

Aasimar

Ability Scores: +2 wisdom,
+2 charisma

Size: Medium

Speed: 6 squares

Vision: Low-Light Vision

Languages: Common

Skill Bonuses: +2 Diplomacy, +2 Heal

Astral Heritage: Aasimar count as outsiders

Necrotic Resistance: A Aasimar has necrotic resist 5

A Healing Hand

Aasimar Racial Power

The womans hand glowed as she touched your wounds knitting them together with divine power.

Encounter ☐ **Standard Action**

Target: Self or One Creature

Effect: Activate one of the targets healing surges and heal 2d4+Wisdom Modifier hp



Laiowen, Aasimar Paladin

Example PC

Laiowen Level 1 Paladin Medium Outsider (Aasimar)

Initiative +2 **Senses** Perception +2;

HP 25 **Bloodied** 12

AC 20;

Fortitude 15, **Reflex** 12, **Will** 15

Immune None; **Resist:** Necrotic 5 ;

Vulnerable; None **Surges:** 12

Speed 5

Longsword (standard – At-Will) Weapon +3 vs AC; 1d8+1

Paladin Powers: Select the following first level powers: two at will powers , one encounter power and a daily power.

A Healing Hand (Standard Action – Encounter)

Heal 2d4+wis modifier hp at the cost of targets healing surge.

Channel Divinity: Divine Mettle: See Paladin Chapter.

Channel Divinity: Divine Strength: See Paladin Chapter.

Divine Challenge: See Paladin Chapter.

Lay on Hands: See Paladin Chapter.

Feats: Divine Health

Skills: +10 Diplomacy, +9 Heal, +5 Endurance and +8 Athletics

Alignment Unaligned **Languages** –

Str 16 (+3) **Dex** 14 (+2) **Wis** 14 (+2) **Con** 10 (+0) **Int** 9 (-1) **Cha** 16 (+3)

Possessions: Longsword, water skin, provisions, back pack, Full Plate, Heavy Shield

Drow

Ability Scores: +2 Dexterity,
+2 Intelligence

Size: Medium

Speed: 7 squares

Vision: Dark vision

Languages: Common, Elven, Under
common, Drow Sign

Skill Bonuses: +2 Stealth, +2 Perception

Fey Heritage: Drow count as Fey.

Bite of the Spider Queen

Drow Racial Power

The drow's blade became covered in a dark purple aura paralyzing the foes he cut.

Encounter ☐ **Standard Action**

Attack: Str or Dex vs Fortitude

Hit: 1W + Str or Dex (whichever is highest)
and target is immobilized till the end of your
next turn.

Miss: 1W+Str or Dex damage.



Aradrill, drow fighter

Example PC

Aradrill Level 1 Fighter Medium Fey
(Drow)

Initiative +3 **Senses** Perception -1;
darkvision **HP** 25 ; **Bloodied** 12

AC ; 18

Fortitude 12, **Reflex** 13, **Will** 9

Immune None; **Resist:** None ;

Vulnerable; None **Surges:** 8

Speed 7

🗡 **Longsword** (standard – At-Will) Weapon
+6 vs AC; 1d8+3

🗡 **Dagger** (standard – At-Will) Weapon
+6(+6 ranged) vs AC 1d4+3

Fighter Powers: Select the following first
level powers: two at will powers , one
encounter power and a daily power.

Bite of the Spider Queen (Standard Action
– Encounter) Weapon
+6 vs fortitude; 1d8+3 and target is
immobilized until the end of your next turn.

Combat Challenge: When you attack you
may mark the
enemy, giving a +2 to attack targets other
than you, only (one mark per enemy, new
mark supersedes old on.)

Combat Challenge: When an adjacent
enemy shifts, make an immediate melee
basic attack against them.

Combat Superiority: +2 to opportunity
attacks and enemies hit stop moving if a
move provoked the attack.

Feats: Mind Over Body

Skills: Endurance +5, Acrobatics +8,
Athletics +8, Stealth +10

Alignment Unaligned **Languages** –

Str 16 (+3) **Dex** 16 (+3) **Wis** 9 (-1) **Con** 10
(+0) **Int** 16 (+3) **Cha** 14 (+2)

Possessions: Longsword, 3 Daggers, water
skin, provisions, back pack, Hide, Heavy
Shield

Racial Feats

Deep Poison [Drow]

Prerequisites: Drow

Benefit: *Bite of the Spider Queen* immobilizes your target until the end of your second turn after making the attack though they may make a save to end it after the first turn has passed.

“Healing Touch” [Drow]

Prerequisites : Drow, Divine Power Source

Benefit: You gain the following encounter power.

“Healing” Touch

Drow Racial Power

“Let the True Spider Queens power cleanse your body....”

Encounter □ **Standard Action**

Attack: Str or Dex vs Fortitude

Hit: 1d10+con modifier damage and 5 ongoing poison damage (save ends)

Fangs of the Arachnomancer [Drow]

Prerequisites: Drow, Arcane Power Source

Benefit: You gain the following encounter power.

Fangs of the Arachnomancer

Drow Racial Power

Stretching out his hand the drow summoned a great force biting poison deep into your body...

Encounter □ **Standard Action**

Attack: Str or Dex vs Fortitude

Hit: 2d6 force damage and target must make a saving throw or be immobilized for your con modifier turns. (save ends)

Miss: 1W+Str or Dex damage.

Hated Heritage [Drow]

Prerequisites : Drow

Benefit: +2 Feat Bonus on attack and damage rolls against elves.

Sinister Visage [Drow]

Prerequisites : Drow

Benefit: +2 Feat Bonus to intimidate checks.

Heroic Feats

Mind Over Body

Tier: Heroic

Benefit: Add your Intelligence modifier instead of your constitution modifier when determining your daily healing surges and fortitude defense.

Two Weapon Fighting

Tier: Heroic

Benefit: As a full round action you may attack with two weapons with a -2 penalty on each attack roll.

Zen Body

Tier: Heroic

Benefit: Through meditation and training you have gained almost a sixth sense. When not wearing armor you may add your wisdom modifier to your AC and reflex Defense as well as your intelligence or dexterity modifier.

Divine Health

Tier: Heroic

Benefit: Add your Wisdom modifier instead of your constitution modifier when determining your daily healing surges and fortitude defense.