Vlonryne

Action Points

Max HP: 111 bloodied: 55 Surges: value: 27 Deaths Saving Throws: bonus: +0

Skills		
Acrobatics	26	
Arcana	14	
Athletics	22	
Bluff	21	
Diplomacy	23	
Dungeoneering	9	
Endurance	11	
Heal	9	
History	10	
Insight	11	
Intimidate	19	
Nature	9	
Perception	9	
Religion	10	
Stealth	22	
Streetwise	17	
Thievery	20	

Gender: female Alignment: Unaligned Vision: Darkvision Passive Perception: 19 Passive Insight: 21 Size: Medium Age: 125 Height: 5'5" Weight: 135 lb

Stealthy, cunning, and deadly—you appear from out of Class: Roque nowhere to strike your enemies.

Class: Assassin The darkness within gives you the ability to capitalize on your enemy's weaknesses.

Race: Drow Graceful and deadly, at home in the depths of darkness Background: Dismal Luskan festers on the northern shores of the Luskan

Sword Coast. Its days of glory and prominence far behind it. Luskan has sharply declined over the last few decades as ambitious gangs, ruthless pirates, and horrid monsters have laid claim to the city at one time or another. No group rules for long, but each one leaves an indelible stamp on the shattered cesspool that this once vibrant and active city has become.

Background: Flamescarred Languages: Common • Elven

Proficiencies: Armor (Cloth) • Armor (Leather) • Armor (Hide) • Armor (Chainmail) • Simple Melee • Simple Ranged • Military Ranged • Implement (Wand) • Implement (Ki Focuses)

11	Strength	+9
14	Constitution	+11
22	Dexterity	+15
11	Intelligence	+9
9	Wisdom	+8
24	Charisma	+16

32	AC
30	Fortitude
35	Reflex
33	Will
15	Initiative
6	Speed

Bardic Training: Gain Ritual Caster feat and perform one bard ritual per day without expending components

Bardic Virtue: Choose a Bardic Virtue option.

Clinging Shadows: The area of your cloud of darkness power is difficult terrain for all but you.

Curseborn Action: When you take an action point action, regain a Lolthtouched power you have expended.

Darkfire Conflagration: You can target three creatures with darkfire.

Majestic Word: Gain majestic word power

Multiclass Versatility: Can choose class-specific multiclass feats from more

than one class

Skill Versatility: +1 to untrained skill checks

Sneak Attack: As a rogue, you fight fair only when you have no other choice. You are at your best when you have the advantage over an enemy, such as when you and an ally attack the foe from opposite sides or you deliver a surprise assault.

Song of Rest: At end of short rest, you and each ally spending a healing surge adds + [Cha mod] to hp regained

Virtue of Cunning: When an enemy misses an ally within 5 + Int mod squares, slide that ally 1 square as a free action (1/rd).

Words of Friendship: Gain the words of friendship power

Darkfire Charisma: Use CHA for Darkfire Fey Origin: Your origin is fey, not natural

Lolthtouched: You have your choice of either the cloud of darkness or

darkfire power

Trance (Drow): Meditate aware 4 hours instead of sleep.

Acolyte of the Veil: Gain proficiency with ki focus; 1/encounter, you can use the shadow step power; gain training in Acrobatics or Stealth

Blade and Buckler Duelist: Heroic

Clutch of Darkness: Cloud of darkness becomes burst 2, darkfire becomes ranged 15

Crossbow Expertise: In your steady hands, a crossbow is a precision weapon. You need to see only a small portion of your enemy to deliver a deadly attack.

Darkfire Implement: Darkfire deals twice implement damage Darkjumper: Teleport as free action within your cloud of darkness **Duelist's Panache**: Gain Cha modifier as feat bonus to Acrobatics and Athletics.

Far Shadow: Cloud of darkness becomes area burst 1 within 10 squares Improved Defenses: You hone your body and mind to guard against a variety of attacks.

Master of Fire and Darkness: Use both cloud of darkness and darkfire once per encounter

Ritual Caster: Master and perform rituals

Sneak of Shadows: Rogue: Thievery skill, Sneak Attack 1/encounter

Jinx Shot

+24 vs. AC One creature within weapon Hit: 1d6+11 damage. The first time the target misses with an attack before the end of your next turn, it falls prone.

+3d6 to damage once per encounter (Sneak Attack)

Your expert shot renders your foe unaccountably clumsy.

Arcane • Weapon • Bard 1

Arcane Power

Melee Basic Attack

Standard

+9 vs. AC

Hit: 1d4 damage.

You resort to the simple attack you learned when you first picked up a melee weapon.

Weapon • Basic

Core

Ranged Basic Attack

Standard

+23 vs. **AC** One creature within weapon **Hit**: 1d6+10 damage.

+3d6 to damage once per encounter (Sneak Attack)

You resort to the simple attack you learned when you first picked up a ranged weapon.

Weapon • Basic Cor

Vicious Mockery

Standard

+21 vs. Will One creature within 10

Hit: 1d6+14 psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.

Arcane • Charm • Implement • Psychic • Bard 1

PHR2

+20 vs. **Will** The triggering enemy in close burst 3

Requirement: The Wail of Anguish power must be active to use this power.

Trigger: An enemy starts its turn within 3 squares of you

Hit: 7 damage, and the target cannot shift until the end of your next turn.

A threnody of loss and sorrow saps your foes' ability to escape harm.

Arcane • Implement •

Arcane Power

Balance of Fortune

+24 vs. Will One creature within weapon

Hit: 4d6+14 damage. Until the end of your next turn, whenever the target makes an attack roll, you roll a d4 and subtract your roll from the target's attack roll. Until the end of your next turn, whenever an ally makes an attack roll against the target, you roll a d4 and add your roll to your ally's attack roll.

+3d6 to damage once per encounter (Sneak Attack)

You disrupt fortune's weave, shifting it to give your allies a little more luck at the expense of one of your foes.

Arcane • Weapon • Bard 17

Arcane Power

Blunder

Standard

+21 vs. Will One creature within 5

Hit: 1d6+14 damage, and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll.

Virtue of Cunning: The power bonus to the attack roll equals 1 + your Intelligence modifier. *You fog your foe's mind, causing it to stumble past your allies.*

Arcane • Charm • Implement • Bard 1 PHB2

Foolhardy Fighting

Standard

+21 vs. Will One creature within 10 Hit: 1d10+14 psychic damage. Until the end of your next turn, any attack the target makes provokes opportunity attacks.

Virtue of Cunning: Until the end of your next turn, the target takes a penalty to attack rolls equal to your Intelligence modifier.

Your attack inspires recklessness in your foe, causing it to act without caution.

Arcane • Charm • Implement • Psychic • Bard 13 PHB2

Drow Shadow Stride

Mov

Effect: You can shift up to your speed. You gain concealment until the end of your next turn.

Shadows cloak your body as you step partly into the Shadowfell so that you can move with astonishing speed.

Curseborn Utility 12

Dragon 367

Shadow Step

Move

Requirement: You must be adjacent to a creature.

Effect: You teleport 3 squares to a square adjacent to a different creature.

You vanish into the shadow energy around one creature and then step out of it near another creature.

Shadow • Teleportation • Assassin

Dragon 379

Accursed Flames

1 111101

+21 vs. Reflex One creature within 10
Hit: 2d8+7 fire damage, and until the end of
your next turn the target is dazed, grants all
creatures combat advantage, and cannot
benefit from concealment or invisibility.

Purple flames limn your target, burning the target's mind and body.

Charm • Fire • Curseborn 11

Dragon 367

Cloud of Darkness

Close burst 1

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

A shroud of blackness descends around you, hiding you from sight.

Drow Utility

Forgotten Realms Player's Guide

) Darkfire

Milnor

+22 vs. Reflex One creature within 10 Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility

A flickering halo of purple light surrounds the target, making it easier to hit.

Drow Utility

or concealment.

Forgotten Realms Player's Guide

Inspire Competence

Minor

You and each ally in close burst 5 **Effect**: Choose a skill. Until the end of the

encounter, each target gains a +2 power bonus to his or her next check using that skill.

Your magic channels the skill of ancient experts to help with the task at hand.

Arcane • Bard Utility 2 PHB2

Majestic Word

Minor

+9 vs. unknown You or one ally in close burst 5 (10 at 11th level, 15 at 21st level)

Effect: The target can spend a healing surge and regain additional hit points equal to 7. You also slide the target 1 square.

You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.

Arcane • Healing • Bard

PHB2

Mantle of Unity

You and each ally in the close burst 5 Effect: Determine the highest AC, Fortitude, Reflex, and Will among all the targets. Until the end of your next turn, use these values for the corresponding defenses of all the targets, not including any temporary bonuses or

A swelling chorus of confidence enfolds your allies, so that the strengths of each mask another's weakness.

Arcane • Bard Utility 10

penalties.

Arcane Power

Words of Friendship

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

You infuse your words with arcane power, turning even the simplest speech into a compelling oration.

Arcane • Charm • Bard

PHB2

Song of Discord

Standard

+21 vs. Will One creature within 10

Hit: The target is dominated until the end of your next turn.

Effect: The target makes a basic attack against an enemy of your choice as a free action.

You foster distrust in one of your foes, causing it to strike out at its allies.

Arcane • Charm • Implement • Bard 5

PHB2

Strike Up the Dance

Standard

+20 vs. Will Up to three creatures within 10 Hit: 2d10+14 psychic damage, and you slide the target 5 squares at the start of its turn and it is immobilized (save ends both). Until it saves, the target cannot take move actions on its turn. If you target only one creature with this power, you deal 1d10 extra damage.

Miss: Half damage, and you slide the target 5 squares at the start of its next turn and it is immobilized until the end of its next turn.

Your foes dance to your tune now.

Arcane • Implement • Psychic • Bard 15

Dragon 383

Musical Chairs Move

You and each ally in close burst 5 Effect: Each target can shift a number of squares equal to 7 as a free action or make a saving throw with a bonus to the roll equal to 7.

Magic guides your friends to the right place or out of a bad spot.

Arcane • Bard Utility 16

Dragon 383

Glimpse the Future

Effect: Roll a d20 three times and keep the highest roll. Once before the end of the encounter, you can use this roll to replace a

d20 roll of an ally within 10 squares of you. Just as you uphold the examples of the past, so too do you draw on the future to inspire your companions.

Arcane • Bard Utility 6

Arcane Power

O Wail of Anguish

Minor

Effect: Until the end of your next turn, you can use the Wail of Anguish Attack power.

A threnody of loss and sorrow saps your foes' ability to escape harm.

Arcane • Implement • Bard 9

None

None • 50gp

Ritual casters use a ritual book to store the rituals they have mastered.

Player's Handbook

None • Nonegp

You recite a short rhyme and feel your tongue loosen so the lies can flow freely.

PHB2

None

None • Nonegp

None

Your chant lifts your allies' steps and helps take their minds off the drudgery of the journey.

PHB2

Off-hand

While you're using a light shield, you can use your shield hand to hold another item, to climb, and the like, but you can't make attacks with that hand or with anything in it.

Player's Handbook

None • 15gp

None

This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

Player's Handbook

None • 30gp None

None

Player's Handbook

None • 20gp

None

To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or to disable a trap.

Player's Handbook

Hat of Disguise

Uncommon • 5000gp

Property: While using this item's power, gain a +5 item bonus to Bluff checks to pass off a disguise.

Standard: You gain the appearance of any humanoid race of the same size category as you. Your clothing and equipment alter appearance to reflect this change. The illusion does not alter sound or texture, so a creature listening to you or touching you might detect the illusion.

This chapeau appears as you wish, changing you and your equipment as it transforms.

Adventurer's Vault

Uncommon • 5000gp

Head

Property: Gain a +2 item bonus to Diplomacy and Insight checks, and a +1 item bonus to attack rolls on powers that have the charm or illusion keyword.

Minor: Gain a +2 power bonus to the next Charisma attack that you make this turn.

Your social graces and force of personality are amplified while you wear this thin coronet.

Adventurer's Vault

None • Nonegp

None

Your audience finds your dulcet tones as nourishing as the finest fare.

PHB2

None • Nonegp

None

No language barrier can keep you from communicating.

Dragon 381, Martial Power 2

Bracers of Mental Might Free/Encounter

Uncommon • 1800gp

Arms

Free: Use this power when making a Strength attack, Strength check, or Strength-based skill check. Use your Intelligence, Wisdom, or Charisma modifier in place of your Strength modifier to determine the result of the roll.

The adage, "mind over matter," truly applies when you wear these bracers.

Adventurer's Vault

Comrades' Succor Non-

None • Nonegp

None

Ritual participants share their vitality and luck with one another.

Dragon 380

Bard's Songbow +4

Weapor

Uncommon • 45000gp Weapon

Enhancement: +4 attack rolls and damage rolls

Property: Bards can use this weapon as an implement for bard powers and bard paragon path powers.

Critical: +4d6 damage

This simple bow produces beautiful sounds when you pluck its string.

Dragon 390

Resplendent Gloves (paragon tier)

Uncommon • 25000gp

Hands

Property: When you hit an enemy with an attack power that targets Will, the attack deals 3 extra damage. If it's an illusion attack, one target you hit (your choice) also grants combat advantage to you until the end of your next turn.

These fine calfskin gloves increase the potency of powers that break a foe's will.

Adventurer's Vault 2

) Feystep Lacings (paragon tier) Move/At-Will, 5 Charges/Day •

Uncommon • 13000gp

Feet

Property: Gain a +1 bonus to Reflex defense. **Move**: Spend a number of charges to teleport that number of squares.

Cords spun from enchanted fey wool teleport you out of – or into – harm's way.

Adventurer's Vault

Dispelling Bolt +

Ammunitio

Uncommon • 650gp Ammunition

Enhancement: +3 attack rolls and damage rolls

Property: When you hit an enemy with an attack using this ammunition, you can end one conjuration or zone that enemy has created.

This flat-black quarrel extinguishes conjurations and zones.

Adventurer's Vault 2

Spider Bolt +3

Ammunition

Ammunition

Uncommon • 650gp

Enhancement: +3 attack rolls and damage rolls

Property: When you hit an enemy using this ammunition, that enemy and each creature adjacent to it is slowed until the end of your next turn.

This web-strewn quarrel envelops the enemy when it hits.

Adventurer's Vault 2

Freezing Arrow +3

Ammunitio

Uncommon • 650gp Ammunition

Enhancement: +3 attack rolls and damage rolls

rolls

Property: When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra cold damage per plus and is slowed until the end of its next turn.

The shaft of this arrow is shaved from unmelting ice.

Adventurer's Vault 2

Dual Arrow +2

Ammunitio

Uncommon • 200gp

• 200gp Ammunition

Enhancement: +2 attack rolls and damage rolls

Property: When you attack an enemy using this ammunition, you can roll twice and use either result.

This forked arrow divides and then conquers.

Dragon 373

Aria of Revelation

None

None • Nonegp

None

Your operatic notes spark new ideas, helping your allies overcome a challenging problem.

PHB2

O Ring of Calling (paragon tier)

Minor/Daily Teleportation

Uncommon • 21000gp

Rin

Property: When an ally adjacent to you uses a teleport power, he or she can increase the distance teleported by 4 squares.

Minor: Choose one ally within 20 squares of you and within line of sight. That ally is teleported to any unoccupied square adjacent to you.

If you've reached at least one milestone today, you can instead teleport to a square adjacent to an ally within 20 squares of you

This mithral ring brings you and your allies closer together in times of need.

Adventurer's Vault

Kord's Mighty Strength (level 13)

Minor/Dail

Uncommon • 17000gp

Divine Boon

Property: Gain a +2 item bonus to Athletics checks and a +5 item bonus to Strength checks made to break objects.

Minor: Until the end of the encounter, you gain a +3 item bonus to melee damage rolls. Kord lends his strength to followers who prove their mettle in battle against his enemies.

Dungeon Master's Guide 2

D Bralani Cloak +4

Move/Daily • Teleportation

Uncommon • 125000gp

Neck

Enhancement: +4 Fortitude, Reflex, and Will

Property: You gain resist 15 psychic.

Move: You teleport a number of squares equal to your speed + this cloak's enhancement bonus. You don't have to end the teleport on the ground. You gain a fly speed of 8 (hover) until the end of your next turn.

This cloak lets you slip through the Feywild and call upon its winds to move you off the ground.

Adventurer's Vault 2

Demonskin Tattoo (paragon tier)

Uncommon • 17000gp

Tattoo

Property: When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 10 to the chosen damage type until the end of the encounter.

Not all societies understand that tattooing a portion of demonskin onto your body isn't an evil act.

Adventurer's Vault 2

Uncommon • 9000gp

Wondrous Item

Free: Use this power when you score a critical hit on your turn. You spend a healing surge. This irregular yellow crystal channels healing power to you in battle.

Adventurer's Vault

Belt of the Witch Free/Daily • Healing (paragon tier)

Uncommon • 85000gp Waist

Property: You gain a +2 item bonus to Fortitude.

Free: Trigger: You become bloodied. Effect: You regain hit points equal to twice the level of the highest-level arcane power you have not expended.

The links of this slim silver chain are separated by small spheres of arcane-enhanced obsidian.

Adventurer's Vault 2

Ring of Shadow Guard (paragon tier) Std/Daily • Cold, Necrotic

Ring

Uncommon • 85000gp

Property: Gain resist 10 cold and resist 10 necrotic.

Standard: You infuse your shadow with the essence of the Shadowfell. Until the end of your next turn, any enemy that starts its turn or moves adjacent to you takes 2d10 cold and necrotic damage.

If you've reached at least one milestone today, you also gain 15 temporary hit points. This benefit lasts until none of these temporary hit points remain or until you take an extended rest.

While wearing this dark iron ring, your shadow is infused with black tendrils from the Shadowfell.

Adventurer's Vault

Irrefutable Armor +5

Tiee/Daily

Armor

Uncommon • 325000gp Enhancement: +5 AC

Free: Use this power when you miss with an attack that targets Will defense. Reroll your attack with a power bonus equal to the enhancement bonus of this armor.

A simple suit of metal plates, this armor asserts your will as it protects your flesh.

Adventurer's Vault

Dragonscale Shield (paragon tier)

III/Dally

Uncommon • 105000gp

Arms

Property: Gain cover against all attacks that use a blast or burst area of effect.

Immediate Interrupt: Use this power when you are in the area of a blast attack. One ally in the area gains cover against the attack.

A heavy shield fashioned from interlocking dragon scales.

Dragon 365