

WORLDWIDE

# DUNGEONS & DRAGONS

GAME DAY

## Ander

MALE HALFLING ROGUE (THIEF) / LEVEL 2 / UNALIGNED

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

ABILITY SCORES MOD

STR	12	+2
CON	18	+5
DEX	18	+5
INT	10	+1
WIS	8	+0
CHA	12	+2

DEFENSES

AC	18
FORT	15
REF	17
WILL	12

INITIATIVE

SPEED	+5
(in squares)	6
VISION	normal

LANGUAGES  
Common and Elven

SENSSES  
Passive Insight 10, Passive Perception 15

TRAINED SKILLS

ACROBATICS	+12
ATHLETICS	+7
BLUFF	+7
PERCEPTION	+5
STEALTH	+10
STREETWISE	+7
THIEVERY	+12

HIT POINTS  
(Bloodied 17) 35

ACTION POINT SECOND WIND

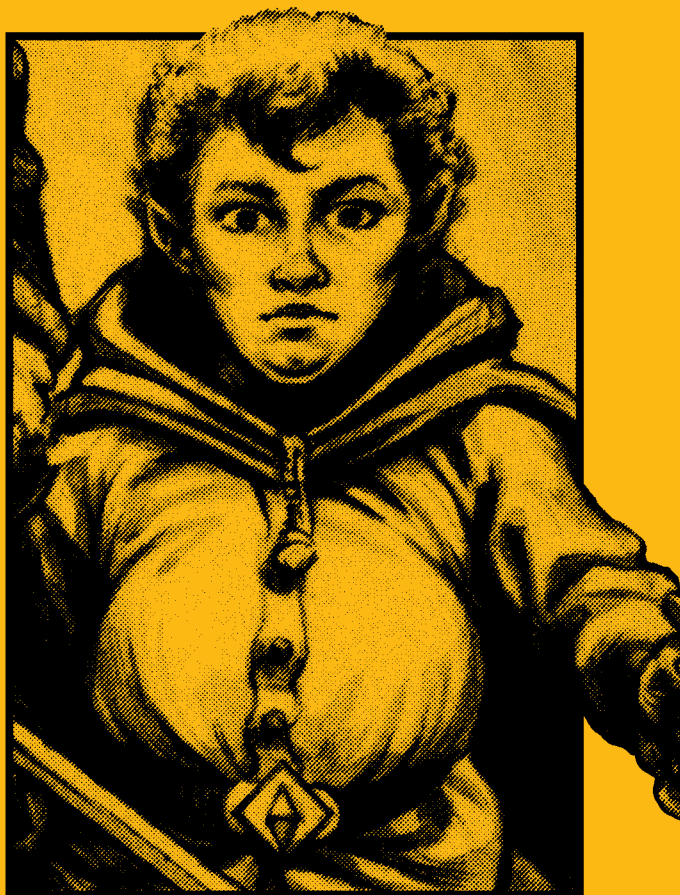
HEALING SURGES value 8

EQUIPMENT

5 daggers  
+1 leather armor

thieves' tools  
adventurer's kit

OTHER EQUIPMENT



## Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires dagger; +10 vs. AC; 1d4 + 6 damage.

## Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires dagger; Ranged 5/10; +10 vs. AC; 1d4 + 6 damage.

## Acrobat's Trick

Move / Personal / At-Will

You can move your speed -2, and can move along vertical surfaces without penalty as part of this move. If you end your move on a vertical surface you fall. You gain a +2 power bonus to your next damage roll this turn.

## Unbalancing Trick

Move / Personal / At-Will

You can shift up to 2 squares. The next time you hit an enemy with a melee basic attack this turn, you knock it prone.

## Tumble

Move / Personal / Encounter

Shift up to 6 squares.

## Backstab

Free / Personal / Encounter

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

## Second Chance

Immediate Interrupt / Personal / Encounter

**Trigger:** You are hit by an attack. **Effect:** The attacker rerolls the attack.

## OTHER ABILITIES\*

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

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

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

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

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

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



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## Brannus

MALE HUMAN FIGHTER (SLAYER) / LEVEL 2 / UNALIGNED

“What does it pay?”

ABILITY SCORES MOD

STR 18 +5

CON 12 +2

DEX 16 +4

INT 10 +1

WIS 8 +0

CHA 12 +2

DEFENSES

AC 18

FORT 18

REF 15

WILL 13

INITIATIVE

+8

SPEED  
(in squares)

5

VISION  
normal

LANGUAGES

Common and Dwarven

SENSES

Passive Insight 10, Passive Perception 10

TRAINED SKILLS

ATHLETICS +10

ENDURANCE +7

INTIMIDATE +7

STREETWISE +7

HIT POINTS

(Bloodied 16)

33

ACTION POINT

SECOND WIND

HEALING SURGES

value 8

EQUIPMENT

+1 vicious greatsword

3 javelins

scale armor

adventurer's kit

OTHER EQUIPMENT



## Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires greatsword; +11 vs. AC; 1d10 + 9 damage.

## Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires javelin; Ranged 10/20; +8 vs. AC; 1d6 + 7 damage.

## Battle Fury

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +2 power bonus to the damage rolls of melee weapon powers.

## Poised Assault

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +1 power bonus to the attack rolls of melee weapon powers.

## Power Strike

Free / Personal / Encounter



Requires greatsword. **Trigger:** You hit with a melee weapon attack power. **Effect:** The triggering attack power deals 1d10 extra damage.

## Singled Out

Minor / Ranged 5 / Encounter



**Effect:** The target grants combat advantage to you until the end of your next turn.

## Heroic Effort

No Action / Personal / Encounter



**Trigger:** You miss with an attack of fail a saving throw. **Effect:** You gain a +4 racial bonus to the attack roll or saving throw.

## +1 Vicious Greatsword

+1d12 Critical

## OTHER ABILITIES\*

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

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



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## Harbek of Forgekeep

MALE DWARF FIGHTER (SLAYER) / LEVEL 2 / GOOD

*"The dwarves of Forgekeep never fall!"*

ABILITY SCORES MOD

STR 18 +5

CON 18 +5

DEX 12 +2

INT 10 +1

WIS 12 +2

CHA 8 +0

DEFENSES

AC 19

FORT 17

REF 12

WILL 12

INITIATIVE

+2

SPEED  
(in squares)

5

VISION

low-light

LANGUAGES

SENSES

Common and Dwarven  
Passive Insight 12, Passive Perception 12

TRAINED SKILLS

ATHLETICS +8

ENDURANCE +10

INTIMIDATE +5

HIT POINTS  
(Bloodied 22) 44

ACTION POINT

SECOND WIND

HEALING SURGES  
value 11

EQUIPMENT

+1 defensive greataxe

3 throwing hammers

plate armor

adventurer's kit

OTHER EQUIPMENT



## Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires greataxe; +8 vs. AC; 1d12 + 6 damage.

## Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires throwing hammer; Ranged 5/10; +8 vs. AC; 1d6 + 5 damage.

## Battle Fury

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +2 power bonus to the damage rolls of melee weapon powers.

## Poised Assault

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +1 power bonus to the attack rolls of melee weapon powers.

## Power Strike

Free / Personal / Encounter

Requires greataxe. **Trigger:** You hit with a melee weapon attack power.  
**Effect:** The triggering attack power deals 1d12 extra damage.

## Minor Resurgence

Minor / Personal / Encounter

**Requirement:** You must be bloodied. **Effect:** You gain 5 temporary hit points.

## +1 Defensive Great Axe

+1d6 Critical

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

## OTHER ABILITIES\*

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

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

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

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



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## Korzon

MALE HUMAN CLERIC (WARPRIEST) / LEVEL 2 / GOOD

*"Evil covers before the oncoming storm of the righteous."*

ABILITY SCORES MOD

STR 12 +2

CON 16 +4

DEX 12 +2

INT 8 -0

WIS 18 +5

CHA 10 +1

DEFENSES

AC 20

FORT 16

REF 15

WILL 17

INITIATIVE

+2

SPEED  
(in squares)

5

VISION  
normal

LANGUAGES

Common and Dwarven

TRAINED SKILLS

DIPLOMACY +6

HEAL +10

HISTORY +5

INSIGHT +10

RELIGION +5

HIT POINTS  
(Bloodied 16) 33

ACTION  
POINT

SECOND  
WIND

HEALING  
SURGES value  
8

EQUIPMENT

bastard sword  
+1 chainmail

heavy shield  
holy symbol

adventurer's kit

OTHER EQUIPMENT



## Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires bastard sword; +6 vs. AC; 1d10 + 1 damage.

## Blessing of Wrath

Standard / Melee Weapon / At-Will

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

## Storm Hammer

Standard / Melee Weapon / At-Will

+9 vs. Will; 1d10 + 4 lightning and thunder damage. **Special:** When charging, you can use this power in place of a melee basic attack.

## Smite Undead

Standard / Melee Weapon / Encounter

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

## Storm Surge

Minor / Close Burst 2 / Encounter

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

## Healing Word

Minor / Close Burst 5 / Encounter

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

## Echoes of Thunder

Standard / Melee Weapon / Encounter

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

## Heroic Effort

No Action / Personal / Encounter

**Trigger:** You miss with an attack or fail a saving throw. **Effect:** You gain a +4 racial bonus to the attack roll or saving throw.

## Create Water

Minor / Melee Touch / Encounter

Cause one empty cup, wineskin, or similar container to fill with up to 1 gallon of fresh water.

## Lesser Aspect of Wrath

Standard / Melee Weapon / Daily

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

## Resurgent Strength

Minor / Close Burst 3 / Daily

You or one ally in burst. The target can spend a healing surge. In addition, the target gains a +4 power bonus to damage rolls until the end of your next turn.

## OTHER ABILITIES\*

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

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

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



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## Lucan

MALE ELF WIZARD (MAGE) / LEVEL 2 / GOOD

*"A simple twist of magic and the battle is won before it begins."*

ABILITY SCORES MOD

STR 8 +0

CON 12 +2

DEX 14 +3

INT 18 +5

WIS 16 +4

CHA 10 +0

DEFENSES

AC 17

FORT 13

REF 16

WILL 17

INITIATIVE

+7

SPEED  
(in squares)

7

VISION  
low-light

LANGUAGES  
Common and Elven

SENSES

Passive Insight 14, Passive Perception 16

TRAINED SKILLS

ARCANA +10

HISTORY +10

NATURE +11

RELIGION +10

HIT POINTS  
(Bloodied 13) 26

ACTION  
POINT

SECOND  
WIND

HEALING  
SURGES value 6

EQUIPMENT

dagger

wand

adventurer's kit

leather armor

+1 amulet of protection

OTHER EQUIPMENT



## Melee Basic Attack

Standard / Melee Weapon / At-Will

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

## Magic Missile

Standard / Ranged 20 / At-Will

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

## Beguiling Strands

Standard / Close Blast 5 / At-Will

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

## Ghost Sound

Standard / Ranged 10 / At-Will

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

## Light

Minor / Ranged 5 / At-Will

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

## Suggestion

Standard / Personal / At-Will

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

## OTHER ABILITIES\*

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

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

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

## Illusory Obstacles

Standard / Area Burst 1 within 10 / Encounter

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

## Shield

Immediate Interrupt / Personal / Encounter

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

## Elven Accuracy

Free / Personal / Encounter

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

## Fountain of Flame

Standard / Area Burst 1 within 10 / Daily

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



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# DUNGEONS & DRAGONS

GAME DAY

## Thia

FEMALE ELF ROGUE (THIEF) / LEVEL 2 / UNALIGNED

*"I take what I need."*

ABILITY SCORES MOD

STR 16 +4

CON 12 +2

DEX 18 +5

INT 8 +0

WIS 14 +3

CHA 10 +1

DEFENSES

AC 18

FORT 14

REF 17

WILL 13

INITIATIVE

+9

SPEED  
(in squares)

7

VISION  
low-light

LANGUAGES  
Common and Elven

SENSES  
Passive Insight 13, Passive Perception 20

TRAINED SKILLS

ACROBATICS +10

ATHLETICS +9

BLUFF +6

INTIMIDATE +6

PERCEPTION +10

STEALTH +10

THIEVERY +10

HIT POINTS  
(Bloodied 14) 29

ACTION POINT

SECOND WIND

HEALING SURGES  
value 7

EQUIPMENT

short sword  
short bow

+1 leather armor  
thieves' tools

adventurer's kit

OTHER EQUIPMENT



## Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires short sword; +10 vs. AC; 1d6 + 6 damage.

## Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires short bow; Ranged 15/30; +9 vs. AC; 1d8 + 6 damage.

## Tumbling Trick

Move / Personal / At-Will

You can shift 3 squares. The next time you hit an enemy with a melee basic attack this turn, you deal 3 extra damage, to an adjacent enemy.

## Sneak's Trick

Move / Personal / At-Will

You can move your speed -2. At the end of this move, you can make a Stealth check to hide if you have cover or concealment.

## Agile Footwork

Immediate Reaction / Personal / Encounter

**Trigger:** An enemy ends its turn adjacent to you. **Effect:** You shift 3 squares.

## Backstab

Free / Personal / Encounter

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

## Elven Accuracy

Free / Personal / Encounter

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

## OTHER ABILITIES\*

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

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

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

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

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

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

