

FEATHERED LIES

FOR BEGINNER PLAYERS

SKILLS

- +13 Dungeoneering
- +16 Endurance
- +15 History
- +11 Perception

Languages: Common, Modron

WILD

TALENTS

Mental Tools

(minor): Create

a simple tool which lasts until the end of the encounter.

Object Projection (minor): Teleport an object you hold to a square or willing creature within 10 squares.

Telekinetic Grasp (minor, range 5):

Manipulate or move an object up to 5 squares. It must be 20 lbs or less and cannot be carried.

THE CHARACTER

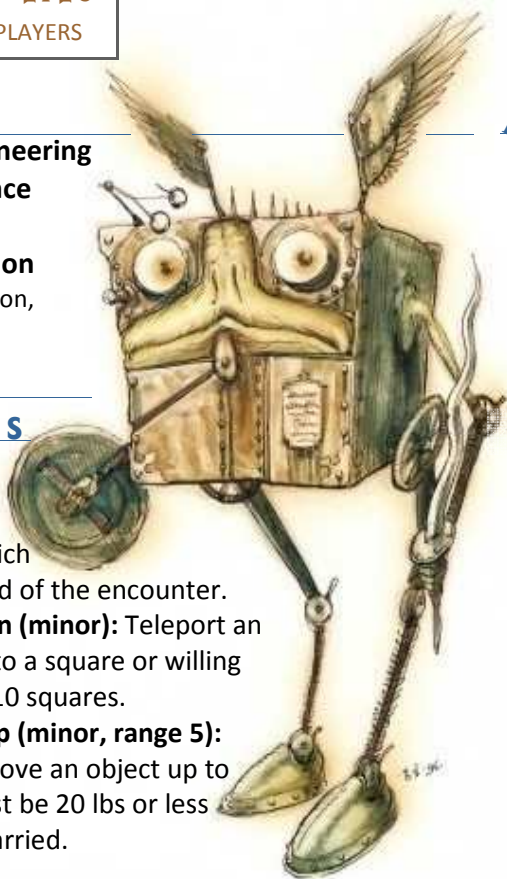
Cubit was accused of a crime it didn't commit by the modron hierarchs and sentenced to service in the demi-plane called Rubikon. There the modrons studied what compels adventurers to risk their lives in life-threatening dungeons. Cut off from its kin, Cubit became a **seeker of the lost clan**. While trapped within the demi-plane, Cubit began to believe the fantasies of damsels-in-distress, fire-breathing dragons, and other fantasy clichés; in fact, Cubit considers itself to be a knight in shining armor. When a group of planewalkers was exploring the malfunctioning Rubikon, Cubit helped guide them to the demi-plane's control room. Together, they escaped Rubikon, and Cubit was recruited into the party as a **guardian**. Among its companions, Cubit is known as an unstoppable **dreadnought**, pressing on no matter the odds. Cubit continues to look for ways to prove its innocence to the hierarch modrons, and thinks the Book of Lies holds the key.

FEATS

- Master at Arms
- Improved Defenses
- Melee Training (Con)
- Shield Finesse (bonus)
- Shield Specialization
- Toughness
- Weapon Focus (warhammer)
- Wild Talent Master

MAGIC ITEMS

- Bracers of Mighty Striking 14th
- Magic Warhammer +3
- Layered Plate Armor +2
- Pavise Charm +2
- Heavy shield
- Magic Crossbow +2
- Eagle Eye Goggles
- Chime of Awakening
- Delver's Light
- 200 gold



CUBIT

11th level Modron Knight

ABILITY SCORES

- 12 Strength (+6)
- 22 Constitution (+11)
- 15 Dexterity (+7)
- 14 Intelligence (+7)
- 14 Wisdom (+7)
- 9 Charisma (+4)

DEFENSES

- 29 AC
- 25 Fortitude
- 22 Reflex
- 20 Will
- +2 save vs. ongoing damage

COMBAT

- +11 Initiative 5 Speed
- +19 Attack (WARHAMMER)
- d10+13 Damage +3d6 Critical
- +15 Attack (CROSSBOW)
- d8+5 Damage +2d6 Critical
- 15/30 Range minor Load

HIT POINTS

117

Healing Surges (28 HP)

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Death saves □ □ □

CLASS FEATURES

Battle Guardian

Opportunity Action

Effect: When an enemy in your *defender aura* shifts or attacks an ally of yours (without including you), make a melee basic attack.

Defender Aura

Minor Action

Effect: You activate an aura which lasts until you fall unconscious; unmarked enemies in the aura take a -2 penalty to attacks against your allies (so long as those attacks don't target you).

A+ - WILL STANCES

Cleaving Assault

Minor Action

Effect: Until you end this stance, whenever you hit with a melee basic attack, one enemy adjacent to you (other than the one you hit) takes 6 damage.

Defend the Line

Minor Action

Effect: Until you end this stance, whenever you hit with a melee basic attack, you slow the enemy until the end of your next turn.

Hammer Hands

Minor Action

Effect: Until you end this stance, whenever you hit with a melee basic attack, you may push the target 1 square, and you may shift 1 square to a space adjacent to the target.

SPECIAL ABILITIES

Low-light Vision

Living Construct: You don't need to eat, drink, or breathe. You only need 4 hours of rest, and during this time you remain aware of your surroundings. On a death save, you may take the better of your roll or 10.

Master at Arms: Swap weapons as a minor action 1/round.

Dreadnought Action: When you spend an action point to attack, gain resist 10 all damage until start of your next turn.

ENCOUNTER POWERS

Power Strike Free Action □ □

Trigger: You hit an enemy with a melee basic attack

Effect: Deal an extra +d10 damage, the target is immobilized until the end of your next turn (or you are no longer adjacent to it), and you gain combat advantage against the target until the end of your next turn.

Shield Block Interrupt ↓ □

Trigger: An attack hits or misses you or an adjacent ally

Target: The character hit or missed by the triggering attack

Effect: The damage done to the target is reduced by 2d10+6 hit points.

Guardian's Counter Interrupt ◎ 2 □

Trigger: An ally within 2 squares of you is attacked and you are not included in the attack

Effect: You and your ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of your ally. After the attack is resolved, make a basic attack against the attacker.

Inexorable Advance Standard ↓ □

Target: One or two creatures

Effect: Shift 1 square before each attack

Attack: +14 vs. AC

Hit: 1d10 + 13 damage.

UTILITY POWERS & MISC.

Perfect Harmony Free Action □

Requirement: You must activate this power before making any saves in the encounter

Effect: Instead of making a save, you can operate, until the start of your next turn, as if you had rolled a 20 on your saving throw – all conditions that can be resisted with a save cease to affect you. At the start of your next turn, the conditions reassert themselves.

Second Wind Standard Action □

Effect: Spend a healing surge, and gain +2 defenses until start of your next turn.

Grit and Spittle Interrupt □

Effect: Spend a healing surge, but instead of healing make a save against every effect on you that a save can end.

Bodyguard's Stance Minor Action □

Effect (Stance): Until the stance ends (free action), when an adjacent ally takes damage you must reduce the damage by 5, taking 5 damage yourself which cannot be mitigated.

Mighty Surge Minor Action □

Effect: Spend a healing surge, and gain +2 defenses and +1 attack until end of your next turn. Until the end of the encounter, each time you spend a surge, gain this benefit.

Unfailing Resources Minor Action □

Effect: Take 10 damage to make a save against an effect that a save can end. You must have at least 10 hit points to use this ability, and you can't reduce this damage by any means.

MAGIC ITEM POWERS

Pavise Charm Minor Action □

Effect: Gain a +2 power bonus to the AC and Reflex until you leave your current space.

Chime of Awakening Standard Action □

Effect: Set the *chime of awakening* to ring when a specific trigger occurs within 10 squares of it (e.g. the presence of anyone other than you and your allies). The chime rings in the minds of you and allies within 10 squares of it, instantly waking you. The *chime of awakening* can be fooled by creatures in disguise; it makes active Perception checks +10.

Delver's Light Free Action

Effect: Emit dim or bright light in a 20 square radius. Turning off the light requires another free action.

CONSUMABLES

Potion of Cure Wounds Minor Action □

Effect: Spend a healing surge and instead regain 2d8+10 HP. If you're bloodied and without surges, you still regain hit points.

Clockwork Bomb Minor Action □

Effect: Place the clockwork bomb in your space or an adjacent space, and decide how many rounds must pass before the bomb goes off (6 rounds maximum). Each round, at the start of your turn, move the clockwork bomb one square and roll a d6. On a roll of '6' the bomb detonates prematurely. If the bomb is hit by an attack (it shares your defenses), it also explodes. When the bomb detonates, make the following attack: Area burst 1 centered on the bomb; targets each creature in burst; +17 vs. Reflex; 3d10 fire damage

Bolt of Transit +2 □ □ □

Effect: When you hit an enemy with a crossbow attack using a *bolt of transit*, you teleport to a space adjacent to that enemy.

Dispelling Bolt +2 □

Effect: When you hit an enemy with a crossbow attack using a *dispelling bolt*, end a conjuration or zone that enemy created.

Forbiddance Bolt +2 □

Effect: When you hit an enemy with a crossbow attack using a *forbiddance bolt*, it can't teleport until end of its next turn, nor may any creature teleport to a space within 2 squares of it.

Space-Shifting Bolt +2 □

Effect: When you hit an enemy with a crossbow attack using a *space-shifting bolt*, teleport them 1 square.