

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Level

### Quarion - Copy

Unaligned male Sun Elf (Eladrin) Assassin

Age  Height  Weight  Medium Size  The Raven Queen Deity

Total XP 16500

### Defenses

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| <b>24</b> | <b>20</b> | <b>22</b> | <b>19</b> |
| AC        | FORT      | REF       | WILL      |

Conditional Bonuses  
+5 Saving Throws against charm effects

### Hit Points

Max HP (Bloodied 27 )

Temp HP

Current Hit Points

### Healing Surges

Surge Value  Surges/Day

Current Conditions:

### Combat Statistics and Senses

Initiative

Conditional Modifiers:

Speed

Passive Insight

Passive Perception

Special Senses: Low-light

### 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

+5 Saving Throws against charm effects

### Resistances/Vulnerabilities

Resist 2 Ranged, Resist 2 Area

### Current Conditions and Effects

### Basic Attacks

#### Melee

Cup of Death Ki Focused Longsword +2

Strength vs. AC Damage

#### Ranged

Cup of Death Ki Focused Hand

Dexterity vs. AC Damage

### Languages

Common, Elven



### Abilities

| Ability          | Score                           | Check                          |
|------------------|---------------------------------|--------------------------------|
| STR Strength     | <input type="text" value="10"/> | <input type="text" value="4"/> |
| CON Constitution | <input type="text" value="16"/> | <input type="text" value="7"/> |
| DEX Dexterity    | <input type="text" value="21"/> | <input type="text" value="9"/> |
| INT Intelligence | <input type="text" value="12"/> | <input type="text" value="5"/> |
| WIS Wisdom       | <input type="text" value="10"/> | <input type="text" value="4"/> |
| CHA Charisma     | <input type="text" value="13"/> | <input type="text" value="5"/> |

### Skills

|               |              |                                     |                                 |
|---------------|--------------|-------------------------------------|---------------------------------|
| Acrobatics    | Dexterity    | <input checked="" type="checkbox"/> | <input type="text" value="14"/> |
| Arcana        | Intelligence |                                     | <input type="text" value="7"/>  |
| Athletics     | Strength     |                                     | <input type="text" value="4"/>  |
| Bluff         | Charisma     |                                     | <input type="text" value="5"/>  |
| Diplomacy     | Charisma     |                                     | <input type="text" value="5"/>  |
| Dungeoneering | Wisdom       |                                     | <input type="text" value="4"/>  |
| Endurance     | Constitution |                                     | <input type="text" value="7"/>  |
| Heal          | Wisdom       |                                     | <input type="text" value="4"/>  |
| History       | Intelligence | <input checked="" type="checkbox"/> | <input type="text" value="12"/> |
| Insight       | Wisdom       |                                     | <input type="text" value="4"/>  |
| Intimidate    | Charisma     |                                     | <input type="text" value="5"/>  |
| Nature        | Wisdom       |                                     | <input type="text" value="4"/>  |
| Perception    | Wisdom       | <input checked="" type="checkbox"/> | <input type="text" value="9"/>  |
| Religion      | Intelligence |                                     | <input type="text" value="5"/>  |
| Stealth       | Dexterity    | <input checked="" type="checkbox"/> | <input type="text" value="16"/> |
| Streetwise    | Charisma     | <input checked="" type="checkbox"/> | <input type="text" value="10"/> |
| Thievery      | Dexterity    | <input checked="" type="checkbox"/> | <input type="text" value="14"/> |

Scotley

# Quarion - Copy

Player Name

Character Name



## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Leif's 4E Fey game

### Other Notes

## Equipment

### Head

### Neck

Elven Cloak +2

### Arms

### Hands

### Rings

### Rings

### Off Hand

Shield of Deflection Light...

### Main Hand

Warsoul Longsword +1

### Waist

Belt of Vigor (heroic tier)

### Armor

Battle Harness Leather Armor +2

### Feet

### Tattoo

### Ki Focus

Cup of Death Ki Focus +2

## Other Equipment

Crossbow Bolts (20)  
Journeybreads (10)  
Greatspear  
Adventurer's Kit  
Thieves' Tools  
Signal ammunition (5)  
Distance Hand crossbow +1

Total Weight (lbs.)

78

Carrying Capacity (lbs.)

Treasure

3 pp; 94 gp

Normal

100

Heavy

200

Max

500

Scotley

Player Name

## Quarion - Copy

Character Name



### Racial Features

#### Eladrin Education

Training in any one additional skill.

#### Eladrin Weapon Proficiency

Proficient with longsword.

#### Eladrin Will

+1 Will; +5 to saving throws against charm.

#### Fey Origin

Your origin is fey, not natural

#### Fey Step

Use fey step as an encounter power.

#### Trance

Meditate aware 4 hours instead of sleep.

### Class/Other Features

#### Assassin's Shroud

Gain the assassin's shroud power

#### Bleak Disciple

Gain con mod temporary hitpoints when you hit an unbloodied target. +2 at paragon and epic.

#### Guild Training

Choose a training method.

#### Shade Form

Gain the shade form power.

#### Shadow Step

Gain the shadow step power.

### Feats

#### Eladrin Soldier

+2 damage and proficiency with longswords and spears

#### Shadow Reservoir

Gain +2 feat bonus to damage rolls with shadow attacks used through ki focus; +3 at 11th level, +4 at 21st level

#### Twilight Phantom Step

Increase fey step distance by 5 squares if you end adjacent to assassin's shroud target

#### 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

#### Killer's Insight

Once per encounter, target gains an extra shroud

# Quarion - Copy

Level 8 Sun Elf (Eladrin) Assassin

|             |       |         |     |            |
|-------------|-------|---------|-----|------------|
| HP<br>54    | SCORE | ABILITY | MOD | AC<br>24   |
|             | 10    | STR     | 0   |            |
| Spd<br>6    | 16    | CON     | 3   | Fort<br>20 |
|             | 21    | DEX     | 5   |            |
| Init<br>+13 | 12    | INT     | 1   | Ref<br>22  |
|             | 10    | WIS     | 0   |            |
|             | 13    | CHA     | 1   | Will<br>19 |
|             |       |         |     |            |

14 Passive Insight

19 Passive Perception

Player Name: Scotley

## Skills

|               |              |   |    |
|---------------|--------------|---|----|
| Acrobatics    | Dexterity    | • | 14 |
| Arcana        | Intelligence |   | 7  |
| Athletics     | Strength     |   | 4  |
| Bluff         | Charisma     |   | 5  |
| Diplomacy     | Charisma     |   | 5  |
| Dungeoneering | Wisdom       |   | 4  |
| Endurance     | Constitution |   | 7  |
| Heal          | Wisdom       |   | 4  |
| History       | Intelligence | • | 12 |
| Insight       | Wisdom       |   | 4  |
| Intimidate    | Charisma     |   | 5  |
| Nature        | Wisdom       |   | 4  |
| Perception    | Wisdom       | • | 9  |
| Religion      | Intelligence |   | 5  |
| Stealth       | Dexterity    | • | 16 |
| Streetwise    | Charisma     | • | 10 |
| Thievery      | Dexterity    | • | 14 |

• 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

## Melee Basic Attack

At-Will ♦ Standard Action

**Cup of Death Ki Focused Longsword +2:** +10 vs. AC, 1d8+4 damage

**Warsoul Longsword +1:** +8 vs. AC, 1d8+3 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

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Cup of Death Ki Focused Hand crossbow +2:** +14 vs. AC, 1d6+7 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

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Basic Attack

## Executioner's Noose

At-Will ♦ Standard Action

**Cup of Death Ki Focused Longsword +2:** +12 vs. Fortitude, 1d6+9 damage

**Warsoul Longsword +1:** +10 vs. Fortitude, 1d6+8 damage

**Cup of Death Ki Focus +2:** +12 vs. Fortitude, 1d6+9 damage

**Ranged 5**      **Target:** One creature

*You gather shadows into the form of a noose, cast it around your foe's neck, and pull.*

**Keywords:** Force, Implement, Shadow

**Attack:** Dexterity vs. Fortitude

**Hit:** 1d6 + Dex modifier (+5) force damage, and you pull the target 2 squares. The target is slowed until the end of your next turn.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 1

## Leaping Shade

At-Will ♦ Standard Action

**Cup of Death Ki Focused Longsword +2:** +15 vs. AC, 1d8+9 damage

**Warsoul Longsword +1:** +13 vs. AC, 1d8+8 damage

**Melee weapon**      **Target:** One creature

*As your weapon makes contact, the shrouds you have placed on your victim dig cruelly into its flesh.*

**Keywords:** Shadow, Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+5) damage. If you didn't invoke your shrouds on the target, it takes 1 extra damage for each of your shrouds on it.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 1

## Smothering Shadow

Encounter ♦ Standard Action

**Cup of Death Ki Focused Longsword +2:** +15 vs. AC, 2d8+12 damage

**Warsoul Longsword +1:** +13 vs. AC, 2d8+11 damage

**Melee weapon**      **Target:** One creature

*You stab at your foe and channel shadow magic into its body, causing its own shadow to hinder it.*

**Keywords:** Illusion, Shadow, Weapon

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dex modifier (+5) damage, and the target is slowed until the end of your next turn.

**Bleak Disciple:** The target takes extra damage equal to your Con modifier (+3).

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 1

Used

## Nightshade's Kiss

Encounter ♦ Standard Action

**Cup of Death Ki Focused Longsword +2:** +15 vs. Reflex, 2d8+9 damage

**Warsoul Longsword +1:** +13 vs. Reflex, 2d8+8 damage

**Melee weapon**      **Target:** One creature

*Your strike infects your foe's mind, causing the foe to recoil from every attack.*

**Keywords:** Fear, Shadow, Weapon

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dex modifier (+5) damage, and you slide the target 2 squares. Until the end of your next turn, you can slide the target 1 square as a free action whenever the target is hit.

**Bleak Disciple:** The number of squares you slide the target increases by 1.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 3

Used

## Shadow Link

Encounter ♦ Standard Action

**Cup of Death Ki Focused Longsword +2:** +15 vs. AC, 2d8+9 damage

**Warsoul Longsword +1:** +13 vs. AC, 2d8+8 damage

**Melee** weapon

**Target:** Your assassin's shroud target

*Your attack forges a brief bond with your foe that allows you to shroud it with greater darkness each time you feel pain.*

**Keywords:** Shadow, Weapon

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dex modifier (+5) damage. Until the end of your next turn, you can use your assassin's shroud against the target whenever you are hit.

**Bleak Discipline:** You gain temporary hit points equal to your Con modifier (+3) when the attack hits.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 7

Used

## Grave Spike

Daily ♦ Standard Action

**Cup of Death Ki Focused Longsword +2:** +15 vs. AC, 2d8+9 damage

**Warsoul Longsword +1:** +13 vs. AC, 2d8+8 damage

**Melee** weapon

**Target:** One creature

*As you strike your foe, your weapon shoots hundreds of tiny shadow spikes into it, wracking it with pain.*

**Keywords:** Shadow, Weapon

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dex modifier (+5) damage, and ongoing 5 damage (save ends). Whenever the target takes this ongoing damage, the target falls prone.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, you gain a +2 power bonus to attack rolls against the target while your shrouds are on it.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 1

Used

## Twilight Assassin

Daily ♦ Standard Action

**Cup of Death Ki Focused Longsword +2:** +12 vs. Reflex, 2d8+9 damage

**Warsoul Longsword +1:** +10 vs. Reflex, 2d8+8 damage

**Cup of Death Ki Focus +2:** +12 vs. Reflex, 2d8+9 damage

**Ranged** 5

*Your shadow leaps from you to attack your enemies, and the two of you fight as one.*

**Keywords:** Conjunction, Implement, Shadow

**Primary Target:** One creature

**Primary Attack:** Dexterity vs. Reflex

**Hit:** 2d8 + Dex modifier (+5) damage.

**Effect:** You conjure a shadowy duplicate of yourself in an unoccupied square adjacent to the primary target. The duplicate occupies its space, and it lasts until the end of the encounter. Whenever you use a move action, you can also move the duplicate 5 squares. You can flank enemies with the duplicate, but your allies cannot. Until the duplicate vanishes, it can use the Twilight Assassin Attack power.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 5

Used

## Assassin's Shroud

At-Will ♦ Free Action

**Close** burst 10

**Target:** One enemy you can see in the burst

*You cause invisible shrouds to settle on your foe. At your command, the shrouds reveal the target's weak points to your keen gaze.*

**Keyword:** Shadow

**Effect:** You subject the target to your shroud. If any of your shrouds are already on the target, you subject it to an additional shroud, up to a maximum of four. The shrouds last until you use this power against a different enemy or until the end of the encounter.

Before you make an attack roll against the target, you choose to invoke either all your shrouds on it or none of them. If you invoke your shrouds, the attack deals 1d6 damage per shroud, minus one shroud if the attack misses, and all your shrouds then vanish from the target. This damage roll never benefits from bonuses to damage rolls, and is in addition to the attack's damage, if any.

**Special:** You can use this power only on your turn and only once per turn.

Additional Effects

Assassin Feature

## Shadow Step

At-Will ♦ Move Action

**Personal**

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

**Keywords:** Shadow, Teleportation

**Requirement:** You must be adjacent to a creature.

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

Additional Effects

Assassin Feature

## Twilight Assassin Attack

At-Will ♦ Minor Action

**Cup of Death Ki Focused Longsword +2:** +12 vs. Reflex, 3+0 damage

**Warsoul Longsword +1:** +10 vs. Reflex, 3+0 damage

**Cup of Death Ki Focus +2:** +12 vs. Reflex, 3+0 damage

**Melee** 1

**Target:** One creature

**Keywords:** Conjunction, Implement, Shadow

**Attack:** Dexterity vs. Reflex

**Hit:** 3 damage, or 6 damage if the secondary target is your assassin's shroud target.

**Requirement:** The power Twilight Assassin must be active in order to use this power.

Additional Effects

## Ghost of the Rooftops

At-Will ♦ Move Action

**Personal**

*Your skill at climbing and leaping allows you to move across the rooftops unhindered.*

**Keyword:** Martial

**Effect:** You climb or make a long jump, moving a number of squares up to your speed, without making an Athletics check.

**Special:** You can use this power only once per round.

Additional Effects

Assassin Utility 6

## Fey Step

Encounter ♦ Move Action

**Personal**

*You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.*

**Keyword:** Teleportation

**Effect:** Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used

## Shade Form

Encounter ♦ Minor Action

**Personal**

*You transform yourself into a being of shadow, becoming more difficult to notice and to harm.*

**Keyword:** Shadow

**Effect:** You assume a shadowy form that lasts until you make an attack roll or until the end of your next turn. While in this form, you are insubstantial, and you gain vulnerable 5 radiant. In addition, you can make Stealth checks to become hidden if you have any cover or concealment, and you can use cover granted by your allies both to become hidden and to remain hidden.

**Sustain Minor:** The form persists.

Additional Effects

Assassin Feature

Used

### Converging Shadows

Encounter ♦ Immediate Interrupt

#### Personal

*Darkness gathers to shelter you from harm*

**Keyword:** Shadow

**Trigger:** You are targeted by a melee or ranged attack

**Effect:** You gain concealment until the end of your next turn. If the Triggering attack misses, you can make a Stealth check to hide.

Additional Effects

Assassin Utility 2

Used

### Elven Cloak +2

Neck Slot Item ♦ Level 7

**Enhancement:** +2 Fortitude, Reflex, and Will

#### Properties

You gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.

### Distance Hand crossbow +1

Weapon ♦ Level 1

**Damage:** 1d6

**Proficiency Bonus:** 2

**Range:** 10/20

**Properties:** Load Free

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** None

#### Properties

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

### Battle Harness Leather...

Armor ♦ Level 9

**Armor Bonus:** 2

**Enhancement:** +2 AC

#### Property

♦ As a free action, you can draw a sheathed weapon or retrieve a stowed item.

♦ You gain a power bonus to initiative equal to the item's enhancement bonus.

### Shield of Deflection Light...

Arms Slot Item ♦ Level 2

**Armor Bonus:** 1

#### Properties

You gain resist 2 to all damage from ranged attacks and area attacks.

### Cup of Death Ki Focus +2

KI Focus ♦ Level 8

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

Add 1 to the number of temporary hit points you gain for hitting an unbloodied foe due to Bleak Disciple Guild Training.

#### Power ♦ Encounter (Free Action)

*Trigger:* You hit an unbloodied enemy.

*Effect:* You can shift a number of squares equal to your Constitution modifier.

### Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

#### Properties

You gain a +1 item bonus to your healing surge value.

### Warsoul Longsword +1

Weapon ♦ Level 3

**Damage:** 1d8

**Proficiency Bonus:** 3

**Properties:** Versatile

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

You gain a +2 item bonus to initiative checks.

#### Power ♦ Daily (Immediate Interrupt)

*Trigger:* An enemy adjacent to you shifts.

*Effect:* Make a melee basic attack with this weapon against the triggering enemy.