

BARCAN

MALE HUMAN COSMIC SORCERER (VEILED ALLIANCE) / LEVEL 1 / GOOD

"What? Oh yes, I'll be there shortly. I'm just listening to the sky speak."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 14	+2	AC 12	+0	ARCANA +5
CON 10	+0	FORT 13	SPEED (In squares) 6	BLUFF +10
DEX 11	+0	REF 11	VISION normal	DIPLOMACY +10
INT 10	+0	WILL 18	LANGUAGES Common, Elven	HISTORY +5
WIS 8	-1		SENSES Passive Insight 14, Passive Perception 9	INSIGHT +4
CHA 20	+5			

HIT POINTS (Bloodied 11) **22** ACTION POINT SECOND WIND

HEALING SURGES value **5**

EQUIPMENT

Staff
Cloth armor
Adventurer's kit

OTHER EQUIPMENT

BACKGROUND

Barcan grew up as a privileged youth within the Noble District of Tyr, where he had access to all the education, training, and finishing of a nobleman. He resented this life, however, because he knew something burned inside him. He preferred the solitude of the starry night sky when his family was asleep. It called to him. One day on a late evening walk through the Warrens, he was mugged by a gang of Elven youths, but a tiefling named Jarvix approached him. Jarvix recognized the spark of the arcane in him and brought him to the Veiled Alliance. Since that night, he has not returned home, though he has joined his older sister, Phye.

APPEARANCE

Barcan is young and lanky with long, black hair he never bothers to care for. His clothes reflect his obsession with the night sky; he's sewn starbursts all over his dark blue tunic. He has outfitted his staff with the largest, clearest crystal he could find, but it's really just a piece of desert glass.

PERSONALITY TRAITS

Aloof, distracted, passive

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires staff; +4 vs. AC; 1d6 + 2 damage.

Arcing Fire Standard / Ranged 10 / At-Will

+5 vs. Reflex; 1d8 + 7 fire damage. An enemy providing the target cover against this attack takes 5 fire damage.

Blazing Starfall Standard / Area Burst 1 within 10 / At-Will

Target each creature in burst; +5 vs. Reflex; 1d4 + 7 damage and the burst creates a zone bounded by burning ground that lasts until the end of your next turn. Whenever an enemy within the zone leaves it, it takes 2 fire damage.

Burning Spray Standard / Close Blast 3 / At-Will

Target each creature in blast; +5 vs. Reflex; 1d8 + 7 fire damage.

Excise from Sight Standard / Ranged 10 / Encounter

+5 vs. Will; 1d10 + 7 psychic damage and you or 1 ally becomes invisible to the target until the end of your next turn. **Special:** You can take a minor action when you use this power to enhance it. If you do, slide the target 1 square on a hit.

Ray of the Moon Standard / Ranged 10 / Encounter

+5 vs. Will; 2d6 + 7 cold damage and the target cannot shift and takes a -1 penalty to attack rolls until the end of its next turn.

Cosmos Call Standard / Ranged 10 / Daily

+5 vs. Will; 2d8 + 7 psychic damage and choose one additional benefit.
1: The target takes ongoing 5 radiant damage (save ends). 2: The target is slowed (save ends). 3: The target is dazed (save ends).

OTHER ABILITIES*

Feats:

Arcane Reserves (see below),
Focusing Spellfury (see below).

Arcane Reserves:

+2 damage with at-will powers when encounter powers are expended.

Focusing Spellfury:

+2 damage after hitting multiple foes with an at-will power.

Soul of the Cosmic Cycle:

At the end of a short rest or an extended rest, you choose a cosmic phase from those described below and gain its benefits. The first time you become bloodied during an encounter, your phase immediately changes to the next higher-numbered phase (or back to the phase of the sun if you are in the phase of the stars). In ad-

dition, each time you use a daily arcane attack power, you can choose to change your phase to the next higher-numbered phase immediately after resolving the effects of the power.

1. *Phase of the Sun:* At the start of your turn, each enemy adjacent to you takes 2 fire and radiant damage. You also gain resist 5 cold.

2. *Phase of the Moon:* You gain a bonus to AC equal to the number of conscious enemies adjacent to you. You also gain resist 5 psychic.

3. *Phase of the Stars:* Whenever an enemy's attack misses you, you can teleport 2 squares as a free action. You also gain resist 5 radiant.

* Some character options not present on character sheet for brevity.

DUNGEONS & DRAGONS

ENCOUNTERS

CASTRI

MALE ELF MARAUDER RANGER (GLADIATOR) / LEVEL 1 / UNALIGNED

"Hold him still. My blade would like to speak with him."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 18	+4	AC 17	+7	ACROBATICS +7
CON 11	+0	FORT 15	SPEED (in squares) 8	DUNGEONEERING +6
DEX 16	+3	REF 15	VISION low-light	NATURE +8
INT 10	+0	WILL 11	LANGUAGES Common, Elven	STEALTH +7
WIS 12	+1		SENSES Passive Insight 11, Passive Perception 13	
CHA 8	-1			

HIT POINTS (Bloodied 11) 23 ACTION POINT SECOND WIND

HEALING SURGES value 5

EQUIPMENT

Bone carrikal
2 flint daggers
Hide armor

OTHER EQUIPMENT



BACKGROUND

Growing up in the Warrens of Tyr was difficult. Each day was a fight for survival, stalking the streets at night with the elven gangs for quick and easy marks. That's how it was until you found your true calling in the arena as a gladiator. Unfortunately, your luck turned against you. Beaten to within an inch of your life, you were tossed from the city like a pile of rubbish. But that wasn't the end for you. An opportunistic slaver picked up your broken, dehydrated body and mended you, probably seeking a quick profit.

APPEARANCE

Caotri is slender and short, with nearly black skin baked from the sun-drenched arena. His armor is an amalgam of hides, presumably from the creatures he's defeated in his arena fights. His two weapons, a blood-caked carrikal axe and a razor-sharp flint dagger, provide a balanced yet aggressive arsenal to fall his prey.

PERSONALITY TRAITS

Callous, brusque, opportunistic

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires bone carrikal; +6 vs. AC; 1d8 + 4 damage. *Brutal 2*: If you roll a 1 or a 2 on the damage die, reroll.

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires flint dagger; +7 vs. AC; 1d4 + 4 damage.

Ranged Basic Attack Standard / Ranged Weapon / At-Will

Requires flint dagger; Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.

Hunter's Quarry Minor / Nearest Enemy You Can See / At-Will

Once per turn, designate the target as your quarry. Once per round, when you hit your quarry with an attack, deal +1d6 damage. You can only deal this extra damage on 1 attack and only 1/turn. The *hunter's quarry* remains active until the end of the encounter, the quarry is defeated, or until you designate a different target as your quarry. You can only have one quarry at a time.

Throw and Stab Standard / Ranged Weapon / At-Will

Requires bone carrikal and flint dagger; +6 vs. AC; 1d4 damage. *Effect*: You charge an enemy.

Twin Strike Standard / Melee or Ranged Weapon / At-Will

Target 1 or 2 creatures; +6 vs. AC (bone carrikal or ranged flint dagger) or +7 vs. AC (melee flint dagger), two attacks; 1d8 damage (bone carrikal) or 1d4 damage (flint dagger).

Elven Accuracy Free / Personal / Encounter

Reroll an attack roll. Use the second result.

Disrupting Advance Standard / Melee Weapon / Encounter

+6 vs. AC; 2d8 + 4 damage and push the target 2 squares. The target and any of your enemies adjacent to the target at the end of the push are slowed until the end of your next turn.

Precise Assault Standard / Melee Weapon / Encounter

Effect: Before the attack, move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement. +8 vs. AC; 2d8 + 4 damage.

Isolation Strike Standard / Melee Weapon / Daily

Target 1 or 2 creatures; +6 vs. AC; 2d8 + 4 damage. If the target is not your quarry, push it 1 square. *Miss*: Half damage.

OTHER ABILITIES*

Feats:

Improved Initiative (already added), Two-Weapon Defense (already added).

Fey Origin:

Your origin is fey for purpose of effects that relate to origin.

Group Awareness:

ou grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

Wild Step:

You ignore difficult terrain when you shift.

Running Strike:

When you move 2 or more squares as a part of a standard action, get a +1 bonus to attack rolls on that action.

* Some character options not present on character sheet for brevity.

JARVIX

MALE TIEFLING TELEPATHIC PSION (VEILED ALLIANCE) / LEVEL 1 / UNALIGNED

"Please, don't move your mouth at me. Speak in your mind, and I'll hear."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 11	+0	AC 15	+0	BLUFF +4
CON 10	+0	FORT 10	SPEED (in squares) 6	DIPLOMACY +9
DEX 10	+0	REF 15	VISION low-light	INTIMIDATE +8
INT 20	+5	WILL 15	LANGUAGES Common, Giant	PERCEPTION +10
WIS 8	-1		SENSES Passive Insight 9, Passive Perception 14	
CHA 16	+3			

HIT POINTS (Bloodied 11)	22	ACTION POINT	SECOND WIND
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HEALING SURGES	value 5
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EQUIPMENT

Bronze dagger
Orb
Cloth armor

OTHER EQUIPMENT

BACKGROUND

Jarvix was orphaned at a young age, but exhibited affinity towards the Way (psionics). His strong mental abilities caused him to manifest fits of rage and depression, making him anti-social and ultimately resulting in his enslavement. He was freed from slavery when the sorcerer-king Kalak fell and drifted for a time in the streets of Tyr until his telepathy helped him stumble into the mind of a passing old sage. The sage was a member of the Veiled Alliance, and with all his courage, Jarvix approached him. He demonstrated his talents and the old man recognized the potential service he could provide the Veiled Alliance. Since that time, he has used his telepathy to seek out new recruits for the Alliance, and discovered Barcan while doing so.

APPEARANCE

Jarvix, unlike most other tieflings, only has a single horn. Perhaps this cosmetic flaw has something to do with his mental acuity as well. He wears a cowed cape to cover his deformity and the people of Athas, used to such extremes, seem to pay it no mind, even though he is gravely concerned about his appearance.

PERSONALITY TRAITS

Vain, paranoid, inspiring

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires bronze dagger; +3 vs. AC; 1d4 damage.

Ranged Basic Attack Standard / Ranged Weapon / At-Will

Requires bronze dagger; Ranged 5/10; +3 vs. AC; 1d4 damage.

Ranged Basic Attack Standard / Ranged 10 / At-Will

See *mind thrust* below.

Mind Thrust Standard / Ranged 10 / At-Will

+5 vs. Will; 1d10 + 5 psychic damage. You can this power unaugmented as a ranged basic attack. **Augment 1:** Target hit takes a -3 penalty to Will defense until the end of your next turn. **Augment 2:** Target hit takes a -3 penalty to all defenses until the end of your next turn.

Dishearten Standard / Area Burst 1 within 10 / At-Will

Target each creature in burst; +5 vs. Will; 1d6 + 5 psychic damage and the target takes a -2 penalty to attack rolls until the end of your next turn. **Augment 1:** As above, and the target cannot make opportunity attacks until the end of your next turn. **Augment 2:** 2d6 + 5 psychic damage and the target takes a -3 penalty to attack rolls until the end of your next turn.

POWER POINTS

Infernal Wrath Minor / Personal / Encounter

You gain a +1 power bonus to the next attack roll against an enemy that hit you since your last turn. If you hit and deal damage, deal 3 extra damage.

Distract Minor / Ranged 10 / Encounter

Target 1 creature; the target grants combat advantage to the next creature that attacks it before the end of your next turn.

Send Thoughts Free / Ranged 20 / Encounter

You send a mental message of 25 words or less to the target. The target can respond in kind as a free action.

Excise from Sight Standard / Ranged 10 / Encounter

+5 vs. Will; 1d10 + 5 psychic damage and you or 1 ally becomes invisible to the target until the end of your next turn. **Special:** You can take a minor action when you use this power to enhance it. If you do, slide the target 1 square on a hit.

Mental Trauma Standard / Ranged 20 / Daily

+5 vs. Will; 3d8 + 5 psychic damage. **Miss:** Half damage. **Effect:** The target gains vulnerable 5 psychic (save ends).

OTHER ABILITIES*

Feats:

Discipline Adept (already added), Ritual Caster (Comrades' Succor and Create Campsite)

Bloodhunt:

Gain a +1 bonus on attacks against bloodied enemies.

Fire Resistance:

Gain resist 5 fire.

* Some character options not present on character sheet for brevity.

PHYE

FEMALE HUMAN ENLIGHTENED ARDENT (NOBLE ADEPT) / LEVEL 1 / GOOD

"I have no need of your laws, for they are unjust and callous."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 10	+0	AC 16	+1	ATHLETICS +4
CON 12	+1	FORT 13	SPEED (in squares) 5	DIPLOMACY +9
DEX 12	+1	REF 12	VISION normal	HEAL +8
INT 8	-1	WILL 16	LANGUAGES Common, Elven	INSIGHT +10
WIS 16	+3		SENSSES	STREETWISE +9
CHA 18	+4		Passive Insight 20, Passive Perception 15	

HIT POINTS (Bloodied 14)	29	ACTION POINT	SECOND WIND
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HEALING SURGES	value 7								
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EQUIPMENT

Iron longspear
Chitin chainmail
Adventurer's kit

OTHER EQUIPMENT

BACKGROUND

Phye never intended to become an adventurer. Yet she was not content living as the daughter of a petty noble either. When her brother, Barcan, disappeared unexpectedly, she convinced her father to let her search for him. She was trained in the art of combat after all. And it didn't take her long to uncover his trail. He isn't one to carefully cover his tracks. Once she found him, she and Barcan decided to journey together and see what the winds bring.

APPEARANCE

Phye is small, but very toughly built, especially for a noble. Her fiery red hair is naturally alluring, and since she has left her noble house, she has gotten several tattoos that cover her arms and back. She has a high tolerance for pain.

PERSONALITY TRAITS

Strong-willed, self-confident, passionate

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires iron longspear; Reach 2; +3 vs. AC; 1d10 damage.

Focusing Strike Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and 1 ally within 5 squares of you can make a saving throw. **Augment 1:** As above, and if the saving throw is vs. charm or fear effect, it gains a +3 power bonus. **Augment 2:** 2d10 + 4 damage, and each ally within 5 squares of you can make a saving throw.

Energizing Strike Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and 1 ally within 5 squares of you gains 4 temporary hit points. **Augment 1:** 1d10 + 4 damage and 1 dying ally within 5 squares of you regains 4 hit points. **Augment 2:** 2d10 + 4 damage and you or 1 ally within 5 squares of you can spend a healing surge.

Psionic Shield Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and 1 ally within 5 squares of you gains a +1 power bonus to all defenses until the end of your next turn. **Augment 1:** 1d10 + 4 damage and 1 ally within 5 squares of you gains a +3 power bonus to Will until the end of your next turn. **Augment 2:** 2d10 + 4 damage and each ally within 5 squares of you gains a +2 power bonus to all defenses until the end of your next turn.

POWER POINTS

Ardent Alacrity No Action / Close Burst 5 / Encounter

Triggered when bloodied by an attack; target each ally in burst; each target can use a free action to shift 1 square or move half his or her speed.

Ardent Surge Minor / Close Burst 5 / Encounter

Target you or 1 ally; the target can spend a healing surge and regains +1d6 additional hit points. In addition, target also gains a +1 bonus to all defenses until the end of your next turn.

Adept's Insight Free Action / Close Burst 1 / Encounter

When you or an ally makes an attack roll, saving throw, or skill check, you may add 1 to the roll. **Augment 1:** You instead add 1d4 + 1 to the roll.

Implanted Suggestion Standard / Melee Weapon / Daily

Reach 2; +6 vs. Will; 2d10 + 4 damage and the target is dazed (save ends). **Miss:** Half damage. **Effect:** The target is affected by your suggestion (save ends). Until the suggestion ends, whenever the target makes an attack, 1 ally adjacent to the target can make a melee basic attack against it as a free action after the target's attack is resolved.

OTHER ABILITIES*

Feats:

Mantle of Readiness (see below), Toughness (already applied).

Mantle of Clarity:

You and allies within 5 squares gain a +3 bonus against opportunity attacks and a +2 bonus to Insight and Perception checks.

Mantle of Readiness:

During surprise rounds and the first round of combat, you and allies within 5 squares gain a +2 bonus to speed.

* Some character options not present on character sheet for brevity.

SHIKIRR

MALE THRI-KREEN QUICK BATTLEMIND (WILDER) / LEVEL 1 / UNALIGNED

"I'd rather keep watch. I thought I saw something out in the darkness."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 10	+0	AC 17	+1	ATHLETICS +8
CON 18	+4	FORT 14	SPEED (In squares) 6	ENDURANCE +9
DEX 12	+1	REF 11	VISION low-light	INTIMIDATE +5
INT 8	-1	WILL 15	LANGUAGES Common, Thri-Kreen	
WIS 16	+3		SENSES Passive Insight 13, Passive Perception 13	
CHA 11	+0			

HIT POINTS (Bloodied 16) **33** ACTION POINT SECOND WIND

HEALING SURGES value **8**

EQUIPMENT

Stone trikal
Bone wrist razors
Mekillot scale armor

OTHER EQUIPMENT

Adventurer's kit

BACKGROUND

Shikirr was separated from his clutch by human slavers at a young age, but escaped from the city-state of Nibenay in central Tyr. After his escape, he returned to his tribe's lands only to find no trace of the other thri-kreen. Undeterred, Shikirr set out in search of his tribe, but was captured by slavers near Tyr.

APPEARANCE

Shikirr has strange orangish markings covering most of his head and forelimbs, an unusual but not unique trait in Thri-kreen. One of his four arms was badly mangled in his escape from slavery, but it does not deter his ability to capably fight. He wields a trikal, a three-bladed polearm similar to a halberd.

PERSONALITY TRAITS

Loyal, anxious, persistent

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires stone trikal; Reach 2; +6 vs. AC; 1d10 + 4 damage.

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires bone wrist razors; +7 vs. AC; 1d4 + 4 damage. You can wear your wrist razors and still hold and wield other objects in your hands.

Ranged Basic Attack Standard / Ranged 10 / At-Will

See *mind thrust* below.

Battlemind's Demand Minor / Close Burst 3 / At-Will

Target 1 creature in burst; you mark the target until you use this power again or until the end of the encounter. **Augment 1:** Target 1 or 2 creatures in burst.

Blurred Step Opportunity / Personal / At-Will

When an adjacent enemy marked by you shifts, you shift 1 square.

Bull's Strength Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and you push the target 1 square.

Augment 1: Your reach increases by 1 for the attack. **Augment 2:** Attack becomes close blast 3, targeting each enemy you can see in the blast.

Twisted Eye Standard / Melee Weapon / At-Will

Reach 2; +6 vs. AC; 1d10 + 4 damage and until the end of your next turn, the target takes a penalty to attack rolls equal to the number of allies adjacent to it. **Augment 1:** When making an opportunity attack, you can use this power in place of a melee basic attack. **Augment 2:** 1d10 + 4 damage and the target is blinded until the end of your next turn.

Mind Spike Immediate Reaction / Melee 1 / At-Will

When an adjacent enemy marked by you deals damage on an attack against an ally and doesn't include you as a target, that enemy takes force and psychic damage equal to the damage its attack dealt your ally.

Thri-kreen Claws Standard / Melee 1 / Encounter

Target 1, 2, or 3 creatures; +6 vs. AC; 1d8 + 3 damage. You gain a bonus to the damage roll equal to the number of targets.

Speed of Thought Free / Personal / Encounter

When you roll initiative, you can move 3 squares. You can use this power even if you're surprised.

Wild Surge Standard / Ranged 10 / Encounter

+4 vs. Reflex; 1d8 + 4 psychic damage and your attacks against the target before the end of your next turn can score critical hits on rolls of 18 or higher.

Allies to Enemies Standard / Melee Weapon / Daily

+6 vs. AC; 2d10 + 4 psychic damage and the target makes a melee basic attack against a creature of your choice. *Miss:* Half damage.

OTHER ABILITIES*

Feat:
Melee Training (Constitution; already added)

Multiple Arms:
Once per turn, draw or sheathe a weapon as a free action.

Natural Jumper:
You are always considered to have a running start when jumping.

Torpor:
Only 4 hours a day needed for an extended rest.

POWER POINTS

* Some character options not present on character sheet for brevity.

DUNGEONS & DRAGONS ENCOUNTERS

YUKA

MALE MUL BRAWLING FIGHTER (WASTELAND NOMAD) / LEVEL 1 / UNALIGNED

"Keep on moving. The wastes will swallow you up if you stop."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 18	+4	AC 19	+3	ATHLETICS +9
CON 14	+2	FORT 16	SPEED (in squares) 5	ENDURANCE +9
DEX 16	+3	REF 16	VISION normal	INTIMIDATE +5
INT 10	+0	WILL 10	LANGUAGES Common, Dwarven	STREETWISE +7
WIS 10	+0		SENSES Passive Insight 10, Passive Perception 10	
CHA 10	+0			

HIT POINTS (Bloodied 14)	29	ACTION POINT	SECOND WIND
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HEALING SURGES	value 7
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EQUIPMENT

Bone alhulak
Obsidian short sword
Id fiend scale armor

Adventurer's kit

OTHER EQUIPMENT

BACKGROUND

Yuka is a creature of the wastes, born of the union of two nomads. When the last great silt storm hit the southern wastes, his family was taken from him and he did what they always said: travel north, trust no one, and you will find peace in the green forest.

APPEARANCE

Hardened by his life, Yuka looks ten years older than he is. Bald, like most muls, he lost most of his teeth in brawls over the years, and has fashioned his own wooden teeth as replacements. His back and chest are sand-scarred, bright red and hairless. He prefers his bone alhulak, a wooden pommel with a length of rope attached to a four-bladed grappling hook sharpened for deadly effect. His armor is made from the dark scales of a giant lizardlike terror known as an id fiend.

PERSONALITY TRAITS

Fearless, driven, intense

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires bone alhulak; +7 vs. AC; 1d8 + 4 damage.

Melee Basic Attack Standard / Melee Weapon / At-Will

Requires obsidian short sword; +7 vs. AC; 1d6 + 4 damage.

Combat Agility Opportunity / Melee Weapon / At-Will

Triggered when an enemy provokes an opportunity attack from you; after the enemy completes its action, you shift up to 3 squares closer to the target and make an attack. +7 vs. AC; 1d8 + 4 damage and you knock the target prone.

Grappling Strike Standard / Melee Touch / At-Will

Requires one hand free; +7 vs. AC; 1d8 + 4 damage and you grab the target. The grab ends automatically at the end of your next turn. When making an opportunity attack, you may use this power in place of a basic attack.

Threatening Rush Standard / Melee Weapon / At-Will

+7 vs. AC; 1d8 damage and you mark each enemy adjacent to you until the end of your next turn. When charging, you can use this power in place of a melee basic attack.

Incredible Toughness No Action / Personal / Encounter

When you start your turn, you may end any ongoing damage or any one dazed, slowed, stunned, or weakened condition currently affecting you.

Serpent's Coil Standard / Melee Weapon / Encounter

+7 vs. AC; 1d8 + 4 damage and until the end of your next turn, the target takes a -3 penalty to attack rolls and you grab the target. The grab ends automatically at the end of your next turn.

Wasteland Fury Standard / Melee Weapon / Encounter

Effect: If you use this power when you're not adjacent to any of your allies, you can shift 1 square before or after the attack. +7 vs. AC; 1d8 + 4 damage. If you have combat advantage against the target, add 3 to the damage roll.

Unstoppable Advance Minor / Personal / Daily

This is a stance, and it lasts until the end of the encounter or until you choose to end it as a free action. **Effect:** Until the stance ends, whenever you hit any creature with a melee weapon attack, you push that creature 1 square and can shift 1 square to a square the creature vacated.

OTHER ABILITIES*

Feat: Brawler Guard (already added)

Brawler Style: When you wield a weapon in your primary hand and your off hand is free, gain +1 bonus to AC and a +2 bonus to Reflex (already added). Also, gain a +2 bonus to unarmed attacks and a +2 bonus to grab actions and moving a creature grabbed by you.

Combat Challenge: Mark a target on an attack. That target takes -2 to hit allies other than you. Also, if the enemy is adjacent to you and shifts or attacks a target not including you, make a melee basic attack as an immediate interrupt.

* Some character options not present on character sheet for brevity.