

Gir, the Sacred Clown

Gir's people, the Massifi, live in the mountain spine of the Outlaw Kingdoms. Answering to no master, they fiercely protect their independence and the ancient privilege that allows the Massifi to travel the Kingdoms unaccosted and untaxed. Gir was inducted into the sacred clowning tradition as a young child, but has left his clan so he can return once he understands more of the outside world.

Ancestry: Otherworldly Mountainfolk

Class and Kit: Jester who Dabbles in Guarding (Level 1)

Abilities: Str 16 (+3), Con 12 (+1), Dex 16 (+3), Int 8 (-1), Wis 11 (+0), Cha 16 (+3)

HP: 22 (Staggered 11), **Recoveries:** 7

Defenses: AC 15, Fort 13, Ref 13, Will 15; **Speed:** 6

Initiative: +3; **Skills:** Bluff +8, Thievery +8, Religion +5, Perception +5, Diplomacy +8, Dungeoneering +1, Stealth +5

Basic melee attack: Greatclub +5 (1d10+3)

Basic ranged attack: Light crossbow +5 (1d6+3)

Equipment: Leather armor, greatclub (+2, 1d10), light crossbow (+2, 1d6), dungeoneer's pack, martial focus, 15gp

Features:

- **Nimbleness:** +2 ancestry bonus to AC against attacks of opportunity.
- **Highblood Teleport:** You have the *highblood teleport* power.
- **Relentless Endurance (1/encounter):** When you are staggered, gain temporary HP equal to your level.
- **Protective:** Once per encounter, you get a +1 bonus on an attack roll. All targets of the attack (whether you hit them or not) are marked until the end of your next turn.
- **Double Your Efforts:** Once per round, you can use a swift action and spend a recovery. You gain no hit points; instead, you gain a standard action you must use before the end of your next turn.
- **Wrong Place - Wrong Time:** You gain the *wrong place-wrong time* power. As a free action, you can discard any unused encounter attack power and gain a use of *wrong place-wrong time*. You can only use *wrong place-wrong time* once per turn.
- **Character Actor:** At the end of each long rest, select a 1st-level at-will attack power from any discipline. You have access to that power until your next long rest.
- **Clown:** Any targets you have marked suffer an additional -2 penalty to attack rolls for any attack that does not include you.

Powers

Key Ability: Cha, **Secondary:** Dex

Biting Taunt

At-Will Move Action

Attack 1 ● Martial, Psyche

Ranged 10, one creature

Attack: +5 vs Will

Hit: You mark the target until the start of your next turn. While the target is marked, you gain a +2 power bonus to all defenses against its attacks, it is weakened for all attacks that do not include you, and if you score a critical hit against it, it is dazed until the start of your next turn.

Special: You can use this power as a basic attack.

Maintain: Swift: The target remains marked until the start of your next turn. You cannot sustain if you or the target ends its turn out of range.

Failure to Communicate

At-Will Standard Action

Attack 1 ● Martial, Weapon Self

Effect: Make a basic attack. After the attack, you can shift a square.

Special: If your target misses you with an attack before the start of your next turn, you can make a basic attack against it as an immediate (react) action.

Exploit Weakness

Encounter Standard Action

Attack 1 ● Martial, Psyche, Consistent

Near burst 10, one creature you can see

Attack: +5 vs Will

Hit: The target is immobile until the end of your next turn. If the target takes any damage from you or your allies, it immediately recovers from this effect.

Effect: You can use this power again with

an action point (replacing the action). You cannot target the same creature.

Wrong Place-Wrong Time

Encounter Move Action

Jester Utility Feature ● Martial Self

Effect: Shift your speed and gain a +5 power bonus to AC and Reflex defense until the start of your next turn.

Highblood Teleport

Encounter Move Action

Ancestry Utility ● Teleport Self

Effect: Teleport up to 5.

Forked Tongue

Daily Standard Action

Attack 1 ● Martial, Psyche, Consistent

Near burst 5, one creature you can see

Requirements: You, the target, and the target's allies have not been damaged this encounter.

Attack: +5 vs Will

Hit: Until the end of your next turn, your allies have concealment against the target and you gain a +3 power bonus to all Diplomacy and Bluff checks against it. If the target takes any damage while this power is in effect, it is stunned until the end of your next turn.

Maintain: Standard: The effect persists until the end of your next turn, until the target takes damage or until you take damage, whichever comes first.

Talith, the Redeemed

In her youth, Talith was inducted into the violent fire cult of Vogg. For many years, she engaged in wanton and selfish destruction. Finally, while she and her co-religionists were sacking a temple to Korven, she came upon an old priest whose quiet strength convinced her of the error of her ways. Now she is a sworn protector of the weak and a faithful servant of Korven, although she still has destructive powers from her service to Vogg.

Ancestry: Hero Heretic

Class and Kit: Crusader (War) who Worships the God of Life (Level 1)

Abilities: Str 16 (+3), Con 14 (+2), Dex 12 (+1), Int 11 (+0), Wis 18 (+4), Cha 8 (-1)

HP: 26 (Staggered 13), **Recoveries:** 9

Defences: AC 16, Fort 13, Ref 11, Will 16; **Speed:** 5

Initiative: +1; **Skills (-1 ACP):** Athletics +4, Religion +11, Heal +9, History +5, Insight +9

Basic melee attack: Morningstar +5 (1d10+3)

Basic ranged attack: Light crossbow +3 (1d6+1)

Equipment: Morningstar (+2, 1d10), chainmail, light crossbow (+2, 1d6), holy symbol, 10 gp

Features:

- **Unmoved:** Reduce any unwilling movement you are subject to by 1 square. When you would fall prone as the result of an attack, make a saving throw-on a success, you do not fall.
- **Violent Rush:** You have the *violent rush* power.
- **Focus Proficiency:** You have proficiency with orbs, staffs and wands.
- **Feats:** Incantation Caster
- **Action Recharge:** When you spend an action point, you recover the use of Channel Divinity for the encounter.

Powers

Key Ability: Wis, **Secondary:** Str

Identify Target

At-Will Standard Action

Attack 1 ● Martial, Focus

Ranged 10, one enemy

Attack: +4 vs Will

Hit: The target grants combat advantage until the end of your next turn. The first ally to hit the target with an attack heals 1d6 + 4 HP.

Dismiss

At-Will Standard Action

Attack 1 ● Divine, Weapon, Radiant

Melee weapon, one creature

Attack: +6 vs AC

Hit: 1d10 + 4 radiant damage and push 2.

Special: If the target is undead, push 4 on a hit.

Staunching Strike

Encounter Standard Action

Attack 1 ● Divine, Weapon, Radiant, Healing

Melee weapon, one creature

Attack: +6 vs AC

Hit: 2d10 + 4 radiant damage. You or an ally within sight can spend a recovery to heal their recovery value.

Infuse with Life

Twice per Encounter Swift Action

Crusader Utility Feature ● Divine

Near burst 5, self or one ally

Effect: Target spends a recovery and heals their recovery value +1d6.

Violent Rush

Encounter Free Action

Ancestry Utility

Self

Trigger: You hit with an attack.

Effect: Attack does +1dW. If attack was not with a weapon, +1d8 instead.

Break Will

Daily Standard Action

Attack 1 ● Martial, Focus, Psychic

Near burst 3, all enemies

Attack: +4 vs Will

Hit: The target is weakened (save ends).

Channel Divinity: Use one of the following powers once an encounter.

Guidance

Encounter Free Action

Crusader Utility Feature ● Divine Self

Effect: +1 bonus to your next attack roll or saving throw. If you do not use this bonus by the end of your next turn, you lose it.

Shielded Soul

Encounter Immediate (Counter) Action

Crusader Utility Feature ● Divine

Near burst 3, self or one ally

Trigger: The target takes damage.

Effect: The target gets resistance to all damage 5.

Censure Undead

Encounter Standard Action

Crusader Attack Feature ● Divine, Focus, Radiant

Near burst 2, all undead

Attack: +4 vs Will

Hit: 1d8 + 4 radiant damage. Target is pushed 2 and immobile until the end of your next turn.

Miss: Half damage.

Erik the Sneak

Erik travelled with his merchant father as soon as he was old enough to count coins and carry stock. On one particularly stormy night, their caravan slipped on a patch of mud and slid into a ravine. When Erik came to, his father was nowhere to be found. Erik sheltered in the caves along the ravine, and in time was taken in by a family of giant bats.

Ancestry: Wild Child

Class and Kit: Traveler Sylvan who Exemplifies Speed (Level 1)

Abilities: Str 12 (+1), Con 18 (+4), Dex 14 (+2), Int 10 (+0), Wis 14 (+2), Cha 11 (+0)

HP: 30 (Staggered 15), **Recoveries:** 10

Defenses: AC 15, Fort 15, Ref 13, Will 12; **Speed:** 7

Initiative: +2; **Skills (ACP -1):** Nature +9, Diplomacy +2, Stealth +6, Perception +7, Endure +9

Basic melee attack: Greataxe +3 (1d10+1, execution 1 - reroll damage rolls of 1)

Basic ranged attack: Longbow +4 (1d10+2)

Equipment: Longbow (+2, 1d10), hide armor, greataxe (+2, 1d10, execution 1), druidic focus

Features:

- **Versatile Stride:** You ignore difficult terrain.
- **Low-Light Vision:** You can see in dim light as if it were bright light.
- **Barrel Along:** You have the *barrel along* power.
- **Power To Weight Ratio:** You can use Dexterity in place of Strength for Athletics checks when performing a climb or a jump. You can also use Dexterity in place of Strength for attack or damage rolls with unarmed attacks or one-handed melee weapons, as well as grapples. You do not grant combat advantage while balancing.
- **Favored Terrain:** After spending a week or more in a particular terrain, you can set it as your Favored Terrain. After spending a week or more in a different terrain, you can change your Favored Terrain.
 - **Arctic:** You gain the Ice Stride feature and a +2 bonus to Endure.
 - **Forest or Heath:** You gain the Woodland Stride feature and a +2 bonus to Nature.
 - **Marshes:** You gain the Swamp Stride feature and a +2 bonus to Athletics.
 - **Underground or Mountains:** You gain the Stone Stride feature and a +2 bonus to Dungeoneering.
- **Animal Companion:** You gain the service of an animal companion (see Sylvan class description for full details). Your animal companion is giant bat called Little Erik.

LITTLE ERIK. Small Beast 1. AC 15, Fort 11, Ref 13. Spd 2, fly 6. **HP** 15, can use your recoveries. *Senses:* darkvision, blindsight 6. *Str* 14, *Con* 16, *Dex* 12, *Int* 2, *Wis* 14, *Cha* 10. *Bite* (standard): +5; 1d6+1.

Powers

Key Ability: Con, **Secondary:** Wis

Fearful Rampage

At-Will No Action

Sylvan Attack Feature ● Spirit, Weapon or Focus, Psychic, Fear
Melee touch, one creature

Trigger: You hit with an attack

Effect: The target takes 4 damage and is shunted 1.

Special: You can use this power once per round.

Companion Strike

At-Will Standard Action

Attack 1 ● Spirit, Companion

Special

Effect: Your companion makes a basic melee attack and adds 4 to the damage.

Rope-A-Dope

At-Will Standard Action

Attack 1 ● Martial, Weapon

Melee weapon, one creature

Attack: +6 vs AC

Hit: 1dW + 4 damage.

Effect: Shift to any square adjacent to the target. You either push the target 1 square or shunt it into the square you just occupied.

Sudden Leap

Encounter Standard Action

Attack 1 ● Martial, Weapon

Ranged 4, one creature 3 or 4 squares away

Attack: +6 vs AC

Hit: 1dW + 4 damage, and you push the target one square. You shift into the square the target previously occupied. If the target cannot be pushed, the target is knocked prone and you shift into the occupied square.

Miss: No damage, and you shift to an adjacent square to the target.

Insult to Injury

Daily Special Action

Attack 1 ● Martial, Weapon

Melee weapon, the triggering enemy

Trigger: One enemy is knocked prone.

Attack: +6 vs AC

Hit: 2dW + 4 damage, and the target is pushed 3 squares. If the target cannot be pushed 3 squares because of an obstruction, both the obstruction and the target take 1d6 + 2 damage.

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

Special: You can use this power as a swift action or an immediate reaction.

Prince Glim, the Deposed Prince

Glim was, not so long ago, the prince of the fair Kingdom of Brightstar in the foothills of the Brisingtham Mountains. An indifferent heir, he spent a little too freely on magic lessons using the royal treasury and found himself disinherited in favor of his wicked cousin. Within hours of his father's death he was outrunning the hounds over the border to Brightstar's neighbor Talgrad. Now he wanders the Outlaw Kingdoms with vague hopes of raising an army to claim his "rightful" throne.

Ancestry: Ninth Life Aristocrat

Class and Kit: Mageblade who Conjures Fiends (Level 1)

Abilities: Str 11 (+0), Con 14 (+2), Dex 12 (+1), Int 18 (+4), Wis 8 (-1), Cha 16 (+3)

HP: 29 (Staggered 14), **Recoveries:** 10

Defenses: AC 17, Fort 12, Ref 15, Will 16; **Speed:** 6

Initiative: +1; **Skills:** Arcana +9, Intimidate +10, History +9, Endure +7, Sleight of Hand +3, Intimidate +5

Basic melee attack: Greatsword +3 (1d10)

Basic ranged attack: Light crossbow +3 (1d6+1)

Equipment: Leather armor, greatsword (+3, 1d10), light crossbow (+2, 1d6), dungeoneer's pack (15gp)

Features:

- **Eager Charge:** Your speed increases by +2 when you charge.
- **Lucky:** You have the *lucky* power.
- **Athame (greatsword):** You can use a greatsword, including a magic weapon, as your focus. Add its enhancement bonus, if any, to attack and damage rolls, and any properties that apply to powers to powers you use with the weapon as your focus. Your weapon's proficiency bonus, however, is *not* applied to focus powers even if you use the weapon as a focus.
- **Key Weapon:** Your greatsword is your key weapon. As a standard action, if you have a free hand you can summon your key weapon. If it is within 10 squares, it appears in your hand.
- **Shimmering Shield:** If you have a spare hand (not carrying a shield, wielding a two-handed weapon, etc.), you receive a +2 shield bonus to AC.
- **Enduring Summons:** When you use a daily Summon power, the summoned creature immediately gets to take an action of the same type as the type you used to summon them (for example, if you use *prestige binding*, a standard action, the big burner you summon can immediately use a standard action).

Powers

Key Ability: Int, **Secondary:** Cha

Mageblade's Sigil

At-Will Swift Action

Mageblade Utility 1 ● Arcane

Near burst 2, one target

Effect: The target is marked until you use this power again.

Fiery Sigil

At-Will Immediate (React) Action

Mageblade Utility 1 ● Arcane, Weapon, Fire

Near burst 10, the triggering enemy

Trigger: A creature marked by your *sigil* makes an attack that does not include you as a target

Effect: The triggering creature takes 1d6 + 3 fire damage.

Dimensional Strike

At-Will Standard Action

Attack 1 ● Shadow, Weapon

Melee or Ranged weapon, one target

Attack: +7 vs Reflex

Hit: 1d10 + 4 damage.

Disturbing Blow

Encounter Standard Action

Attack 1 ● Shadow, Weapon

Melee weapon, one target

Attack: +7 vs AC

Hit: 1dW + 4 damage. The creature grants combat advantage until the end of your next turn or until it is next attacked, whichever occurs sooner.

Least Binding

Daily Standard Action

Attack 1 ● Focus, Arcane, Summons

Ranged 1, unoccupied square

Effect: You summon a Small demon toad or Small hopping imp until the end of the encounter.

DEMON TOAD. Small Monstrosity (Demon) 1. Your defenses. Spd 4, jump 4. **HP 7. Resist** poison 5.

Bite (standard): Basic M +5 vs AC. 1d8+3 poison.

Foul Belch (react, when the toad takes damage): N burst 1 +3 vs Fort. 1d8+3 poison and dazed (save ends).

Instinct: At the end of your turn, if the demon toad has not received a command that turn, it attacks or charges the nearest dazed creature, otherwise the nearest creature.

HOPPING IMP. Small Monstrosity (Demon) 1. Your defs. Spd 6, fly 2. **HP 7.**

Curse (Psychic) aura 1: Each time a creature in the aura misses on an attack, it takes 1d8 + 3 psychic.

Festering Claws (standard): Basic M +7 vs AC. 5 persistent poison (save ends).

Blight Jet (standard): N arc 2 +5 vs Fort. 1d8+3 poison and slowed (save ends).

Instinct: At the end of your turn, if the hopping imp has not received a command that turn, it attacks or charges the nearest slowed creature, otherwise the nearest creature.

Rushar, the Resistance Fighter

When the Empire invaded, they left a trail of dead bodies behind them. Two of those bodies were Rushar's parents. Now, a flippant style of speech and constant smile disguises a deep sadness and anger in Rushar.

Ancestry: Escaped Aristocrat

Class and Kit: Swashbuckler who Exemplifies Charisma (Level 1)

Abilities: Str 14 (+2), Con 12 (+1), Dex 18 (+4), Int 11 (+0), Wis 8 (-1), Cha 16 (+3)

HP: 24 (Staggered 12), **Recoveries:** 7

Defenses: AC 17, Fort 11, Ref 16, Will 14; **Speed:** 6

Initiative: +4; **Skills:** Acrobatics +11, Intimidate +10, Stealth +9, Bluff +8, Perception -1

Basic melee attack: Rapier +5 (1d8+2)

Basic ranged attack: Light crossbow +6 (1d6+4)

Equipment: Leather armor, rapier (+3, 1d8), light shield, light crossbow (+2, 1d6), dungeoneer's pack, 10gp

Features:

- **Hide in a Flash:** When you make an initiative check, if you are in cover or concealment, you can make a Stealth check to hide (takes no action).
- **Web Stride:** Webs, like those from a spider, are not difficult terrain for you.
- **Disappearing Act:** You have the *disappearing act* power.
- **Gain Momentum:** When you hit an enemy with a melee attack, you gain momentum. When you are hit by any kind of attack, you lose momentum.
- **Triumphant Strike:** While you have momentum, once per turn you can add +1d6 damage to any kind of attack. Your triumphant strike does additional damage equal to your Strength modifier when you attack a marked enemy.
- **Bide Your Time:** If you use an encounter attack power and do not hit any targets, you can lose your momentum to keep the encounter power (it is not expended). You can only use this feature if you have momentum.
- **Nick of Time:** You get a +2 bonus on attack rolls you make outside of your turn (e.g. opportunity attacks and immediate actions).
- **Commanding Presence:** Once per day, you can activate a by example aura as a swift action, which lasts until the end of the encounter, unless you end it as a swift action or you fall unconscious. Unlike stances, multiple auras can be in effect at once. *By Example* aura 2; allies in the aura gain a +2 power bonus to Fortitude defense and Will defense.

Powers

Key Ability: Dex, **Secondary:** Cha

Gentlefolk's Challenge

At-Will Standard Action

Attack 1 ● Martial, Weapon

Melee weapon, one target

Attack: +7 vs AC

Hit: 1dW + 4 damage.

Level 21: 2dW + 4 damage.

Effect: The target is marked.

Deadly Thrust

At-Will Standard Action

Attack 1 ● Martial, Weapon

Melee weapon, one target

Attack: +7 vs AC

Hit: 1dW + 4. If the target is staggered, also add +3 to the damage.

Level 21: 2dW + 4 damage.

Sure Cut

Encounter Standard Action

Attack 1 ● Martial, Weapon

Melee weapon, one target

Attack: +7 vs AC

Hit: 1dW + 4 damage.

Miss: If you have momentum, you lose momentum but the target takes damage equal to your Triumphant Strike value.

Only Fooling

Daily Standard Action

Attack 1 ● Martial, Weapon

Melee weapon, one target

Trigger: You are prone, immobile, restrained, grappled or slowed.

Attack: +7 vs Reflex

Hit: 2dW + 4 damage.

Special: You lose one condition that triggers this power, or you stand up from prone. Move up to your speed before making your attack.