

DUNGEONS & DRAGONS ENCOUNTERS

MERRIC

MALE HALFLING ROGUE (THIEF) / LEVEL 1 / GOOD

"Armor and death have something in common. They are both for the slow."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 11	+0	AC 16	+8	ACROBATICS +11
CON 14	+2	FORT 12	SPEED (in squares) 6	ATHLETICS +5
DEX 18	+4	REF 16	VISION normal	BLUFF +8
INT 10	+0	WILL 13	LANGUAGES Common, Elven	PERCEPTION +5
WIS 10	+0		SENSES Passive Insight 10, Passive Perception 15	STEALTH +9
CHA 16	+3			THIEVERY +11

HIT POINTS (Bloodied 13) 26

HEALING SURGES value 6

EQUIPMENT

6 daggers
leather armor
thieves' tools

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Dagger: Target one creature; +7 vs. AC; 1d4 + 6 damage.

Ranged Basic Attack

Standard / Ranged 5/10 / At-Will

Dagger: Target one creature; +7 vs. AC; 1d4 + 6 damage.

Tactical Trick

Move / Personal / At-Will

You move up to your speed, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your turn, you have combat advantage against enemies that have at least one of your allies adjacent to them.

Unbalancing Trick

Move / Personal / At-Will

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

Backstab

Free / Personal / Encounter

Trigger: You make an attack roll against an enemy within 5 squares of you using a basic attack with a weapon. The enemy must be granting combat advantage to you. **Effect:** You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.

Second Chance

Immediate Interrupt / Personal / Encounter

Trigger: You are hit by an attack. **Effect:** The attacker must reroll the attack and use the second roll, even if it is lower.

OTHER ABILITIES*

Bold:

+5 racial bonus to saving throws against fear.

Nimble Reaction:

+2 racial bonus to AC against opportunity attacks.

First Strike:

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

Sneak Attack:

When you make an attack with a light blade, a crossbow, a sling, or a shortbow and hit an enemy granting combat advantage to you, that enemy takes 2d6 extra damage. An enemy can take this extra damage from you only once per turn.

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

DUNGEONS & DRAGONS

ENCOUNTERS

QUINN

MALE HUMAN FIGHTER (KNIGHT) / LEVEL 1 / GOOD

"Those I protect will never be harmed by your evil!"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 18	+4	AC 20	+6	ATHLETICS +7
CON 14	+2	FORT 17	SPEED (in squares) 5	DIPLOMACY +6
DEX 14	+2	REF 15	VISION normal	ENDURANCE +5
INT 9	-1	WILL 12	LANGUAGES Common, Dwarven	INTIMIDATE +6
WIS 10	+0		SENSSES Passive Insight 10, Passive Perception 10	
CHA 12	+1			

HIT POINTS (Bloodied 17) 34

ACTION POINT

SECOND WIND

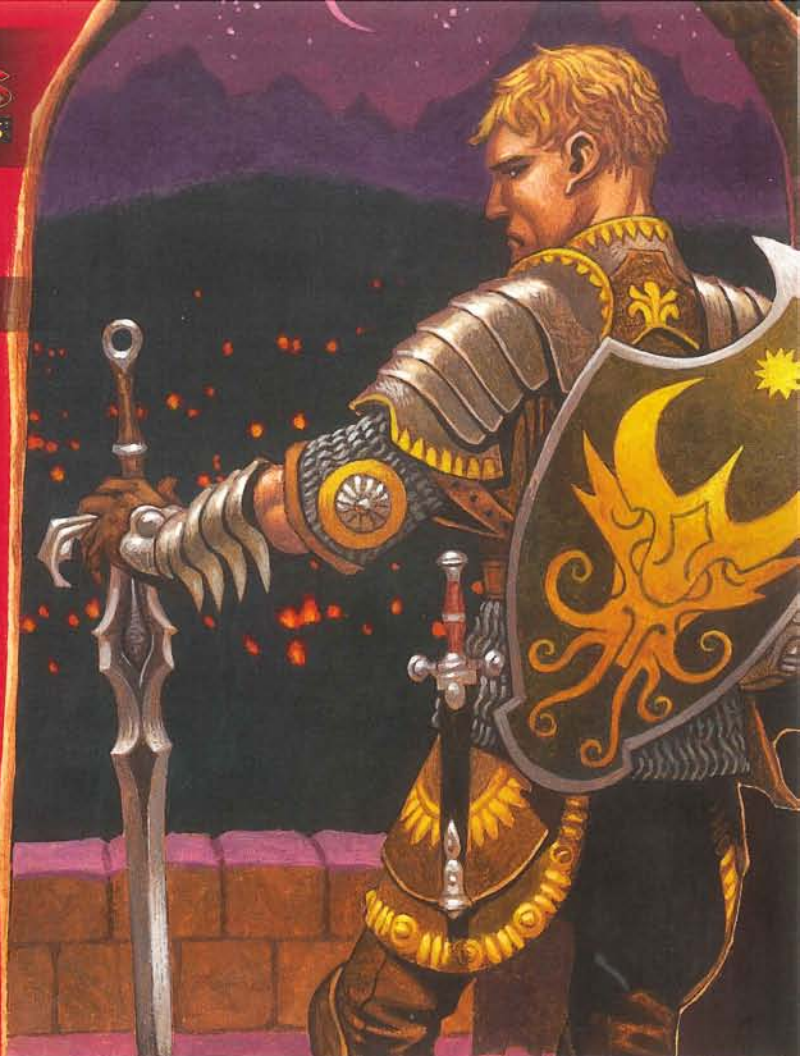
HEALING SURGES value 8

EQUIPMENT

longsword
plate armor
heavy shield

adventurer's kit
10 gold pieces

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Longsword: Target one creature; +8 vs. AC; 1d8 + 4 damage.

Defender Aura

Minor / Personal / At-Will

You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that doesn't include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Battle Guardian

Opportunity / Personal / At-Will

Trigger: An enemy subject to your *defender aura* shifts or makes an attack that targets an ally of yours but not you or an ally who has an active *defender aura*.
Effect: You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes 4 damage.

Defend the Line

Minor / Personal / At-Will

You assume the defend the line stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, that enemy is slowed until the end of your next turn.

Hammer Hands

Minor / Personal / At-Will

You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.

Power Strike

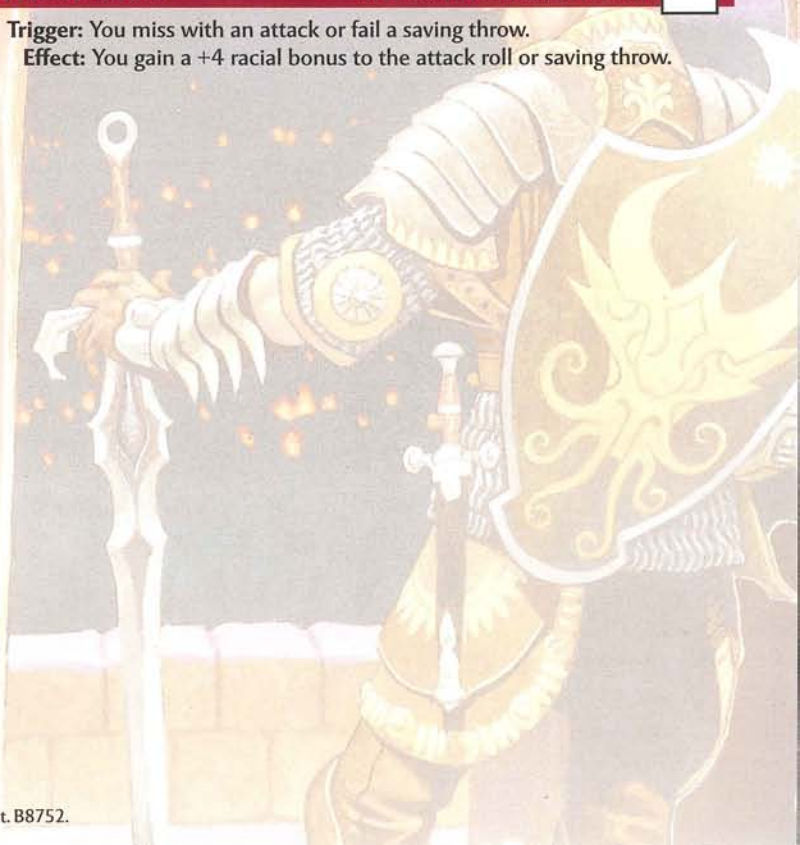
Free / Personal / Encounter

Trigger: You hit an enemy with a melee basic attack using a weapon.
Effect: The enemy takes 1d8 extra damage from the triggering attack.

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.



DUNGEONS & DRAGONS

ENCOUNTERS

SOLA

FEMALE ELF CLERIC (SUN WARPRIEST) / LEVEL 1 / GOOD

"Light's blessings upon you!"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 10	+0	AC 18	+1	DIPLOMACY +7
CON 14	+2	FORT 13	SPEED (In squares) 6	HEAL +9
DEX 13	+1	REF 13	VISION low-light	INSIGHT +9
INT 10	+0	WILL 15	LANGUAGES Common, Elven	NATURE +6
WIS 18	+4		SENSES	PERCEPTION +6
CHA 14	+2		Passive Insight 19, Passive Perception 16	RELIGION +5

HIT POINTS (Bloodied 13) 26 ACTION POINT SECOND WIND

HEALING SURGES value 6

EQUIPMENT
 mace heavy shield 5 gold pieces
 3 javelins holy symbol
 chainmail adventurer's kit

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Mace: Target one creature; +3 vs. AC; 1d8 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Javelin: Target one creature; range 10/20; +3 vs. AC; 1d6 + 1 damage.

Blessing of Battle

Standard / Melee Weapon / At-Will

Mace: Target one creature; +7 vs. AC; 1d8 + 4 radiant damage. **Effect:** You or one ally within 5 squares of you gains resist 2 to all damage until the end of your next turn.

Brand of the Sun

Standard / Melee Weapon / At-Will

Mace: Target one creature; +7 vs. AC; 1d8 + 4 damage. **Effect:** You or one ally within 5 squares of you can make a saving throw.

Sun's Glow

Minor / Melee 1 / At-Will

Target one object or unoccupied square. **Effect:** The target sheds bright light that fills its space and squares within 4 squares of it. The light lasts for 1 hour, until you use the power again, or until you end this effect as a free action.

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.

Sun Domain:

+2 bonus to death saving throws. While within 5 squares of you, your allies also gain this bonus.

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

Elven Accuracy

Free / Personal / Encounter

Trigger: You make an attack roll and dislike the result. **Effect:** Reroll the attack roll. Use the second roll, even if it's lower.

Healing Word

Minor / Close Burst 5 / Encounter

You or one ally in the burst can spend a healing surge and regain 1d6 additional hit points. In addition you or one ally in the burst regains 2 hit points. **Special:** You can use this power twice per encounter, but only once per round.

Smite Undead

Standard / Melee Weapon / Encounter

Mace: Target one undead creature; +7 vs. Will; 2d8 + 4 radiant damage, and you push the target up to 6 squares. The target is immobilized until the end of your next turn. **Channel Divinity:** You can use only one channel divinity power per encounter.

Soothing Light

Minor / Close Burst 2 / Encounter

Target you or one ally in burst. **Effect:** The target makes a saving throw with a +2 power bonus. **Channel Divinity:** You can use only one channel divinity power per encounter.

Sun Burst

Standard / Melee Weapon / Encounter

Mace: Target one creature; +7 vs. AC; 1d8 + 4 radiant damage. **Effect:** You and each ally within 5 squares of you gain 5 temporary hit points and can make a saving throw.

Nimbus of Holy Shielding

Standard / Close Burst 1 / Daily

Mace: Target each enemy in burst; +7 vs. Will; 1d8 + 4 radiant damage. **Effect:** Each ally within 2 squares of you gains a +2 power bonus to all defenses. The bonus lasts until the end of the encounter.

DUNGEONS & DRAGONS

ENCOUNTERS

HAGEN

MALE HUMAN CLERIC (STORM WARPRIEST) / LEVEL 1 / GOOD

"Kord favors the strong. Kord favors me!"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 12	+1	AC 18	+0	DIPLOMACY +5
CON 16	+3	FORT 15	SPEED (in squares) 5	HEAL +9
DEX 11	+0	REF 13	VISION normal	HISTORY +4
INT 8	-1	WILL 16	LANGUAGES Common, Dwarven	INSIGHT +9
WIS 18	+4		SENSES Passive Insight 19, Passive Perception 14	RELIGION +4
CHA 11	+0			

HIT POINTS (Bloodied 14) 28

ACTION POINT

SECOND WIND

HEALING SURGES

value 7

EQUIPMENT

mace heavy shield 8 gold pieces
3 javelins holy symbol
chainmail adventurer's kit

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Mace: Target one creature; +4 vs. AC; 1d8 + 2 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Javelin: Target one creature; range 10/20; +3 vs. AC; 1d6 + 1 damage.

Blessing of Wrath

Standard / Melee Weapon / At-Will

Mace: Target one creature; +7 vs. AC; 1d8 + 5 damage. **Effect:** You or one ally within 5 squares of you gains a +3 power bonus to his or her next damage roll against the target before the end of your next turn.

Storm Hammer

Standard / Melee Weapon / At-Will

Mace: Target one creature; +7 vs. Fort; 1d8 + 5 lightning and thunder damage. **Special:** When charging, you can use this power in place of a melee basic attack.

Healing Word

Minor / Close Burst 5 / Encounter

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

Smite Undead

Standard / Melee Weapon / Encounter

Mace: Target one creature; +7 vs. Will; 2d8 + 5 radiant damage, and you push the target up to 7 squares. The target is immobilized until the end of your next turn. **Channel Divinity:** You can use only one Channel Divinity power per encounter.

Storm Surge

Minor / Close Burst 2 / Encounter

You or one ally in the burst deals 4 extra lightning damage with his or her next damage roll with a melee weapon attack. **Channel Divinity:** You can use only one Channel Divinity power per encounter.

Create Water

Minor / Melee 1 / Encounter

You cause an empty container, up to 1 gallon, to fill with fresh potable water.

Thundering Steel

Standard / Melee Weapon / Encounter

Mace: Target one creature; +7 vs. AC; 2d8 + 5 thunder damage.

Effect: The next time you or an ally hits the target before the start of your next turn, the target takes 3 extra 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.

Lesser Aspect of Wrath

Standard / Melee Weapon / Daily

Mace: Target one creature; +7 vs. Will; 1d8 + 5 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 takes 3 radiant damage.

OTHER ABILITIES*

Cleric of the Storm:

You gain resist 5 lightning and resist 5 thunder.

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

DUNGEONS & DRAGONS

ENCOUNTERS

ELDETH

FEMALE DWARF FIGHTER (SLAYER) / LEVEL 1 / GOOD

"RETURN THEM TO THE EARTH!"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 18	+4	AC 17	+3	ATHLETICS +9
CON 14	+2	FORT 16	SPEED (in squares) 5	DUNGEONEERING +3
DEX 16	+3	REF 13	VISION low-light	ENDURANCE +9
INT 10	+0	WILL 11	LANGUAGES Common, Dwarven	INTIMIDATE +4
WIS 12	+1		SENSES Passive Insight 11, Passive Perception 11	
CHA 8	-1			

HIT POINTS (Bloodied 14) 29

ACTION POINT

SECOND WIND

HEALING SURGES

value 7

EQUIPMENT

greataxe
2 javelins
scale armor

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Greataxe: Target one creature; +7 vs. AC; 1d12 + 7 damage (1d12 extra damage on a critical hit).

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Javelin: Target one creature; range 10/20; +7 vs. AC; 1d6 + 7 damage.

Poised Assault

Minor / Personal / At-Will

You assume the poised assault stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon.

Berserker's Charge

Minor / Personal / At-Will

You assume the berserker's charge stance. Until the stance ends, you gain a +2 power bonus to your speed when charging and a +2 power bonus to the attack rolls of your charge attacks.

Power Strike

Free / Personal / Encounter

Trigger: You hit an enemy with a melee basic attack using a weapon.

Effect: The enemy takes 1d12 extra damage from the triggering attack.

OTHER ABILITIES*

Cast-Iron Stomach:

You have a +5 racial bonus to saving throws against poison.

Disciple of Stone:

When you spend a healing surge, you gain 5 temporary hit points.

Stand Your Ground:

When an effect forces you to move though a push, a pull, or a slide, you can move 1 less square. If an attack would knock you prone, you can make a saving throw to avoid falling prone.

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

DUNGEONS & DRAGONS ENCOUNTERS

BERRIAN

MALE ELADRIN WIZARD (MAGE) / LEVEL 1 / UNALIGNED

"Sticks and knives against my spells? How amusing!"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 8	-1	AC 15	+0	ARCANA +12
CON 10	+0	FORT 10	SPEED (in squares) 6	DUNGEONEERING +5
DEX 10	+0	REF 15	VISION low-light	HISTORY +12
INT 20	+5	WILL 16	LANGUAGES Common, Elven	NATURE +5
WIS 11	+0		SENSSES Passive Insight 10, Passive Perception 10	RELIGION +10
CHA 16	+3			

HIT POINTS (Bloodied 10) 20

ACTION POINT

SECOND WIND

HEALING SURGES

value 5

EQUIPMENT

staff
cloth armor
adventurer's kit
spellbook
19 gold pieces

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Staff: Target one creature; +2 vs. AC; 1d8 - 1 damage.

Magic Missile

Standard / Ranged 20 / At-Will

Target one creature. **Effect:** 7 force damage. **Special:** You can use this power as a ranged basic attack.

Light

Minor / Ranged 5 / At-Will

Target one object or unoccupied square. **Effect:** The target 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.

Ghost Sound

Standard / Ranged 10 / At-Will

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. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Beguiling Strands

Standard / Close Blast 5 / At-Will

Target each enemy in blast; +6 vs. Will; 5 psychic damage, and you push the target up to 3 squares.

Arc Lightning

Standard / Ranged 20 / At-Will

Target one or two creatures; +6 vs. Reflex; 1d6 + 5 lightning damage.

Suggestion

Free / Personal / Encounter

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

Fey Step

Move / Personal / Encounter

Effect: You teleport up to 5 squares.

Charm of Misplaced Wrath

Standard / Ranged 10 / Encounter

Target one enemy; +6 vs. Will; you slide the target up to 3 squares. The target is then dazed until the end of your next turn. **Effect:** The target makes a basic attack against a creature of your choice as a free action. This attack gains a +2 power bonus to the damage roll.

Fountain of Flame

Standard / Area burst 1 within 10 squares / Daily

Target each enemy in burst; +6 vs. Reflex; 3d8 + 5 fire damage. **Miss:** Half damage. **Effect:** The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

OTHER ABILITIES*

Eladrin Will:

You gain a +5 racial bonus to saving throws against charm effects.

Staff Expertise:

You do not provoke opportunity attacks from enemies for using a ranged or an area power while wielding a staff.

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