

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

6

Level

Birgitte

Unaligned female Changeling Assassin (Executioner)

19 5'7" 120 lb. Medium Erevan Ilesere
Age Height Weight Size Deity

7500

Total XP 10000

Defenses

22 AC	17 FORT	21 REF	21 WILL
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Conditional Bonuses

Hit Points

Max HP
(Bloodied 25) **50**

Temp HP

Current Hit Points

Healing Surges

Surge Value **12** Surges/Day **8**

Current Conditions:

Combat Statistics and Senses

Initiative **8**

Conditional Modifiers:

Speed **6**

Passive Insight **14**

Passive Perception **12**

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

Saving Throw Mods **0**

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Short sword

11

Strength vs. AC

1d6+7

Damage

Ranged

Shuriken

11

Dexterity vs. AC

1d4+5

Damage

Languages

Common



Abilities

Ability	Score	Check
STR Strength	10	3
CON Constitution	13	4
DEX Dexterity	20	8
INT Intelligence	10	3
WIS Wisdom	8	2
CHA Charisma	18	7

Skills

Acrobatics	Dexterity	✓	14
Arcana	Intelligence		3
Athletics	Strength		3
Bluff	Charisma	✓	19
Diplomacy	Charisma		7
Dungeoneering	Wisdom		2
Endurance	Constitution		4
Heal	Wisdom		2
History	Intelligence		3
Insight	Wisdom		4
Intimidate	Charisma	✓	12
Nature	Wisdom		2
Perception	Wisdom		2
Religion	Intelligence		3
Stealth	Dexterity	✓	15
Streetwise	Charisma	✓	12
Thievery	Dexterity		8



Birgitte
Character Name

Player Name

Character Details

Background

Domain Refugee

Theme

Yakuza

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +2

Arms

Iron Armbands of Power (heroic...)

Hands

Rings

Rings

Off Hand

Vanguard's Shield Light Shield

Main Hand

Short sword

Waist

Armor

Thought-Eater Leather Armor +1

Tattoo

Feet

Acrobat Boots

Ki Focus

Rain of Hammers Ki Focus +1

Other Equipment

Bloodroot Poison
Carrion Crawler Brain Juice
Greenblood Oil
Kusari-gama
Shuriken (5)

Total Weight (lbs.)

27

Carrying Capacity (lbs.)

Treasure

6 pp; 59 gp
0 gp banked

Normal

100

Heavy

200

Max

500

Birgitte



Player Name

Character Name

Racial Features

Change Shape

Use changeling disguise as an at-will power.

Changeling Trick

You have the changeling trick power.

Mental Defense

+1 to Will

Shapechanger

You have the shapechanger quality.

Class/Other Features

Poison Use

During an extended rest, you can prepare two vials of 1st-level assassin poison.

Attack Finesse (Executioner)

1/turn, deal 1d8/2d8/3d8 (by tier) extra dmg with a weapon attack using a one-handed weapon, garrote, blowgun, or shortbow.

Quick Swap (Executioner)

1/turn, you can draw or stow a weapon as a free action, and then draw another weapon.

Way of the Ninja

Gain at-will powers; gain proficiency with shuriken and kusari-gama and assassin class features apply to these weapons.

Yakuza Starting Feature

Gain the ruthless demonstration power.

Death Attack

An enemy you hit and damaged with a melee/ranged attack is left with 10hp or fewer: may automatically reduce to 0 hp.

Nimble Drop

Free action: reduce falling damage by 6 + your level. If this reduces the damage to 0, you don't fall prone.

Yakuza Level 5 Feature

After hitting an enemy granting combat advantage, gain a bonus to attack and damage of opportunity attacks against the enemy equal to your cha mod.

Feats

Shield Proficiency: Light

Proficiency with light shields.

Venom Hand Master

Ignore poison resistance and immunity.

Assassin's Cloak

Make a Stealth check to hide when you turn invisible.

Ki Focus Expertise

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy.

Skill Focus (Bluff)

+3 to Bluff checks.

Birgitte

Level 6 Changeling Assassin (Executioner)

HP	SCORE	ABILITY	MOD	AC
	10	STR	0	
50	13	CON	1	Fort
	20	DEX	5	17
Spd	10	INT	0	Ref
	6	8	WIS	-1
Init	18	CHA	4	Will
	+8			21

- 14 Passive Insight
- 12 Passive Perception

Skills

Acrobatics	Dexterity	•	14
Arcana	Intelligence		3
Athletics	Strength		3
Bluff	Charisma	•	19
Diplomacy	Charisma		7
Dungeoneering	Wisdom		2
Endurance	Constitution		4
Heal	Wisdom		2
History	Intelligence		3
Insight	Wisdom		4
Intimidate	Charisma	•	12
Nature	Wisdom		2
Perception	Wisdom		2
Religion	Intelligence		3
Stealth	Dexterity	•	15
Streetwise	Charisma	•	12
Thievery	Dexterity		8

• indicates a trained skill.

Action Point

Base action points: 1



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Short sword: +11 vs. AC, 1d6+7 damage
Kusari-gama: +10 vs. AC, 1d10+7 damage
Rain of Hammers Ki Focused Short sword +1: +13 vs. AC, 1d6+8 damage

Melee weapon **Target:** One creature

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

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects
+1d8 to damage rolls once per turn.

Basic Attack

Ninja-to Rush

At-Will ♦ Standard Action

Short sword: +11 vs. AC, 1d6+7 damage
Kusari-gama: +10 vs. AC, 1d10+7 damage
Rain of Hammers Ki Focused Short sword +1: +13 vs. AC, 1d6+8 damage

Melee weapon **Target:** One creature

Coming from an unexpected direction, surprise and momentum combine to form a powerful strike.

Keywords: Martial, Weapon

Requirement: You must use this power with a short sword.

Attack: Dexterity vs. AC. If you have jumped, fallen, or flown this turn, you gain combat advantage against the target for this attack.

Hit: 1[W] + Dex modifier (+5) damage.

Special: When charging, you can use this power in place of a melee basic attack.

Additional Effects
+1d8 to damage rolls once per turn.

Assassin Attack

Poisonous Shuriken

At-Will ♦ Standard Action

Shuriken: +11 vs. AC, 1d4+0 damage

Ranged weapon **Target:** One, two, or three creatures

Your foes barely feel it when the sharp metal pierces their skin. They certainly feel it after that.

Keywords: Martial, Weapon

Requirement: You must use this power with shuriken.

Attack: Dexterity vs. AC

Hit: 1[W] damage.

Special: If you deliver an assassin poison with this attack, it applies to each target hit by this attack, even if the poison would normally be applied to only a single piece of ammunition.

Additional Effects
+1d8 to damage rolls once per turn.

Assassin Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Shuriken: +11 vs. AC, 1d4+5 damage

Ranged weapon **Target:** One creature

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

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects
+1d8 to damage rolls once per turn.

Basic Attack

Whirling Kusari-gama

At-Will ♦ Standard Action

Short sword: +11 vs. Reflex, 7 damage
Kusari-gama: +10 vs. Reflex, 7 damage
Rain of Hammers Ki Focused Short sword +1: +13 vs. Reflex, 7 damage

Melee weapon **Target:** One creature

Though your foe is watching the chain, it really should be watching the sickle.

Keywords: Martial, Weapon

Requirement: You must use this power with a kusari-gama.

Attack: Dexterity vs. Reflex

Hit: Dex modifier (+5) damage, and the target falls prone. You can shift 1 square and make the secondary attack with the secondary end of the kusari-gama.

Secondary Target: One creature

Secondary Attack: Dexterity vs. AC

Hit: 1[W] damage.

Additional Effects
+1d8 to damage rolls once per turn.

Assassin Attack

Assassin's Strike

Encounter ♦ No Action

Personal **Target:** The creature you hit

You strike with precision at the exact right moment, landing an attack that can be instantly fatal.

Keyword: Martial

Trigger: You hit a creature within 5 squares of you with an attack using a weapon.

Effect: The target takes 1d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.
Level 3: 2d10 extra damage.

Special: Nothing but a short or an extended rest can allow you to regain the use of this power.

Additional Effects

Assassin Attack

Used

Changeling Disguise

At-Will ♦ Minor Action

Personal

You alter your form to look like another person.

Keyword: Polymorph

Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again.

Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

Additional Effects

Changeling Racial Power

Changeling Trick

Encounter ♦ Minor Action

Melee 1

Target: One creature

Your feint tricks a foe into giving you an advantage.

Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

Additional Effects

Changeling Racial Power

Used

Ruthless Demonstration

Encounter ♦ Free Action

Personal

The sight of blood and your threatening presence fill your opponents with dread, making them think twice before attacking you.

Keywords: Fear, Martial

Trigger: You bloody an enemy adjacent to you or reduce an enemy adjacent to you to 0 hit points or fewer.

Effect: Enemies that can see you take a -2 penalty to attack rolls against you until you are hit by an attack or until the end of the encounter. Also, if you bloodied the triggering enemy, you can immediately make an Intimidate check against it to force it to surrender.

Additional Effects

Yakuza Utility

Used

Cloak of Shades

Encounter ♦ Minor Action

Personal

A shadowy haze swirls around you, hiding you from view.

Keyword: Shadow

Effect: Until the end of your next turn, you gain concealment against all creatures and are invisible to creatures that are more than 5 squares away from you.

Additional Effects

Assassin Utility 2

Used

Sheltering Dark

Encounter ♦ Minor Action

Close burst 2

Shadows move to surround you and provide you with a spot from which to watch your enemies without fear of detection.

Keywords: Illusion, Shadow, Zone

Effect: The burst creates a zone that lasts until the end of your next turn. You have concealment while you are within the zone. When you leave the zone, you become invisible until the end of your turn.

Additional Effects

Assassin Utility 6

Used

Acrobat Boots

Feet Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to Acrobatics checks.

Power + At-Will (Minor Action)

You stand up from prone.

Greenblood Oil

Consumable ♦ Level 1

Power (Poison) + Consumable (Minor Action)

You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next enemy you hit with a weapon attack using the poisoned item takes 10 extra poison damage, and it cannot regain hit points (save ends).

Power (Poison) + Consumable (Minor Action)

You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour takes a -4 penalty to saving throws and cannot regain hit points until the end of its next extended rest.

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to melee damage rolls.

Vanguard's Shield Light Shield

Arms Slot Item ♦ Level 3

Armor Bonus: 1

Properties

You gain a +4 item bonus to all defenses against charge attacks.

Bloodroot Poison

Consumable ♦ Level 1

Power (Poison) ♦ **Consumable** (Minor Action)

You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item takes 6 extra poison damage, and it is dazed (save ends).

Power (Poison) ♦ **Consumable** (Minor Action)

You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour is dazed until the end of its next extended rest.

Rain of Hammers Ki Focus +1

Ki Focus ♦ Level 3

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

Whenever you reduce an enemy to 0 hit points or fewer, one enemy adjacent to you takes damage equal to 2 + this focus's enhancement bonus damage.

Power ♦ **Daily** (Minor Action)

Make an at-will attack against an enemy that you already hit with an attack during this turn.

Thought-Eater Leather...

Armor ♦ Level 3

Armor Bonus: 2

Enhancement: +1 AC

Properties

You gain a +2 item bonus to Stealth checks.

Power (Augmentable, Illusion) ♦ **Daily** (Minor Action)

Until the end of your next turn, you have concealment against enemies that are more than 2 squares away from you.

Augment 1: You have total concealment instead of concealment.

Carrion Crawler Brain Juice

Consumable ♦ Level 1

Power (Poison) ♦ **Consumable** (Minor Action)

You apply the poison to your melee weapon or five pieces of your ammunition. Until the end of the encounter, whenever you hit a creature with a weapon attack using the poisoned item, the target takes 4 extra poison damage, and it is slowed until the end of your next turn.

Power (Poison) ♦ **Consumable** (Minor Action)

You apply the poison to a single handheld object. Within the next hour, the first creature other than you to hold or wear the object for more than 1 minute is immobilized until the end of its next extended rest.

Amulet of Protection +2

Neck Slot Item ♦ Level 6

Enhancement: +2 Fortitude, Reflex, and Will

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

8

Level

Birgitte

Unaligned female Changeling Assassin (Executioner)

19 5'7" 120 lb. Medium Erevan Ilesere
Age Height Weight Size Deity

13000

Total XP 16500

Defenses

24	19	23	23
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 30) **60**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

15

8

Current Conditions:

Combat Statistics and Senses

Initiative

9

Conditional Modifiers:

Speed

6

Passive Insight

15

Passive Perception

13

Special Senses: Normal

Action Points

Action Points Milestones Action Points

<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

Saving Throw Mods 0

+2 Saving Throws against effects with the illusion or charm keywords

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Accurate Ki Focused Short sword

15

Strength vs. AC

1d6+9

Damage

Ranged

Shuriken

12

Dexterity vs. AC

1d4+5

Damage

Languages

Common



Abilities

Ability	Score	Check
STR Strength	10	4
CON Constitution	13	5
DEX Dexterity	21	9
INT Intelligence	10	4
WIS Wisdom	8	3
CHA Charisma	19	8

Skills

Acrobatics	Dexterity	✓	15
Arcana	Intelligence		4
Athletics	Strength		4
Bluff	Charisma	✓	19
Diplomacy	Charisma		8
Dungeoneering	Wisdom		3
Endurance	Constitution		5
Heal	Wisdom		3
History	Intelligence		4
Insight	Wisdom		5
Intimidate	Charisma	✓	13
Nature	Wisdom		3
Perception	Wisdom		3
Religion	Intelligence		4
Stealth	Dexterity	✓	16
Streetwise	Charisma	✓	13
Thievery	Dexterity		9



Birgitte
Character Name

Player Name

Character Details

Background

Domain Refugee

Theme

Yakuza

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Eye of Deception

Neck

Amulet of Protection +2

Arms

Iron Armbands of Power (heroic...

Hands

Rings

Rings

Off Hand

Vanguard's Shield Light Shield

Main Hand

Short sword

Waist

Armor

Thought-Eater Leather Armor +2

Tattoo

Feet

Acrobat Boots

Ki Focus

Rain of Hammers Accurate ki...

Other Equipment

Bloodroot Poison
Carrion Crawler Brain Juice
Greenblood Oil
Kusari-gama
Shuriken (5)

Total Weight (lbs.)

27

Carrying Capacity (lbs.)

Treasure

6 pp; 59 gp
0 gp banked

Normal

100

Heavy

200

Max

500

Birgitte



Player Name

Character Name

Racial Features

Change Shape

Use changeling disguise as an at-will power.

Changeling Trick

You have the changeling trick power.

Mental Defense

+1 to Will

Shapechanger

You have the shapechanger quality.

Class/Other Features

Poison Use

During an extended rest, you can prepare two vials of 1st-level assassin poison.

Attack Finesse (Executioner)

1/turn, deal 1d8/2d8/3d8 (by tier) extra dmg with a weapon attack using a one-handed weapon, garrote, blowgun, or shortbow.

Quick Swap (Executioner)

1/turn, you can draw or stow a weapon as a free action, and then draw another weapon.

Way of the Ninja

Gain at-will powers; gain proficiency with shuriken and kusari-gama and assassin class features apply to these weapons.

Yakuza Starting Feature

Gain the ruthless demonstration power.

Death Attack

An enemy you hit and damaged with a melee/ranged attack is left with 10hp or fewer: may automatically reduce to 0 hp.

Nimble Drop

Free action: reduce falling damage by 6 + your level. If this reduces the damage to 0, you don't fall prone.

Yakuza Level 5 Feature

After hitting an enemy granting combat advantage, gain a bonus to attack and damage of opportunity attacks against the enemy equal to your cha mod.

Flawless Disguise

During a short rest, craft a disguise which grants you +5 to Bluff checks vs. attempts to see through your ruse.

Feats

Shield Proficiency: Light

Proficiency with light shields.

Venom Hand Master

Ignore poison resistance and immunity.

Assassin's Cloak

Make a Stealth check to hide when you turn invisible.

Ki Focus Expertise

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy.

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Superior Implement Training (Accurate ki focus)

Can use Accurate ki focuss.

Birgitte

Level 8 Changeling Assassin (Executioner)

HP	SCORE	ABILITY	MOD	AC
60	10	STR	0	24
	13	CON	1	
Spd	21	DEX	5	19
	6	INT	0	
Init	8	WIS	-1	23
	+9	CHA	4	
				Will
				23

- 15 Passive Insight
- 13 Passive Perception

Skills

Acrobatics	Dexterity	•	15
Arcana	Intelligence		4
Athletics	Strength		4
Bluff	Charisma	•	19
Diplomacy	Charisma		8
Dungeoneering	Wisdom		3
Endurance	Constitution		5
Heal	Wisdom		3
History	Intelligence		4
Insight	Wisdom		5
Intimidate	Charisma	•	13
Nature	Wisdom		3
Perception	Wisdom		3
Religion	Intelligence		4
Stealth	Dexterity	•	16
Streetwise	Charisma	•	13
Thievery	Dexterity		9

• indicates a trained skill.

Action Point

Base action points: 1



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Player Name:

Hidden Stab

At-Will ♦ Standard Action

Accurate Ki Focused Short sword: +15 vs. AC, 1d6+4 damage
Short sword: +12 vs. AC, 1d6+2 damage
Kusari-gama: +11 vs. AC, 1d10+2 damage
Melee 1 **Target:** One creature

With a quick grab from behind, you cause your enemy to lower its defenses, allowing you to land a deadly blow even as they struggle to break free.

Keywords: Martial, Weapon
Requirement: You must have a hand free and use this power with a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] damage, and the target is grabbed until the end of your next turn. While the grab persists, the target grants combat advantage, and it takes a -2 penalty to its first escape attempt. If you make a melee weapon attack against the target before the grab ends and your assassin's strike is not expended, you can use that power against the target even if the attack misses.
Sustain Minor: The grab persists until the end of your next turn.

Additional Effects
+1d8 to damage rolls once per turn.
+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack

Melee Basic Attack

At-Will ♦ Standard Action

Accurate Ki Focused Short sword: +15 vs. AC, 1d6+9 damage
Short sword: +12 vs. AC, 1d6+7 damage
Kusari-gama: +11 vs. AC, 1d10+7 damage
Melee weapon **Target:** One creature

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

Keyword: Weapon
Attack: Strength vs. AC
Hit: 1[W] + Str modifier (+0) damage.
Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects
+1d8 to damage rolls once per turn.
+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Basic Attack

Ninja-to Rush

At-Will ♦ Standard Action

Accurate Ki Focused Short sword: +15 vs. AC, 1d6+9 damage
Short sword: +12 vs. AC, 1d6+7 damage
Kusari-gama: +11 vs. AC, 1d10+7 damage
Melee weapon **Target:** One creature

Coming from an unexpected direction, surprise and momentum combine to form a powerful strike.

Keywords: Martial, Weapon
Requirement: You must use this power with a short sword.
Attack: Dexterity vs. AC. If you have jumped, fallen, or flown this turn, you gain combat advantage against the target for this attack.
Hit: 1[W] + Dex modifier (+5) damage.
Special: When charging, you can use this power in place of a melee basic attack.

Additional Effects
+1d8 to damage rolls once per turn.
+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack

Poisonous Shuriken

At-Will ♦ Standard Action

Shuriken: +12 vs. AC, 1d4+0 damage
Ranged weapon **Target:** One, two, or three creatures

Your foes barely feel it when the sharp metal pierces their skin. They certainly feel it after that.

Keywords: Martial, Weapon
Requirement: You must use this power with shuriken.
Attack: Dexterity vs. AC
Hit: 1[W] damage.
Special: If you deliver an assassin poison with this attack, it applies to each target hit by this attack, even if the poison would normally be applied to only a single piece of ammunition.

Additional Effects
+1d8 to damage rolls once per turn.

Assassin Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Shuriken: +12 vs. AC, 1d4+5 damage
Ranged weapon **Target:** One creature

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

Keyword: Weapon
Attack: Dexterity vs. AC
Hit: 1[W] + Dex modifier (+5) damage.
Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects
+1d8 to damage rolls once per turn.

Basic Attack

Whirling Kusari-gama

At-Will ♦ Standard Action

Accurate Ki Focused Short sword: +15 vs. Reflex, 7 damage
Short sword: +12 vs. Reflex, 7 damage
Kusari-gama: +11 vs. Reflex, 7 damage
Melee weapon **Target:** One creature

Though your foe is watching the chain, it really should be watching the sickle.

Keywords: Martial, Weapon
Requirement: You must use this power with a kusari-gama.
Attack: Dexterity vs. Reflex
Hit: Dex modifier (+5) damage, and the target falls prone. You can shift 1 square and make the secondary attack with the secondary end of the kusari-gama.
Secondary Target: One creature
Secondary Attack: Dexterity vs. AC
Hit: 1[W] damage.

Additional Effects
+1d8 to damage rolls once per turn.
+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack

Assassin's Strike

Encounter ♦ No Action

Personal

Target: The creature you hit

You strike with precision at the exact right moment, landing an attack that can be instantly fatal.

Keyword: Martial

Trigger: You hit a creature within 5 squares of you with an attack using a weapon.

Effect: The target takes 1d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.
Level 7: 3d10 extra damage.

Special: Nothing but a short or an extended rest can allow you to regain the use of this power.

Additional Effects

Assassin Attack

Used

Changeling Disguise

At-Will ♦ Minor Action

Personal

You alter your form to look like another person.

Keyword: Polymorph

Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again.

Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

Additional Effects

Changeling Racial Power

Changeling Trick

Encounter ♦ Minor Action

Melee 1

Target: One creature

Your feint tricks a foe into giving you an advantage.

Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

Additional Effects

Changeling Racial Power

Used

Ruthless Demonstration

Encounter ♦ Free Action

Personal

The sight of blood and your threatening presence fill your opponents with dread, making them think twice before attacking you.

Keywords: Fear, Martial

Trigger: You bloody an enemy adjacent to you or reduce an enemy adjacent to you to 0 hit points or fewer.

Effect: Enemies that can see you take a -2 penalty to attack rolls against you until you are hit by an attack or until the end of the encounter. Also, if you bloodied the triggering enemy, you can immediately make an Intimidate check against it to force it to surrender.

Additional Effects

Yakuza Utility

Used

Cloak of Shades

Encounter ♦ Minor Action

Personal

A shadowy haze swirls around you, hiding you from view.

Keyword: Shadow

Effect: Until the end of your next turn, you gain concealment against all creatures and are invisible to creatures that are more than 5 squares away from you.

Additional Effects

Assassin Utility 2

Used

Sheltering Dark

Encounter ♦ Minor Action

Close burst 2

Shadows move to surround you and provide you with a spot from which to watch your enemies without fear of detection.

Keywords: Illusion, Shadow, Zone

Effect: The burst creates a zone that lasts until the end of your next turn. You have concealment while you are within the zone. When you leave the zone, you become invisible until the end of your turn.

Additional Effects

Assassin Utility 6

Used

Acrobat Boots

Feet Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to Acrobatics checks.

Power ♦ At-Will (Minor Action)

You stand up from prone.

Rain of Hammers Accurate...

Ki Focus ♦ Level 8

Properties: Accurate

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

Whenever you reduce an enemy to 0 hit points or fewer, one enemy adjacent to you takes damage equal to 2 + this focus's enhancement bonus damage.

Power ♦ Daily (Minor Action)

Make an at-will attack against an enemy that you already hit with an attack during this turn.

Eye of Deception

Head Slot Item ♦ Level 8

Properties

Gain a +2 item bonus to Bluff and Stealth checks, and to saving throws against effects with the illusion or charm keywords.

Greenblood Oil

Consumable ♦ Level 1

Power (Poison) ♦ Consumable (Minor Action)

You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next enemy you hit with a weapon attack using the poisoned item takes 10 extra poison damage, and it cannot regain hit points (save ends).

Power (Poison) ♦ Consumable (Minor Action)

You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour takes a -4 penalty to saving throws and cannot regain hit points until the end of its next extended rest.

Iron Armbands of Power...

Arms Slot Item ♦ Level 5

Properties

Gain a +2 item bonus to melee damage rolls.

Vanguard's Shield Light Shield

Arms Slot Item ♦ Level 3

Armor Bonus: 1

Properties

You gain a +4 item bonus to all defenses against charge attacks.

Bloodroot Poison

Consumable ♦ Level 1

Power (Poison) ♦ Consumable (Minor Action)

You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item takes 6 extra poison damage, and it is dazed (save ends).

Power (Poison) ♦ Consumable (Minor Action)

You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour is dazed until the end of its next extended rest.

Carrion Crawler Brain Juice

Consumable ♦ Level 1

Power (Poison) ♦ Consumable (Minor Action)

You apply the poison to your melee weapon or five pieces of your ammunition. Until the end of the encounter, whenever you hit a creature with a weapon attack using the poisoned item, the target takes 4 extra poison damage, and it is slowed until the end of your next turn.

Power (Poison) ♦ Consumable (Minor Action)

You apply the poison to a single handheld object. Within the next hour, the first creature other than you to hold or wear the object for more than 1 minute is immobilized until the end of its next extended rest.

Thought-Eater Leather...

Armor ♦ Level 8

Armor Bonus: 2

Enhancement: +2 AC

Properties

You gain a +2 item bonus to Stealth checks.

Power (Augmentable, Illusion) ♦ Daily (Minor Action)

Until the end of your next turn, you have concealment against enemies that are more than 2 squares away from you.

Augment 1: You have total concealment instead of concealment.

Amulet of Protection +2

Neck Slot Item ♦ Level 6

Enhancement: +2 Fortitude, Reflex, and Will

Yuan-ti Spymistress - BI Level 10 Solo Skirmisher (Leader)

Medium natural humanoid XP 2,500

HP 497; **Bloodied** 248 **Initiative** +14

AC 26; **Fortitude** 21; **Reflex** 24; **Will** 24 **Perception** +11

Speed 6

Saving Throws +5; **Action Points** 2

Traits

Combat Advantage

Yuan-ti Spymistress deals 2d8/3d8 extra damage against any creature granting combat advantage to it.(AL 2-6/8-10)

Fearsome Blade

Yuan-ti Spymistress can score a critical hit on a roll of 18–20 when making a dagger attack.

⚙ Unexpected deadliness • Aura 10

Allies in the aura deal an extra 1d6/2d6 damage on an attack against an oponent granting combat advantage

Aluring Spymistress

As the Yuan-ti Spymistress enters a battle she may choose up to a total of 3 effects/buffs currently active on one of her enemies and apply them to herself until the end of her next turn.

Deadly Assassin

If an attack from the Yuan-ti Spymistress reduces a target to 10/15/20 hitpoints or less they are instead reduced to 0 hitpoints

Perfect Disguise

The Yuan-ti Spymistress can asume any medium sized humanoid form as a disguise with a +5 bonus to the disguise check

No Mr. Bond, I want you to DIE.

Whenever the Spymistress starts her turn, any dazing, stunning, dominating or removed from play effect on her ends

Standard Actions

⚔ Dagger (weapon) • At-Will

Attack: +15 vs. AC

Hit: 1d6 + 14 damage

⬅ Seductive Confusion • Recharge on table change

Attack: close burst 5 (enemies in burst); +15 vs. Will

Hit: 1d6 + 14 damage. Target is considered seduced until the end of their next turn. A seduced creature that targets the Yuan-ti Spymistress with an attack must roll an additional d20 and if the result is an odd number the attack does not affect the Yuan-ti Spymistress in any way

🗞 Flying Dagger • At-Will

Attack: +15 vs. AC

Hit: 1d6 + 14 damage.

Minor Actions

⬇ I hope thats her tail • At-Will

Attack: +13 vs. Reflex

Hit: 1d8 + 14 damage. And the target is grabbed.

Triggered Actions

⬅ Sultry Wink • At-Will

Trigger: Yuan-ti Spymistress is hit by an attack

Attack (Immediate Interrupt): close burst 20 (attacking creature in burst); +13 vs. Will

Hit: 4d6 + 4 the target must reroll the attack.

Other Powers

⬅ Now You See Me (illusion) • At-Will

Effect (Minor 1/round): Close burst 3 (targets one creature); The Yuan-ti Spymistress is invisible to that target until the end of the assassin's next turn.

Skills Bluff +17, Stealth +20, Streetwise +17, Thievery +17

Str 15 (+7) **Dex** 25 (+12) **Wis** 13 (+6)

Con 17 (+8) **Int** 21 (+10) **Cha** 25 (+12)

Alignment unaligned

Languages Common

Equipment dagger

Warped Netherese Shield **Level 14 Solo Soldier****Commander - BI** **(Leader)**

Medium shadow humanoid XP 5,000

HP 576; **Bloodied** 288 **Initiative** +11**AC** 31; **Fortitude** 27; **Reflex** 25; **Will** 26 **Perception** +16**Speed** 6 Darkvision**Resist** 10 necrotic, 10 poison, 10 fire; **Vulnerable**

spellscarred

Saving Throws +5; **Action Points** 2**Traits****Defensive Inspiration**

All allies within 10 squares of the netherese shield commander gain a

+2 power bonus to all defenses

No mr Bond, I want you to DIE.

Whenever the warped netherese shield commander starts its turn, any

dazing, stunning, dominating or removed from play effect on it ends

⚙ **Biting Parry** • **Aura** 1

Whenever the warped netherese shield commander is missed by an

attack made by an enemy in the aura, the attacker takes 10 fire and

necrotic damage

Standard Actions⚔ **Biting Shield** (weapon) • **At-Will***Attack:* +21 vs. AC*Hit:* 2d10 + 12 damage. And the target is grabbed. Only one creature

can be grabbed by biting shields at one time.

⚔ **Commander's Strike** (martial, weapon) • **At-Will***Effect:* The commander chooses one, or two allies who can see and hear

him to make a melee basic attack against a target. On a hit, the allies

deal an extra 8 damage.

⚔ **Beat Them into the Ground** (martial, weapon) • **Encounter***Attack:* +19 vs. Fortitude*Hit:* 2d8 + 10 damage, and the target is knocked prone. Every ally

within 5 squares of Zaknoril makes a basic attack with a +4 bonus to

one target of its choice as a free action. These attacks deal no damage

but knock a target prone on a hit

⚔ **Double Attack** (poison) • **At-Will***Effect:* The warped netherese shield commander makes two biting

shield attacks, each against a different target.

Minor Actions⚔ **No Mercy** (martial, healing) • **Recharge** [1]*Effect:* All allies in a close burst 20 heal 30 hit points.**Tactical Shift** (martial) • **At-Will***Effect:* The commander chooses one or two allies who can see and hear

him. These allies can shift up to 5 squares.

Chewing Shield • **At-Will***Requirement:* The commander must have someone grabbed with his

biting shield

Target: creature grabbed by biting shield*Effect:***Triggered Actions****Snapping Shields** • **At-Will***Trigger:* The commander is hit or missed by a melee attack*Target:* creature making the attack*Effect (Immediate Interrupt):* The commander makes 2 biting shield

attacks against the target

Skills Athletics +19, Diplomacy +17, History +13, Insight +16,

Intimidate +14, Stealth +11

Str 24 (+14) **Dex** 14 (+9) **Wis** 18 (+11)**Con** 24 (+14) **Int** 12 (+8) **Cha** 20 (+12)**Alignment** evil **Languages** Common, Elven**Equipment** +4 house insignia, chainmail, longsword, light shield

High Observer - BI**Level 19 Solo Skirmisher****(Leader)**Medium elemental humanoid
(demon)

XP 12,000

HP 926; **Bloodied** 463**Initiative** +17**AC** 35; **Fortitude** 32; **Reflex** 31; **Will** 36**Perception** +18**Speed** 7

Low-light vision

Saving Throws +5; **Action Points** 2**Traits****Slippery Opponent**

The city high observer has a +5 bonus to defenses against opportunity attacks.

No mr Bond, I want you to DIE.

Whenever the high observer starts its turn, any dazing, stunning, dominating or removed from play effect on it ends

Standard Actions① **Corrupted Sword of Torm** (weapon) • **At-Will***Attack:* Melee 1 (one creature); +25 vs. AC*Hit:* 3d8 + 13 damage, and ongoing 15 poison and necrotic damage (save ends).← **False Alliance** (charm) • **Recharge** ☼ ☼ ☼*Attack:* Close burst 2 (one or two enemies in the burst); +22 vs. Will*Hit:* 4d8 + 17 the target makes an at-will attack against a creature of the high observer's choice. In addition, the target grants combat advantage, cannot attack the city corruptor, and cannot move to a square not adjacent to the city corruptor (save ends all).② **Sow Dissent** (psychic, poison) • **At-Will***Attack:* Ranged 15 (two attacks, each against different targets); +22 vs. Reflex*Hit:* 2d10 + 16 psychic poison damage**Minor Actions**← **Innocent Glance** (psychic) • **At-Will***Requirement:* This power can only be used if there are no enemies affected by dominate or false alliance within 2 squares of the high observer*Attack:* Close burst 5 (one creature in burst); +22 vs. Will*Hit:* The city corruptor pulls the target 4 squares. The target is dominated until the end of the city corruptor's next turn.**Fade into the background** (illusion) • **Recharge** when first bloodied*Effect:* The city corruptor becomes invisible until the end of the encounter or until it hits or misses with an attack.**Free Actions****I was never even there** • **Recharge** on table change*Effect:* The high observer can teleport a number of squares up to his speed and removes one ongoing effect that a save can end or make a save against an effect that does not normally allow one.**Triggered Actions**← **Patsy** • **Recharge** on table change*Trigger:* The high observer is damaged by an attack*Effect (Immediate Reaction):* close burst 2 (enemy in burst affected by dominate or false alliance); The high observer redirects all damage from the attack to the target.**Skills** Bluff +22, Stealth +20**Str** 23 (+15) **Dex** 22 (+15) **Wis** 18 (+13)**Con** 18 (+13) **Int** 20 (+14) **Cha** 27 (+17)**Alignment** evil**Languages** Abyssal, Common**Equipment** bone dagger

Dark Naga Anathema - BI **Level 22 Solo Skirmisher****(Leader)**Large shadow magical beast
(reptile), yuan-ti

XP 20,750

HP 1123; **Bloodied** 561**Initiative** +20**AC** 40; **Fortitude** 38; **Reflex** 35; **Will** 35**Perception** +20**Speed** 8**Resist** 20 poison**Saving Throws** +5; **Action Points** 2**Traits**☞ **At the back of their minds** • **Aura** 5

Allies within the aura can add 11/15 poison and psychic damage to their attacks. When the dark naga anathema is bloodied its aura size doubles to 10.

No Mr Bond, I want you to DIE.

Whenever the dark naga anathema starts its turn, any dazing, stunning, dominate, unconscious and removed from play effect on it ends.

Standard Actions☞ **Slam** (poison) • **At-Will***Attack:* Reach 2; +27 vs. AC*Hit:* 3d8 + 18 damage, and ongoing 10 poison damage (save ends)☞ **Double Attack** (poison) • **At-Will**

Effect: The dark naga anathema makes two slam attacks, each against a different target.

☞ **Bite** (poison) • **At-Will***Attack:* Reach 2; +27 vs. AC

Hit: 2d10 + 20 damage, and the dark naga anathema makes a secondary attack against the same target.

Secondary Attack: +24 vs. Fortitude

Hit: 10d6 + 18 the target takes ongoing 15 poison damage and a -4 penalty to attack rolls (save ends both)

☞ **Choking Psychic Miasma** (psychic) • **Recharge** ☞ ☞*Attack:* Close burst 3 (creatures in the burst); +25 vs. Will

Hit: 6d10 + 18 psychic damage, and the target is dazed (save ends). If the target was already dazed it is instead stunned (save ends).

First Failed Saving Throw: The target is instead stunned (save ends).**Move Actions**☞ **Swarm of Nagas** • **at-will**

Effect: The dark naga anathema collapses into dozens of naga which shift up to 8 squares away and then reform as the anathema in an unoccupied space. The anathema ignores difficult terrain while moving in this fashion.

Minor Actions☞ **Lure** (charm) • **At-Will***Attack:* Close burst 5 (enemies in the burst); +25 vs. Will

Hit: The target is dazed until the end of its next turn, and the naga can pull the target 3 squares.

Triggered Actions☞ **Benevolent Sharing** • **Recharge** on table change*Trigger:* The dark naga anathema is dealt damage

Attack (Immediate Reaction): close burst 5 (enemies in burst); +25 vs. Will

Hit: 1/2 the damage dealt to the dark naga anathema**Skills** Arcana +23, Bluff +23, Intimidate +23**Str** 18 (+15) **Dex** 24 (+18) **Wis** 18 (+15)**Con** 32 (+22) **Int** 24 (+18) **Cha** 24 (+18)**Alignment** evil**Languages** Draconic