

Vlonryne

18

Action Points

Max HP: 111

bloodied: 55

Surges:

Deaths Saving Throws:

value: 27

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

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

General Information	
Class:	Rogue Stealthy, cunning, and deadly—you appear from out of 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:	Luskan Dismal Luskan festers on the northern shores of the 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	

Class Features	
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

Racial Features	
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.

Feats	
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

Standard

+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

Core

● 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

PHB2

⚡ Wail of Anguish Attack

Opp

+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

Standard

+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

Move

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

Minor

+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

Minor

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

Minor

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

Drow Utility

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

Minor

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 penalties.

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

Arcane • Bard Utility 10

Arcane Power

○ Words of Friendship

Minor

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 30

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

Minor

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

○ 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

Arcane Power

Ritual Book

None

None • 50gp None

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

Player's Handbook

Glib Limerick

None

None • Nonegp None

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

PHB2

Traveler's Chant

None

None • Nonegp None

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

PHB2

Light Shield

Off-hand

None • 5gp 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

Adventurer's Kit

None

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

Fine Clothing

None

None • 30gp None

None

Player's Handbook

Thieves' Tools

None

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

Std/At-Will • Illusion

Uncommon • 5000gp Head

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

○ Laurel Circlet

Minor/Daily

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

Song of Sustenance

None

None • Nonegp None

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

PHB2

Speech Without Words

None

None • Nonegp None

No language barrier can keep you from communicating.

Dragon 381,Martial Power 2

◦ Belt of the Witch Free/Daily • Healing
King (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 Std/Daily • Cold,
(paragon tier) Necrotic

Uncommon • 85000gp Ring

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 Free/Daily

Uncommon • 325000gp Armor

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 Int/Daily
(paragon tier)

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