (Wis)		+1
Religion (Int)	Yes	+5
Stealth (Dex)		+0
Streetwise (Cha)		+3
Thievery (Dex)		+0

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 18	+4	Int 11	+0
Con 12	+1	Wis 13	+1
Dex 10	+0	Cha 16	+3

## Feats

**Power Attack:** When making a melee attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +3 bonus to the damage roll.

# Elf Ranger

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As an elf, you live in harmony with nature. You are quick, impulsive and passionate. As a ranger, you possess almost supernaturally keen senses and a deep appreciation for untamed wilderness.*

**Hit Points** 24  
**Bloodied** 12 **Healing Surge** 6 **Surges Per Day** 7  
**Initiative** +4 **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
16	13	15	12

## Attacks

Melee Basic Attack: +5 (shortsword) Damage: 1d6+2

Ranged Basic Attack: +6 (longbow) Damage: 1d10+4

## Racial Traits

Height: 6'0" Weight: 160lb. Size: Medium  
 Speed: 7 Vision: Low-Light  
 Languages: Common, Elven Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)	Yes	+9
Arcana (Int)		+0
Athletics (Str)		+2
Bluff (Cha)		+0
Diplomacy (Cha)		+0
Dungeoneering (Wis)		+2
Endurance (Con)	Yes	+6
Heal (Wis)		+2
History (Int)		+0
Insight (Wis)		+2
Intimidate (Cha)		+0
Nature (Wis)	Yes	+7
Perception (Wis)	Yes	+7
Religion (Int)		+0
Stealth (Dex)	Yes	+9
Streetwise (Cha)		+0
Thievery (Dex)		+4



## Class/Racial Features

**Archer Fighting Style:** Because of your focus on ranged attacks, you gain Defensive Mobility as a bonus feat.

**Hunter's Quarry:** Once per turn as a minor action, you can designate the enemy nearest to you as your quarry. Once per round, you deal 1d6 extra damage to your quarry. 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.

**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.

**Elven Weapon Proficiency:** You gain proficiency with the longbow and the shortbow.

**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**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 (even if you have a power that allows you to shift multiple squares).

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 14	+2	Int 11	+0
Con 12	+1	Wis 15	+2
Dex 18	+4	Cha 10	+0

## Feats

**Agile Hunter:** When you score a critical hit with a melee attack against the target of your Hunter's Quarry, you can shift as a free action, and the enemy takes a -2 penalty on attack rolls against you until the end of your next turn.

**Defensive Mobility:** You gain a +2 bonus to AC against opportunity attacks.

# Halfling Ranger

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As an halfling you are known for your resourcefulness, quick wits and steady nerves. As a ranger, you possess almost supernaturally keen senses and a deep appreciation for untamed wilderness.*

**Hit Points** 29 \_\_\_\_\_

**Bloodied** 14 **Healing Surge** 7 **Surges Per Day** 8

**Initiative** +3 \_\_\_\_\_ **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
16	14	14	11

## Attacks

Melee Basic Attack: +6 (shortsword) Damage: 1d6+3

**Note:** holding shortsword offhand

Ranged Basic Attack: +5 (shortbow) Damage: 1d8+3

## Racial Traits

Height: 3'11" Weight: 80lb. Size: Small

Speed: 6 Vision: Normal

Languages: Common, Dwarven Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)	Yes	+9
Arcana (Int)		+0
Athletics (Str)		+2
Bluff (Cha)		+1
Diplomacy (Cha)		+1
Dungeoneering (Wis)	Yes	+6
Endurance (Con)		+0
Heal (Wis)	Yes	+6
History (Int)		+0
Insight (Wis)		+1
Intimidate (Cha)		+1
Nature (Wis)	Yes	+6
Perception (Wis)	Yes	+6
Religion (Int)		+0
Stealth (Dex)		+2
Streetwise (Cha)		+1
Thievery (Dex)		+4

## Class/Racial Features

**Two-Blade Fighting Style:** Because of your focus on two-weapon melee attacks, you can wield a one-handed weapon in your off hand as if it were an off-hand weapon.

**Hunter's Quarry:** Once per turn as a minor action, you can designate the enemy nearest to you as your quarry. Once per round, you deal 1d8 extra damage to your quarry. 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.

**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.

**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.

**Second Chance:** You can use second chance as an encounter power.

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 16	+3	Int 10	+0
Con 12	+1	Wis 13	+1
Dex 16	+3	Cha 13	+1

## Feats

**Toughness:** You gain an additional 5 hit points.

**Lethal Hunter:** Hunter's Quarry now uses 1d8 instead of 1d6 (applied above)

# Elf Rogue

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As an elf, you live in harmony with nature. You are quick, impulsive and passionate. As a rogue, you are cunning and elusive, slipping in and out of shadows on a whim.*

**Hit Points** 24  
**Bloodied** 12 **Healing Surge** 6 **Surges Per Day** 7  
**Initiative** +4 **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
16	11	16	12

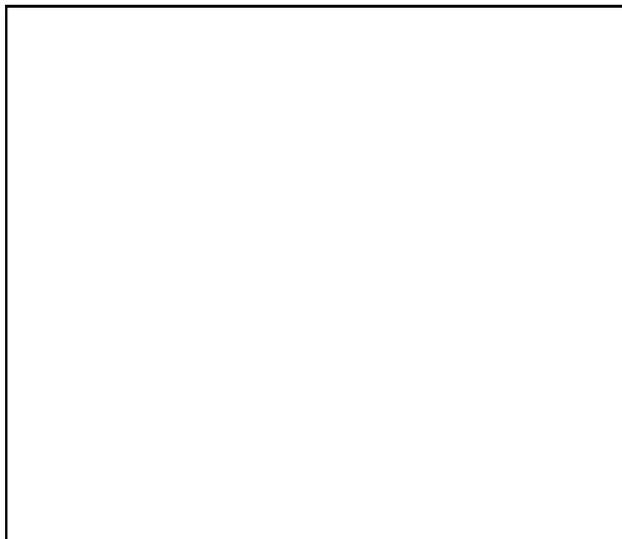
## Attacks

Melee Basic Attack: +4 (dagger)      Damage: 1d4+1

Ranged Basic Attack: +7 (dagger)      Damage: 1d4+4

## Racial Traits

Height: 5'6"      Weight: 140lb.      Size: Medium  
 Speed: 7      Vision: Low- Light  
 Languages: Common, Elven      Alignment: Good



## Class/Racial Features

**First Strike:** You have combat advantage against any creatures that have not yet acted in an encounter.

**Artful Dodger:** You gain a bonus to AC equal to your Charisma modifier 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:** See blue Feature card.

**Elven Weapon Proficiency:** You gain proficiency with the longbow and the shortbow.

**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**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 (even if you have a power that allows you to shift multiple squares).

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)	Yes	+9
Arcana (Int)		+0
Athletics (Str)		+1
Bluff (Cha)	Yes	+7
Diplomacy (Cha)		+2
Dungeoneering (Wis)		+1
Endurance (Con)		+0
Heal (Wis)		+1
History (Int)		+0
Insight (Wis)	Yes	+6
Intimidate (Cha)		+2
Nature (Wis)		+3
Perception (Wis)	Yes	+8
Religion (Int)		+0
Stealth (Dex)	Yes	+9
Streetwise (Cha)		+2
Thievery (Dex)	Yes	+9

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 13	+1	Int 11	+0
Con 12	+1	Wis 12	+1
Dex 18	+4	Cha 14	+2

## Feats

**Backstabber:** The extra damage dice from your sneak attack class feature increase from d6s to d8s.

# Tiefling Rogue

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a tiefling, you are self-reliant and mysterious. As a rogue, you are cunning and elusive, slipping in and out of shadows on a whim.*

Hit Points 23 \_\_\_\_\_

Bloodied 11 Healing Surge 5 Surges Per Day 6

Initiative +1 \_\_\_\_\_ Action Points \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
15	12	15	12

## Attacks

Melee Basic Attack: +5 (shortsword) Damage: 1d6+3

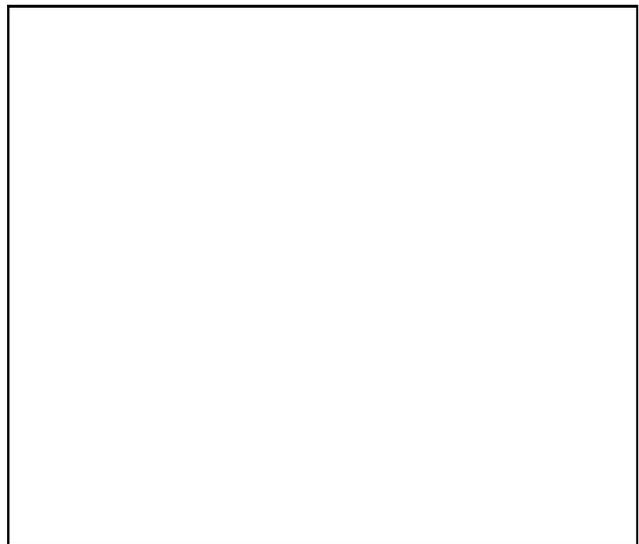
Ranged Basic Attack: +6 (dagger) Damage: 1d4+4

## Racial Traits

Height: 6'0" Weight: 190lb. Size: Medium

Speed: 6 Vision: Low- Light

Languages: Common, Abyssal Alignment: Good



## Class/Racial Features

**First Strike:** You have combat advantage against any creatures that have not yet acted in an encounter.

**Brutal Scoundrel:** You gain a bonus to Sneak Attack damage equal to your Strength modifier.

**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:** See blue Feature card.

**Bloodhunt:** You gain a +1 racial bonus to attack rolls against bloodied foes.

**Fire Resistance:** You have resist fire 5 + one-half your level.

**Infernal Wrath:** You can use infernal wrath as an encounter power.

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+3
Arcana (Int)		+2
Athletics (Str)	Yes	+7
Bluff (Cha)		+4
Diplomacy (Cha)		+2
Dungeoneering (Wis)	Yes	+5
Endurance (Con)		+0
Heal (Wis)		+0
History (Int)		+2
Insight (Wis)		+0
Intimidate (Cha)	Yes	+7
Nature (Wis)		+0
Perception (Wis)		+0
Religion (Int)		+2
Stealth (Dex)	Yes	+8
Streetwise (Cha)	Yes	+7
Thievery (Dex)	Yes	+8

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 14	+2	Int 14	+2
Con 11	+0	Wis 10	+0
Dex 16	+3	Cha 15	+2

## Feats

**Weapon Focus (Light Blades):** Gain a +1 feat bonus to damage rolls with light blades (included)

# Tiefling Warlock

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a tiefling, you are self-reliant and mysterious. As a warlock, you commune with infernal intelligences and fey spirits.*

**Hit Points** 25 \_\_\_\_\_

**Bloodied** 12 **Healing Surge** 6 **Surges Per Day** 7

**Initiative** +0 \_\_\_\_\_ **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
15	11	14	15

## Attacks

Melee Basic Attack: +3 (quarterstaff) Damage: 1d8+1

Ranged Basic Attack: +0 (eldritch blast) Damage: 1d10+4

## Racial Traits

Height: 5'9" Weight: 170lb. Size: Medium

Speed: 6 Vision: Low- Light

Languages: Common, Supernal Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+0
Arcana (Int)	Yes	+8
Athletics (Str)		+1
Bluff (Cha)	Yes	+11
Diplomacy (Cha)		+4
Dungeoneering (Wis)		+0
Endurance (Con)		+1
Heal (Wis)		+0
History (Int)		+3
Insight (Wis)	Yes	+5
Intimidate (Cha)		+4
Nature (Wis)		+0
Perception (Wis)		+0
Religion (Int)		+3
Stealth (Dex)		+2
Streetwise (Cha)		+4
Thievery (Dex)	Yes	+5

## Class/Racial Features

**Eldritch Blast:** You gain the Eldritch Blast at-will power.

**Fey Pact:** You have forged a bargain with ancient, amoral powers of the Feywild. They bestow magic that ranges from feral and savage to wondrous and enchanting.

**Eyebite:** You know the eyebite at-will spell.

**Misty Step:** You have the Misty Step pact boon. (See Warlock's Curse card)

**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.

**Shadow Walk:** On your turn, if you move at least 3 squares away from where you started your turn, you gain concealment until the end of your next turn.

**Warlock's Curse:** See blue Feature card.

**Bloodhunt:** You gain a +1 racial bonus to attack rolls against bloodied foes.

**Fire Resistance:** You have resist fire 5 + one-half your level.

**Infernal Wrath:** You can use infernal wrath as an encounter power.

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 12	+1	Int 16	+3
Con 13	+1	Wis 10	+0
Dex 11	+0	Cha 18	+4

## Feats

**Improved Misty Step:** Your Misty Step allows you to teleport an additional 2 squares. (Already included)

# Halfling Warlock

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As an halfling you are known for your resourcefulness, quick wits and steady nerves. As a warlock, you commune with infernal intelligences and fey spirits.*

Hit Points 28 \_\_\_\_\_

Bloodied 14 Healing Surge 7 Surges Per Day 9

Initiative +1 \_\_\_\_\_ Action Points \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
14	13	13	13

## Attacks

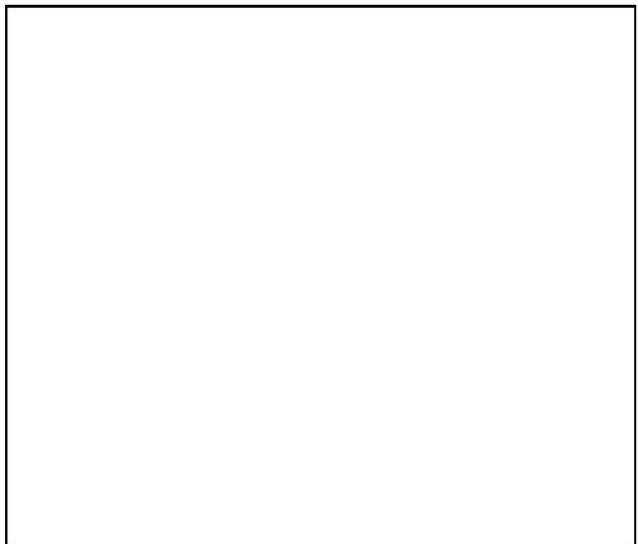
Melee Basic Attack: +3 (dagger)      Damage: 1d4

Ranged Basic Attack: +1 (eldritch blast)      Damage: 1d10+3

## Racial Traits

Height: 4'0"    Weight: 85lb.    Size: Small  
 Speed: 6    Vision: Normal  
 Languages: Common, Draconic    Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+3
Arcana (Int)	Yes	+7
Athletics (Str)		+0
Bluff (Cha)		+2
Diplomacy (Cha)		+2
Dungeoneering (Wis)		+1
Endurance (Con)		+3
Heal (Wis)		+1
History (Int)	Yes	+7
Insight (Wis)		+1
Intimidate (Cha)	Yes	+7
Nature (Wis)		+1
Perception (Wis)		+1
Religion (Int)		+2
Stealth (Dex)		+1
Streetwise (Cha)	Yes	+7
Thievery (Dex)		+3



## Class/Racial Features

**Eldritch Blast:** You gain the Eldritch Blast at-will power.

**Infernal Pact:** Long ago a forgotten race of devils created a secret path to power and taught it to the tieflings of old - you dare to study their perilous secrets.

**Hellish Rebuke:** You know the hellish rebuke at-will spell.

**Dark One's Blessing:** You have the Dark One's Blessing pact boon. (See Warlock's Curse card)

**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.

**Shadow Walk:** On your turn, if you move at least 3 squares away from where you started your turn, you gain concealment until the end of your next turn.

**Warlock's Curse:** See blue Feature card.

**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.

**Second Chance:** You can use second chance as an encounter power.

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 10	+0	Int 14	+2
Con 16	+3	Wis 12	+1
Dex 13	+1	Cha 15	+2

## Feats

**Improved Dark One's Blessing:** Your Dark One's Blessing now gives you 3 additional temporary hit points. (Already included)

# Dragonborn Warlord

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As a dragonborn, you have dedicated your life to honour and the pursuit of excellence. As a warlord you are a soldier and a leader, and your allies turn to you for guidance and support.*

**Hit Points** 24  
**Bloodied** 12 **Healing Surge** 6 **Surges Per Day** 8  
**Initiative** +0 **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
17	15	12	14

## Attacks

Melee Basic Attack: +6 (flail)      Damage: 1d10+4  
 Ranged Basic Attack: +2 (crossbow)      Damage: 1d8

## Racial Traits

Height: 6'4"    Weight: 260lb.    Size: Medium  
 Speed: 5      Vision: Normal  
 Languages: Common, Draconic    Alignment: Good



## Class/Racial Features

**Combat Leader:** You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.  
**Inspiring Word:** You gain the Inspiring Word encounter power.  
**Inspiring Presence:** When an ally who can see you spends an action point to take an extra action, that ally also regains lost hit points equal to one-half your level + your Charisma modifier.

**Dragonborn Fury:** When you're bloodied, you gain a +1 racial bonus to attack rolls.  
**Draconic Heritage:** Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier. (already included)

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		-1
Arcana (Int)		+1
Athletics (Str)	Yes	+8
Bluff (Cha)		+3
Diplomacy (Cha)	Yes	+8
Dungeoneering (Wis)		+0
Endurance (Con)		+0
Heal (Wis)	Yes	+5
History (Int)	Yes	+8
Insight (Wis)		+0
Intimidate (Cha)		+5
Nature (Wis)		+0
Perception (Wis)		+0
Religion (Int)		+1
Stealth (Dex)		-1
Streetwise (Cha)		+3
Thievery (Dex)		-1

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 18	+4	Int 13	+1
Con 12	+1	Wis 10	+0
Dex 11	+0	Cha 16	+3

## Feats

**Inspired Recovery:** When an ally who can see you spends an action point to gain an extra standard action, that ally can roll a saving throw as a free action, adding your Charisma modifier to the roll.

# Eladrin Warlord

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

*As an eladrin you are graceful and intelligent. You are mysterious, alluring and loyal. As a warlord you are a soldier and a leader, and your allies turn to you for guidance and support.*

**Hit Points** 24 \_\_\_\_\_

**Bloodied** 12 **Healing Surge** 6 **Surges Per Day** 8

**Initiative** +1 \_\_\_\_\_ **Action Points** \_\_\_\_\_

## Defences

AC	Fortitude	Reflex	Will
17	14	14	13

## Attacks

Melee Basic Attack: +5 (scimitar)      Damage: 1d8+3

Ranged Basic Attack: +3 (hand crossbow)      Damage: 1d6+1

## Racial Traits

Height: 6'1"      Weight: 170lb.      Size: Medium

Speed: 6      Vision: Low- Light

Languages: Common, Elven      Alignment: Good

Skill (Ability)	Trained?	Modifier
Acrobatics (Dex)		+0
Arcana (Int)		+5
Athletics (Str)		+2
Bluff (Cha)		+1
Diplomacy (Cha)		+1
Dungeoneering (Wis)		+0
Endurance (Con)	Yes	+5
Heal (Wis)	Yes	+5
History (Int)	Yes	+10
Insight (Wis)		+0
Intimidate (Cha)	Yes	+6
Nature (Wis)		+0
Perception (Wis)		+0
Religion (Int)		+3
Stealth (Dex)		+0
Streetwise (Cha)		+1
Thievery (Dex)		+0

## Class/Racial Features

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

**Inspiring Word:** You gain the Inspiring Word encounter power.

**Tactical Presence:** When an ally you can see spends an action point to make an extra attack, the ally gains a bonus to the attack roll equal to one-half your Intelligence modifier.

**Eladrin Weapon Proficiency:** You gain proficiency with the longsword.

**Eladrin Will:** You gain a +5 racial bonus to saving throws against charm effects.

**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**Trance:** Rather than sleep, eladrin enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest.

While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 16	+3	Int 16	+3
Con 12	+1	Wis 10	+0
Dex 13	+1	Cha 13	+1

## Feats

**Tactical Assault:** When an ally who can see you spends an action point to make an attack, the attack's damage roll gains a bonus equal to your Intelligence modifier.

**Lance of Faith** Cleric Attack 1

*A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.*

**At-Will** ♦ **Divine, Implement, Radiant**

**Standard Action** **Ranged 5**

**Target:** One Creature

**Attack:** +3 vs. Reflex

**Hit:** 1d8 + 3 radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

**Sacred Flame** Cleric Attack 1

*Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.*

**At-Will** ♦ **Divine, Implement, Radiant**

**Standard Action** **Ranged 5**

**Target:** One Creature

**Attack:** +3 vs. Reflex

**Hit:** 1d6 + 3 radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.

**Healing Strike** Cleric Attack 1

*Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.*

**Encounter** ♦ **Divine, Healing, Radiant, Weapon**

**Standard Action** **Melee weapon**

**Target:** One Creature

**Attack:** +3 vs. AC

**Hit:** 2d8 + 1 radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

**Beacon of Hope** Cleric Attack 1

*A burst of divine energy harms your foes and heals your allies.*

**Daily** ♦ **Divine, Healing, Implement**

**Standard Action** **Close burst 3**

**Target:** Each enemy in burst

**Attack:** +3 vs. Will

**Hit:** The target is weakened until the end of its next turn.

**Effect:** You and all your allies in the burst regain 5 hit points, and your healing powers

**Healing Word** Cleric Feature

*You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.*

**Encounter (Special)** ♦ **Divine, 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

**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points.

**Channel Divinity: Divine Fortune** Cleric Feature

*In the face of peril, you hold true to your faith and receive a special boon.*

**Encounter** ♦ **Divine**

**Free Action** **Personal**

**Effect:** You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

**Channel Divinity: Turn Undead** Cleric Feature

*You sear undead foes, push them back, and root them in place.*

**Encounter** ♦ **Divine, Implement, Radiant**

**Standard Action** **Close burst 2**

**Target:** Each undead creature in burst

**Attack:** +3 vs. Will

**Hit:** 1d10 + 3 radiant damage, and you can push the target 6 squares. The target is immobilized until the end of your next turn.

**Miss:** Half damage, and the target is not pushed or immobilized.

**Elven Accuracy** Elf Racial Power

*With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.*

**Encounter**

**Free Action** **Personal**

**Effect:** Reroll an attack roll. Use the second roll, even if it's lower.

**Priest's Shield** Cleric Attack 1

*You utter a minor defensive prayer as you attack with your weapon.*

**At-Will** ♦ **Divine, Weapon**

**Standard Action** **Melee weapon**

**Target:** One Creature  
**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

**Wrathful Thunder** Cleric Attack 1

*Your arm is made strong by the power of your deity. When you strike, a terrible thunderclap smites your adversary and dazes him.*

**Encounter** ♦ **Divine, Thunder, Weapon**

**Standard Action** **Melee weapon**

**Target:** One Creature  
**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier thunder damage, and the target is dazed until the end of your next turn.

**Healing Word** Cleric Feature

*You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.*

**Encounter (Special)** ♦ **Divine, 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

**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points.

**Channel Divinity: Turn Undead** Cleric Feature

*You sear undead foes, push them back, and root them in place.*

**Encounter** ♦ **Divine, Implement, Radiant**

**Standard Action** **Close burst 2**

**Target:** Each undead creature in burst  
**Attack:** +3 vs. Will

**Hit:** 1d10 + 3 radiant damage, and you can push the target 6 squares. The target is immobilized until the end of your next turn.  
**Miss:** Half damage, and the target is not pushed or immobilized.

**Righteous Brand** Cleric Attack 1

*You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.*

**At-Will** ♦ **Divine, Weapon**

**Standard Action** **Melee weapon**

**Target:** One Creature  
**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Strength modifier until the end of your next turn.

**Avenging Flame** Cleric Attack 1

*You slam your weapon into your foe, who bursts into flame. Divine fire avenges each attack your enemy dares to make.*

**Daily** ♦ **Divine, Fire, Weapon**

**Standard Action** **Melee weapon**

**Target:** One Creature  
**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and ongoing 5 fire damage (save ends).  
**Miss:** Half damage, and no ongoing fire damage.  
**Special:** If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.

**Channel Divinity: Divine Fortune** Cleric Feature

*In the face of peril, you hold true to your faith and receive a special boon.*

**Encounter** ♦ **Divine**

**Free Action** **Personal**

**Effect:** You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

**Combat Challenge****Class Feature**

Every time you attack an enemy, whether that 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 if its attack doesn't include you as a target.

In addition, whenever an enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place

**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:** +6 vs. AC**Hit:** 2d6 + 3 damage, and you knock the target prone.**Channel Divinity: Sehanine's Reversal****Feat Power**

*Sehanine's blessing turns the powers of your enemies against them.*

**Encounter ♦ Divine****No Action**                                      **Ranged 5****Trigger:** You roll a natural 20 on a saving throw**Effect:** Choose an enemy within range; that creature gains the condition you just saved against.**Special:** You must take the Sehanine's Reversal feat to use this power.**Cleave****Fighter Attack 1**

*You hit one enemy, then cleave into another.*

**At-Will ♦ Martial, Weapon****Standard Action**                      **Melee weapon****Target:** One Creature**Attack:** +6 vs. AC**Hit:** 2d6 + 3 damage, and an enemy adjacent to you takes 3 damage.**Reaping Strike****Fighter Attack 1**

*You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.*

**At-Will ♦ Martial, Weapon****Standard Action**                      **Melee weapon****Target:** One Creature**Attack:** +6 vs. AC**Hit:** 2d6 + 3 damage.**Miss:** 3 damage.**Brute Strike****Fighter Attack 1**

*You shatter armor and bone with a ringing blow.*

**Daily ♦ Martial, Reliable, Weapon****Standard Action**                      **Melee weapon****Target:** One Creature**Attack:** +6 vs. AC**Hit:** 6d6 + 3 damage.**Miss:** You don't expend the use of this power.**Starting Inventory****Eladrin Warlord****Scimitar**

Heavy Blade, *High crit*, deals basic 1d8 damage

**Hand Crossbow**

Crossbow, *Load free*, deals basic 1d6 damage, range (10/20)

**Crossbow Bolts (20)**

Ammunition for hand crossbows and crossbows

**Hide Armour**

Light Armour, +3 AC bonus, -1 to Str, Dex and Con ability checks

**Light Shield**

+1 AC and Reflex bonus

**Standard adventurer's kit**

Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

15gp

**Combat Challenge** **Class Feature**

Every time you attack an enemy, whether that 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 if its attack doesn't include you as a target.

In addition, whenever an enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place

**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:** Strength vs. AC

**Hit:** 1[W] + Strength modifier 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.

**Comeback Strike** **Fighter Attack 1**

*A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on.*

**Daily ♦ Healing, Martial, Reliable, Weapon**

**Standard Action** **Melee weapon**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and you can spend a healing surge.

**Miss:** You don't expend the use of this power.

**Cleave** **Fighter Attack 1**

*You hit one enemy, then cleave into another.*

**At-Will ♦ Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One Creature

**Attack:** +6 vs. AC

**Hit:** 2d6 + 3 damage, and an enemy adjacent to you takes 3 damage.

**Sure Strike** **Fighter Attack 1**

*You trade power for precision.*

**At-Will ♦ Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One Creature

**Attack:** Strength + 2 vs. AC

**Hit:** 1[W] damage.

**Covering Attack** **Fighter Attack 1**

*You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from that same foe.*

**Encounter ♦ Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and an ally adjacent to the target can shift 2 squares.

**Starting Inventory** **Dragonborn Warlord****Flail**

Flail, *Versatile*, deals basic 1d10 damage

**Crossbow**

2 Handed Crossbow, *Load minor*, deals basic 1d8 damage, range (15/30)

**Crossbow Bolts (20)**

Ammunition for hand crossbows and crossbows

**Chainmail**

Heavy Armour, +6 AC bonus, -1 to speed, -1 to Str, Dex and Con ability checks

**Light Shield**

+1 AC and Reflex bonus

**Standard adventurer's kit**

Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

5gp

**Magic Missile** Wizard Attack 1

*You launch a silvery bolt of force at an enemy.*

**At-Will** ♦ Arcane, Force, Implement

**Standard Action** Ranged 20

**Target:** One Creature

**Attack:** +4 vs. Reflex

**Hit:** 2d4 + 4 force damage.

**Special:** This power can be used to make ranged basic attacks.

**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.

**Burning Hands** Wizard Attack 1

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

**Encounter** ♦ Arcane, Fire, Implement

**Standard Action** Close blast 5

**Target:** Each creature in blast

**Attack:** +4 vs. Reflex

**Hit:** 2d6 + 4 fire damage.

**Scorching Burst** Wizard Attack 1

*A vertical column of golden flames burns all within.*

**At-Will** ♦ Arcane, Fire, Implement

**Standard Action** Area burst 1 within 10

**Target:** Each creature in squares burst

**Attack:** +4 vs. Reflex

**Hit:** 1d6 + 4 fire damage.

**Sleep** Wizard Attack 1

*You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.*

**Daily** ♦ Arcane, Implement, Sleep

**Standard Action** Area burst 2 within 20

**Target:** Each creature in squares burst

**Attack:** Intelligence vs. Will

**Hit:** The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).

**Miss:** The target is slowed (save ends).

**Acid Arrow** Wizard Attack 1

*A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.*

**Daily** ♦ Acid, Arcane, Implement

**Standard Action** Ranged 20

**Primary Target:** One creature

**Attack:** +4 vs. Reflex

**Hit:** 2d8 + 4 acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

**Secondary Target:** Each creature adjacent to the primary target

**Secondary Attack:** +4 vs. Reflex

**Hit:** 1d8 + 4 acid damage, and ongoing 5 acid damage (save ends).

**Miss:** Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

**Starting Inventory** Tiefling Warlock

**Quarterstaff (Equipped)**  
2 Handed Staff, deals 1d8 basic damage

**Leather Armour (equipped)**  
Light Armour, +2 AC bonus

**Standard adventurer's kit**  
Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

55gp

**Starting Inventory** Halfling Warlock

**Dagger (Equipped)**  
Light Blade, *Off-hand*, *light thrown* (5/10), deals 1d4 basic damage

**Leather Armour (equipped)**  
Light Armour, +2 AC bonus

**Standard adventurer's kit**  
Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

**Wand (Equipped)**  
Implement used for channelling magical energies

55gp

**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

**Target:** Each creature in squares square

**Attack:** Intelligence vs. Reflex

**Hit:** 1d6 + Intelligence modifier 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 force damage equal to your Wisdom modifier (minimum 1). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

**Sleep** Wizard Attack 1

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

**Daily** ♦ Arcane, Implement, Sleep

**Standard Action** Area burst 2 within 20

**Target:** Each creature in squares burst

**Attack:** Intelligence vs. Will

**Hit:** The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).

**Miss:** The target is slowed (save ends).

**Starting Inventory** Tiedfling Rogue**Shortsword (equipped)**

Light Blade, *Off-hand*, deals 1d6 basic damage

**Daggers (10)**

Light Blade, *Off-hand*, *light thrown* (5/10), deals 1d4 basic damage

**Leather Armour (equipped)**

Light Armour, +2 AC bonus

**Thieves Tools**

Tools that grant a +2 bonus to thievery checks when disabling traps or picking locks

**Standard adventurer's kit**

Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

15gp

**Thunderwave** Wizard Attack 1

You create a whip-crack of sonic power that lashes up from the ground.

**At-Will** ♦ Arcane, Implement, Thunder

**Standard Action** Close blast 3

**Target:** Each creature in blast

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier thunder damage, and you push the target a number of squares equal to your Wisdom modifier.

**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

**Target:** Each creature in squares burst

**Attack:** Intelligence vs. Reflex

**Hit:** 1d6 + Intelligence modifier 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.

**Freezing Cloud** Wizard Attack 1

A pellet shoots from your hand and explodes into a cloud of icy mist at the point of impact.

**Daily** ♦ Arcane, Cold, Implement

**Standard Action** Area burst 2 within 10

**Target:** Each creature in squares burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier cold damage.

**Miss:** Half damage.

**Effect:** The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.

**Magic Missile** Half-Elf Feature

You launch a silvery bolt of force at an enemy.

**Encounter** ♦ **Arcane, Force, Implement**

**Standard Action** Ranged 20

**Target:** One Creature

**Attack:** +4 vs. Reflex

**Hit:** 2d4 + 4 force damage.

**Special:** This power can be used to make ranged basic attacks.

**Lay on Hands** Paladin Feature

Your divine touch instantly heals wounds.

**At-Will (Special)** ♦ **Divine, Healing**

**Special:** You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), 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. You must have at least one healing surge remaining to use this power.

**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:** Charisma vs. AC

**Hit:** 1[W] + Charisma modifier damage, and you gain temporary hit points equal to your Wisdom modifier.

**Enfeebling Strike** Paladin Attack 1

Your brutal weapon attack leaves your foe weakened.

**At-Will** ♦ **Divine, Weapon**

**Standard Action** Melee weapon

**Target:** One Creature

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Charisma modifier damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

**Shielding Smite** Paladin Attack 1

A translucent golden shield forms in front of a nearby ally as you attack with your weapon.

**Encounter Will** ♦ **Divine, Weapon**

**Standard Action** Melee weapon

**Target:** One Creature

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier damage.

**Effect:** Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wisdom modifier.

**Radiant Delirium** Paladin Attack 1

You engulf your enemy in searing ribbons of radiance.

**Daily** ♦ **Divine, Implement, Radiant**

**Standard Action** Ranged 5

**Target:** One Creature

**Attack:** Charisma vs. Reflex

**Hit:** 3d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).

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

**Starting Inventory** Elf Rogue**Daggers (15) (equipped)**

Light Blade, *Off-hand*, *light thrown* (5/10), deals 1d4 basic damage

**Leather Armour (equipped)**

Light Armour, +2 AC bonus

**Thieves Tools**

Tools that grant a +2 bonus to thievery checks when disabling traps or picking locks

**Standard adventurer's kit**

Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

25gp

Dragon Breath	Dragonborn Racial Power
<i>As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.</i>	
<b>Encounter</b> ♦ <b>Acid</b>	
<b>Minor Action</b>	<b>Close blast 3</b>
<b>Target:</b> All Creatures in area	
<b>Attack:</b> Strength + 2 vs. Reflex	
<b>Hit:</b> 1d6 + Constitution modifier damage.	

Radiant Smite	Paladin Attack 1
<i>Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.</i>	
<b>Encounter</b> ♦ <b>Divine, Radiant, Weapon</b>	
<b>Standard Action</b>	<b>Melee weapon</b>
<b>Target:</b> One creature	
<b>Attack:</b> Strength vs. AC	
<b>Hit:</b> 2[W] + Strength modifier + Wisdom modifier radiant damage.	

Lay on Hands	Paladin Feature
<i>Your divine touch instantly heals wounds.</i>	
<b>At-Will (Special)</b> ♦ <b>Divine, Healing</b>	
<b>Special:</b> You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.	
<b>Minor Action</b>	<b>Melee touch</b>
<b>Target:</b> One Creature	
<b>Effect:</b> You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.	

Valiant Strike	Paladin Attack 1
<i>As you bring your weapon to bear, the odds against you add strength to your attack.</i>	
<b>At-Will</b> ♦ <b>Divine, Weapon</b>	
<b>Standard Action</b>	<b>Melee weapon</b>
<b>Target:</b> One Creature	
<b>Attack:</b> Strength + 1 per enemy adjacent to you vs. AC	
<b>Hit:</b> 1[W] + Strength modifier damage.	

Holy Strike	Paladin Attack 1
<i>You strike an enemy with your weapon, which ignites with holy light.</i>	
<b>At-Will</b> ♦ <b>Divine, Radiant, Weapon</b>	
<b>Standard Action</b>	<b>Melee weapon</b>
<b>Target:</b> One Creature	
<b>Attack:</b> Strength vs. AC	
<b>Hit:</b> 1[W] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier.	

Paladin's Judgment	Paladin Attack 1
<i>Your melee attack punishes your enemy and heals an ally.</i>	
<b>Daily</b> ♦ <b>Divine, Healing, Weapon</b>	
<b>Standard Action</b>	<b>Melee weapon</b>
<b>Target:</b> One Creature	
<b>Attack:</b> Strength vs. AC	
<b>Hit:</b> 3[W] + Strength modifier damage, and one ally within 5 squares of you can spend a healing surge.	
<b>Miss:</b> One ally within 5 squares of you can spend a healing surge.	

Starting Inventory	Elf Ranger
<b>Longbow (equipped)</b>	2 Handed Bow, <i>Load free</i> , deals basic 1d10 damage, ranged (20/40)
<b>Arrows (150)</b>	Ammunition for shortbows and longbows
<b>Shortsword</b>	Light Blade, <i>Off-hand</i> , deals 1d6 basic damage
<b>Leather Armour (equipped)</b>	Light Armour, +2 AC bonus
<b>Standard adventurer's kit</b>	Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin
<b>15gp</b>	

Starting Inventory	Halfling Ranger
<b>Shortsword (2) (both equipped)</b>	Light Blade, <i>Off-hand</i> , deals 1d6 basic damage
<b>Shortbow</b>	2 Handed Bow, <i>Load free, small</i> , deals basic 1d8 damage
<b>Arrows (30)</b>	Ammunition for shortbows and longbows
<b>Hide Armour (equipped)</b>	Light Armour, +3 AC bonus, -1 to Str, Dex and Con ability checks
<b>Standard adventurer's kit</b>	Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin
<b>5gp</b>	

**Elven Accuracy** Elf Racial Power

*With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.*

**Encounter**

**Free Action**                      **Personal**

**Effect:** Reroll an attack roll. Use the second roll, even if it's lower.

**Careful Attack** Ranger Attack 1

*You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.*

**At-Will ♦ Martial, Weapon**

**Standard Action**                      **Melee or Ranged**  
**Target:** One creature                      **weapon**

**Requirement:** You must be wielding two melee weapons or a ranged weapon.

**Attack:** Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

**Hit:** 1[W] damage (melee) or 1[W] damage (ranged).

**Evasive Strike** Ranger Attack 1

*You confound enemies by weaving through the battlefield unscathed as you make your attacks.*

**Encounter ♦ Martial, Weapon**

**Standard Action**                      **Melee or Ranged** weapon

**Target:** One creature  
**Special:** You can shift a number of squares equal to 1 + your Wisdom modifier either before or after the attack.

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).

**Nimble Strike** Ranger Attack 1

*You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.*

**At-Will ♦ Martial, Weapon**

**Standard Action**                      **Ranged** weapon

**Target:** One creature

**Special:** Shift 1 square before or after you attack

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

**Split the Tree** Ranger Attack 1

*You fire two arrows at once, which separate in mid-flight to strike two different targets.*

**Daily ♦ Martial, Weapon**

**Standard Action**                      **Ranged** weapon

**Targets:** Two creatures within 3 squares of each other

**Attack:** Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.

**Hit:** 2[W] + Dexterity modifier damage.

**Starting Inventory** Eladrin Wizard

**Quarterstaff (Equipped)**  
2 Handed Staff, deals 1d8 basic damage

**Cloth armour (Equipped)**  
Basic clothing or robes

**Staff**  
Implement used for channelling magical energies

**Spellbook**  
Wizard's Spellbook, holds magic spells and rituals

**Standard adventurer's kit**  
Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

30gp

**Starting Inventory** Human Wizard

**Quarterstaff (Equipped)**  
2 Handed Staff, deals 1d8 basic damage

**Cloth armour (Equipped)**  
Basic clothing or robes

**Wand**  
Implement used for channelling magical energies

**Spellbook**  
Wizard's Spellbook, holds magic spells and rituals

**Standard adventurer's kit**  
Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

30gp

**Starting Inventory** Human Fighter

**Battleaxe (Equipped)**  
Axe, *Versatile*, deals basic 1d10 damage

**Javelin (Equipped)**  
Spear, *Heavy Thrown* (10/20), deals 1d6 basic damage

**Scale Armour (equipped)**  
Heavy Armour, +7 AC bonus, -1 to speed

**Standard adventurer's kit**  
Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

80gp

**Second Chance** Halfling 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.

**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:** Strength vs. AC

**Hit:** 1[W] + Strength modifier 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.

**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:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage.

**Starting Inventory** Half-Elf Paladin**Longsword (equipped)**

Heavy Blade, *Versatile*, deals basic 1d8 damage

**Scale Armour (equipped)**

Heavy Armour, +7 AC bonus, -1 to speed

**Heavy Shield (equipped)**

+2 AC and Reflex bonus, -2 to Str, Dex and Con ability checks

**Holy symbol of your deity**

A symbol representing your deity you keep around or on your person

**Standard adventurer's kit**

Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

10gp

**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

**Requirement:** You must be wielding two melee weapons or a ranged weapon.

weapon

**Targets:** One or two creatures

**Attack:** Strength vs. AC (melee;

main weapon and off-hand

weapon) or Dexterity vs. AC

(ranged), two attacks

**Hit:** 1[W] damage per attack.

**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:** Strength vs. AC (main weapon and off-hand weapon),

two attacks

**Hit:** 2[W] + Strength modifier damage per attack.

**Miss:** Half damage per attack.

**Starting Inventory** Dragonborn Paladin**Longsword**

Heavy Blade, *Versatile*, deals basic 1d8 damage

**Javelin**

Spear, *Heavy Thrown* (10/20), deals 1d6 basic damage

**Scale Armour**

Heavy Armour, +7 AC bonus, -1 to speed

**Holy symbol of your deity**

A symbol representing your deity you keep around or on your person

**Standard adventurer's kit**

Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

15gp

**Sneak Attack** **Class Feature**

Once per round, when you have combat advantage against an enemy and are using a weapon from the light blade, the crossbow, or the sling weapon group, an attack you make against that enemy deals 2d8 extra damage if the attack hits. You decide whether to apply the extra damage after making the damage roll.

**Flanking:** One of the easiest ways to gain combat advantage is to flank an enemy. To do this, you and an ally must be adjacent to the enemy and on opposite sides or corners of an enemy's space.

**Deft Strike** **Rogue Attack 1**

*A final lunge brings you into an advantageous position.*

**At-Will ♦ Martial, Weapon**

**Standard Action** **Melee or Ranged**  
**Requirement:** You must be wielding a crossbow, a light blade, or a sling. **weapon**

**Target:** One creature

**Special:** You can move 2 squares before the attack.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

**Positioning Strike** **Rogue Attack 1**

*A false stumble and a shove place the enemy exactly where you want him.*

**Encounter ♦ Martial, Weapon**

**Standard Action** **Melee weapon**

**Requirement:** You must be wielding a light blade.

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 1[W] + Dexterity modifier damage, and you slide the target 1 square.

**Artful Dodger:** You slide the target a number of squares equal to your Charisma modifier.

**Elven Accuracy** **Elf Racial Power**

*With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.*

**Encounter**

**Free Action** **Personal**

**Effect:** Reroll an attack roll. Use the second roll, even if it's lower.

**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**  
**Requirement:** You must be wielding a crossbow, a light blade, or a sling. **weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier + Charisma modifier damage.

**Trick Strike** **Rogue Attack 1**

*Through a series of feints and lures, you manoeuvre your foe right where you want him.*

**Daily ♦ Martial, Weapon**

**Standard Action** **Melee or Ranged**  
**Requirement:** You must be wielding a crossbow, a light blade, or a sling. **weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, and you slide the target 1 square.

**Effect:** Until the end of the encounter, each time you hit the target you slide it 1 square.

**Starting Inventory** **Dwarf Fighter****Maul (Equipped)**

2-Handed Hammer, deals basic 2d6 damage

**Daggers (5)**

Light Blade, *Off-hand, light thrown* (5/10), deals 1d4 basic damage

**Scale Armour (equipped)**

Heavy Armour, +7 AC bonus, -1 to speed

**Standard adventurer's kit**

Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

10gp

**Sneak Attack** **Class Feature**

Once per round, when you have combat advantage against an enemy and are using a weapon from the light blade, the crossbow, or the sling weapon group, an attack you make against that enemy deals 2d8 extra damage if the attack hits. You decide whether to apply the extra damage after making the damage roll.

**Flanking:** One of the easiest ways to gain combat advantage is to flank an enemy. To do this, you and an ally must be adjacent to the enemy and on opposite sides or corners of an enemy's space.

**Riposte Strike** **Rogue Attack 1**

*With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.*

**At-Will ♦ Martial, Weapon**

**Standard Action** **Melee weapon**

**Requirement:** You must be wielding a light blade.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier damage.

**Torturous Strike** **Rogue Attack 1**

*If you twist the blade in the wound just so, you can make your enemy howl in pain.*

**Encounter ♦ Martial, Weapon**

**Standard Action** **Melee weapon**

**Requirement:** You must be wielding a light blade.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage.

**Brutal Scoundrel:** You gain a bonus to the damage roll equal to your Strength modifier.

**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 as extra damage.

**Piercing Strike** **Rogue Attack 1**

*A distracting flourish causes the enemy to forget the blade at his throat.*

**At-Will ♦ Martial, Weapon**

**Standard Action** **Melee weapon**

**Requirement:** You must be wielding a light blade.

**Target:** One creature

**Attack:** Reflex vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

**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:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier 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.

**Starting Inventory** **Dwarf Cleric****Warhammer (Equipped)**

Hammer, *Versatile*, deals basic 1d10 damage

**Throwing Hammer (Equipped)**

Hammer, *Off-hand, heavy thrown* (5/10), deals basic 1d6 damage

**Chainmail (Equipped)**

Heavy Armour, +6 AC bonus, -1 to speed, -1 to Str, Dex and Con ability checks

**Holy symbol of your deity**

A symbol representing your deity you keep around or on your person

**Standard adventurer's kit**

Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

15gp

**Warlock's Curse** **Class (Fey) Feature**

Once per turn as a minor action, you can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you damage a cursed enemy, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round. A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

**Misty Step:** *You instantly transform into silver mist that streams a short distance and reforms, allowing you to flee or manoeuvre to set up a deadly attack.*

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you can immediately teleport 5 squares as a free action.

**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 as extra damage.

**Eyebite** **Warlock (Fey) Attack 1**

*You glare at your enemy, and your eyes briefly gleam with brilliant colours. Your foe reels under your mental assault, and you vanish from his sight.*

**At-Will** ♦ **Arcane, Charm, Implement, Psychic****Standard Action** **Ranged 10****Target:** One creature**Attack:** Charisma vs. Will

**Hit:** 1d6 + Charisma modifier psychic damage, and you are invisible to the target until the start of your next turn.

**Eldritch Blast** **Warlock (All) Attack 1**

*You fire a bolt of dark, crackling eldritch energy at your foe.*

**At-Will** ♦ **Arcane, Implement****Standard Action** **Ranged 10****Target:** One creature**Attack:** Charisma vs. Reflex**Hit:** 1d10 + Charisma modifier damage.**Special:** This power counts as a ranged basic attack.

When a power allows you to make a ranged basic attack, you can use this power.

**Curse of the Dark Dream** **Warlock (Fey) Attack 1**

*You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.*

**Daily** ♦ **Arcane, Charm, Implement, Psychic****Standard Action** **Ranged 10****Target:** One creature**Attack:** Charisma vs. Will

**Hit:** 3d8 + Charisma modifier psychic damage, and you slide the target 3 squares.

**Sustain Minor:** You slide the target 1 square, whether you hit or miss (save ends).

**Witchfire** **Warlock (Fey) Attack 1**

*From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his very thoughts.*

**Encounter** ♦ **Arcane, Fire, Implement****Standard Action** **Ranged 10****Target:** One creature**Attack:** Charisma vs. Reflex

**Hit:** 2d6 + Charisma modifier fire damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Fey Pact:** The penalty to attack rolls is equal to 2 + your Intelligence modifier.

**Warlock's Curse**      **Class (Infernal) Feature**

Once per turn as a minor action, you can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you damage a cursed enemy, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round. A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

**Dark One's Blessing:** *You instantly gain vitality from a cursed enemy when that enemy falls.*

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you immediately gain temporary hit points equal to your level + 3.

**Second Chance**      **Halfling 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.

**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.*

**At-Will** ♦ **Arcane, Fire, Implement**

**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Constitution vs.

Will

**Hit:** 1d6 + Constitution modifier fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier fire damage.

**Eldritch Blast**      **Warlock (All) Attack 1**

*You fire a bolt of dark, crackling eldritch energy at your foe.*

**At-Will** ♦ **Arcane, Implement**

**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Constitution vs. Reflex

**Hit:** 1d10 + Constitution modifier damage.

**Special:** This power counts as a ranged basic attack.

When a power allows you to make a ranged basic attack, you can use this power.

**Armour of Agathys**      **Warlock (Infernal) Attack 1**

*You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.*

**Daily** ♦ **Arcane, Cold**

**Standard Action**      **Personal**

**Effect:** You gain temporary hit points equal to 10 + your Intelligence modifier. Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Constitution modifier cold damage.

**Vampiric Embrace**      **Warlock (Infernal) Attack 1**

*A ribbon of twisting darkness streams from your hand to your target's heart, feeding on his vital force as you grow stronger.*

**Encounter** ♦ **Arcane, Implement, Necrotic**

**Standard Action**      **Ranged 5**

**Target:** One creature

**Attack:** Constitution vs. Will

**Hit:** 2d8 + Constitution modifier necrotic damage, and you gain 5 temporary hit points.

**Infernal Pact:** You gain temporary hit points equal to 5 + your Intelligence modifier.

**Dragon Breath** Dragonborn Racial Power

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

**Encounter ♦ Fire**

**Minor Action** Close blast 3

**Target:** All Creatures in area

**Attack:** Strength + 2 vs. Reflex

**Hit:** 1d6 + Constitution modifier damage.

**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.

**Furious Smash** Warlord Attack 1

*You slam your shield into your enemy, bash him with your weapon's haft, or drive your shoulder into his gut. Your attack doesn't do much damage – but your anger inspires your ally to match your ferocity.*

**At-Will ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One Creature

**Attack:** Strength vs. Fortitude

**Hit:** Deal damage equal to your Strength modifier, and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

**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:** Strength vs. AC

**Hit:** 2[W] + Strength modifier 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 to AC equals 1 + your Charisma modifier.

**Commander's Strike** Warlord Attack 1

*With a shout, you command an ally to attack.*

**At-Will ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One Creature

**Attack:** An ally of your choice makes a melee basic attack against the target

**Hit:** Ally's basic attack damage + your Intelligence modifier.

**Bastion of Defence** Warlord Attack 1

*Honorable warriors never fall!*

**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier 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 temporary hit points equal to 5 + your Charisma modifier.

**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.

**Warlord's Favour** Warlord Attack 1

*With a calculated blow, you leave your adversary exposed to an imminent attack from one of your closest allies.*

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

**Tactical Presence:** The bonus to attack rolls that you grant equals 1 + your Intelligence modifier.

**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:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage.

**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:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage.

**Effect:** If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

**Starting Inventory** Elf Cleric

**Mace (Equipped)**

Mace, *Versatile*, Deals basic 1d8 damage

**Crossbow**

2 Handed Crossbow, *Load minor*, deals basic 1d8 damage, range (15/30)

**Crossbow Bolts (20)**

Ammunition for hand crossbows and crossbows

**Chainmail (Equipped)**

Heavy Armour, +6 AC bonus, -1 to speed, -1 to Str, Dex and Con ability checks

**Holy symbol of your deity**

A symbol representing your deity you keep around or on your person

**Standard adventurer's kit**

Contains a backpack, bedroll, flint and steel, a belt-pouch, 10 days worth of trail rations, 50ft of rope, 2 sunrods and a waterskin

10gp

**Lead the Attack** Warlord Attack 1

*Under your direction, arrows hit their marks and blades drive home.*

**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.

**Miss:** Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Channel Divinity: Armour of Bahamut	Feat Power
<i>Bahamut protects you or a friend from devastating harm.</i>	
<b>Encounter ♦ Divine</b>	
<b>Immediate Interrupt</b>	<b>Ranged 5</b>
<b>Trigger:</b> An enemy scores a critical hit on you or an ally	
<b>Effect:</b> Turn a critical hit against you or an ally within range into a normal hit.	
<b>Special:</b> You must take the Armour of Bahamut feat to use this power.	

Channel Divinity: Avandra's Rescue	Feat Power
<i>Avandra smiles upon you and helps you rescue a friend in need.</i>	
<b>Encounter ♦ Divine</b>	
<b>Move Action</b>	<b>Melee 1</b>
<b>Target:</b> One ally	
<b>Effect:</b> Shift into the space of an adjacent ally; that ally simultaneously shifts into your space. Your space and your ally's space must be the same size.	
<b>Special:</b> You must take the Avandra's Rescue feat to use this power.	

Channel Divinity: Corellon's Grace	Feat Power
<i>Corellon's grace allows you to move when others take action.</i>	
<b>Encounter ♦ Divine</b>	
<b>Immediate Interrupt</b>	<b>Ranged 10</b>
<b>Trigger:</b> Another creature within range spends an action point to take an extra action	
<b>Effect:</b> You take a move action.	
<b>Special:</b> You must take the Corellon's Grace feat to use this power.	

Channel Divinity: Pelor's Radiance	Feat Power
<i>When undead creatures abound, Pelor's radiance shines to aid the faithful.</i>	
<b>Encounter ♦ Divine, Implement, Radiant</b>	
<b>Standard Action</b>	<b>Close burst 1</b>
<b>Target:</b> Each undead creature in burst	
<b>Attack:</b> Wisdom vs. Will	
<b>Hit:</b> 1d12 + Wisdom modifier radiant damage, and the target is stunned until the end of your next turn.	
<b>Special:</b> You must take the Pelor's Radiance feat to use this power.	

Channel Divinity: Harmony of Erathis	Feat Power
<i>Erathis brings harmony of purpose to like-minded allies.</i>	
<b>Encounter ♦ Divine</b>	
<b>Minor Action</b>	<b>Ranged 10</b>
<b>Target:</b> One ally	
<b>Effect:</b> If you have at least three allies within range, grant one of those allies a +2 power bonus to the first attack roll he or she makes before the start of your next turn.	
<b>Special:</b> You must take the Harmony of Erathis feat to use this power.	

Channel Divinity: Kord's Favour	Feat Power
<i>Kord favours a strong hit in combat with healing.</i>	
<b>Encounter ♦ Divine, Healing</b>	
<b>Free Action</b>	<b>Ranged 5</b>
<b>Trigger:</b> You or an ally within range scores a critical hit with a melee attack	
<b>Effect:</b> You or the ally can spend a healing surge.	
<b>Special:</b> You must take the Kord's Favor feat to use this power.	

Channel Divinity: Ioun's Poise	Feat Power
<i>Ioun grants strength of will to those she favours.</i>	
<b>Encounter ♦ Divine</b>	
<b>Minor Action</b>	<b>Ranged 5</b>
<b>Target:</b> You or one ally	
<b>Effect:</b> The target gains a +5 power bonus to Will defence until the start of your next turn.	
<b>Special:</b> You must take the Ioun's Poise feat to use this power.	

Channel Divinity: Melora's Tide	Feat Power
<i>Melora sends a tide of healing energy to aid you or a bloodied friend.</i>	
<b>Encounter ♦ Divine, Healing</b>	
<b>Minor Action</b>	<b>Ranged 5</b>
<b>Target:</b> You or one ally; bloodied target only	
<b>Effect:</b> The target gains regeneration 2 until the end of the encounter or until he or she is no longer bloodied.	
<b>Special:</b> You must take the Melora's Tide feat to use this power.	

Channel Divinity: Divine Mettle	Paladin Feature
<i>Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.</i>	
<b>Encounter</b> ◆ <b>Divine</b>	
<b>Minor Action</b>	<b>Close burst 10</b>
<b>Target:</b> One Creature in burst	
<b>Effect:</b> The target makes a saving throw with a bonus equal to your Charisma modifier.	

Channel Divinity: Divine Mettle	Paladin Feature
<i>Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.</i>	
<b>Encounter</b> ◆ <b>Divine</b>	
<b>Minor Action</b>	<b>Close burst 10</b>
<b>Target:</b> One Creature in burst	
<b>Effect:</b> The target makes a saving throw with a bonus equal to your Charisma modifier.	

Channel Divinity: Divine Strength	Paladin Feature
<i>You petition your deity for the divine strength to lay low your enemies.</i>	
<b>Encounter</b> ◆ <b>Divine</b>	
<b>Minor Action</b>	<b>Personal</b>
<b>Effect:</b> Apply your Strength modifier as extra damage on your next attack this turn.	

Channel Divinity: Divine Strength	Paladin Feature
<i>You petition your deity for the divine strength to lay low your enemies.</i>	
<b>Encounter</b> ◆ <b>Divine</b>	
<b>Minor Action</b>	<b>Personal</b>
<b>Effect:</b> Apply your Strength modifier as extra damage on your next attack this turn.	

Divine Challenge	Paladin Feature
<i>You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.</i>	
<b>At-Will</b> ◆ <b>Divine, Radiant</b>	
<b>Minor Action</b>	<b>Close burst 5</b>
<b>Target:</b> One Creature in burst	
<b>Effect:</b> 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 radiant damage equal to 3 + your Charisma modifier 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.	
<b>Special:</b> 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.	

Divine Challenge	Paladin Feature
<i>You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.</i>	
<b>At-Will</b> ◆ <b>Divine, Radiant</b>	
<b>Minor Action</b>	<b>Close burst 5</b>
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<b>Effect:</b> 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.	
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**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.

**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, Conjunction**

**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.

**Channel Divinity: Moradin's Resolve** Feat Power

*Moradin's blessing puts the small on more equal footing with the large.*

**Encounter ♦ Divine**

**Minor Action** Personal

**Effect:** Until the end of your next turn, you gain a +2 bonus to attack rolls against Large or larger creatures.

**Special:** You must take the Moradin's Resolve feat to use this power.

**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.

**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 prestidigitatation effects active at one time.

**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.

**Mage Hand** Wizard Cantrip

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**At-Will** ♦ Arcane, Conjunction

**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.

**Channel Divinity: Raven Queen's 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 Raven Queen's Blessing feat to use this power.

**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.

**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 prestidigitatation effects active at one time.