

# DUNGEONS & DRAGONS

## ENCOUNTERS

### Isabella

HALFLING HEXBLADE / LEVEL 2/ GOOD

"I'm in service to the Lady of the Well. Only fight me if you wish to drown."

ABILITY SCORE MOD

STR	10	<b>+0</b>
CON	13	<b>+1</b>
DEX	18	<b>+4</b>
INT	11	<b>+0</b>
WIS	8	<b>-1</b>
CHA	18	<b>+4</b>

SPEED

6

INIT

+5

VISION  
Normal

LANGUAGES  
Common, Elven

EQUIPMENT

Hide Armor  
+1 Rod  
Sword of the White Well

Passive Insight 10

Passive Perception 10

### Skills

+7	ACROBATICS
+1	ARCANA
+1	ATHLETICS
+5	BLUFF
+10	<b><u>DIPLOMACY</u></b>
+0	DUNGEONEERING
+2	ENDURANCE
+0	HEAL
+1	HISTORY
+0	INSIGHT
+5	INTIMIDATE
+0	NATURE
+0	PERCEPTION
+1	RELIGION
+10	<b><u>STEALTH</u></b>
+10	<b><u>STREETWISE</u></b>
+12	<b><u>THIEVERY</u></b>

Defenses

AC 19

FORT 13

REF 16

WILL 16

HIT POINTS  
(Bloodied 15)

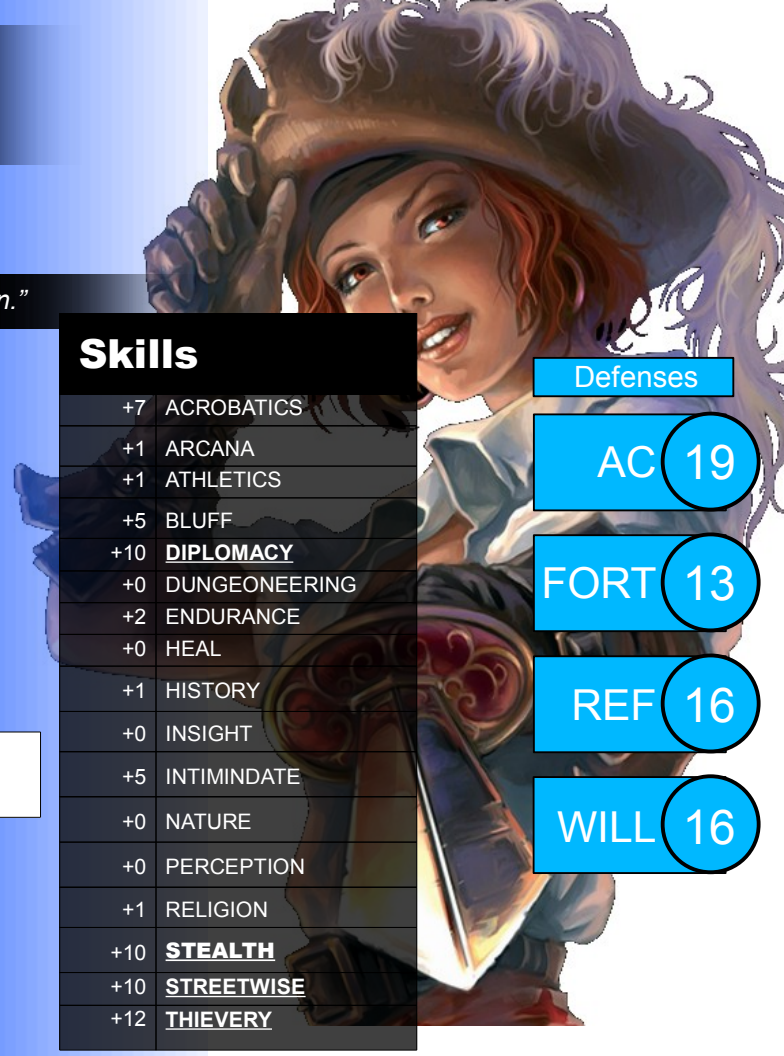
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Action  
Point

Second  
Wind

HEALING  
SURGES

value  
12



## Moonfire Blade

Standard / Melee Weapon / At-Will

+9 vs Reflex; 1d12+9 radiant damage and the target takes 4 radiant damage if it ends its turn adjacent to you. In addition if the target attacks you before the start of your next turn it takes 4 radiant damage.

**Special:** You may use this as a melee basic attack.

## Eldritch Bolt

Standard / Ranged 10/ At-Will

+7 vs Reflex; 1d10+9 force damage and if the target attacks you before the start of your next turn it takes 4 force damage

**Special:** You may use this as a ranged basic attack

## Pact Boon (Soul Step)

Free/Personal/At-Will

Trigger: You reduce a creature to 0 hitpoints or a creature adjacent to you is reduced to 0 hitpoints

Effect: You teleport 4 squares

## Well of Light

Standard / Melee Weapon/ Encounter



+9 vs AC; 2d12+9 radiant damage

Effect: You activate an aura 1 that lasts until the end of your next turn.

Enemies in the aura become vulnerable 3 to your radiant attacks.

## Ethereal Stride

Move / Personal/ Encounter



Effect: You teleport 3 squares and gain a +2 power bonus to all defenses until the end of your next turn.

## Star Shackles

Standard/Close Burst 2/Daily



Each enemy in burst; +7 vs Fortitude; 1d6 + 9 damage, and the target is grabbed. If the target attempts to escape, use your Fortitude or Reflex.

**Sustain Standard:** Those this power still has grabbed take 1d6 + 9 damage when you sustain this power. After you sustain this power, you can use a minor action to use this power's attack on one target the power doesn't have grabbed within 2 squares of a target the power does have grabbed.

## Second Chance

Immediate Interrupt/ Personal/ Encounter

Trigger: An enemy hits you with an attack

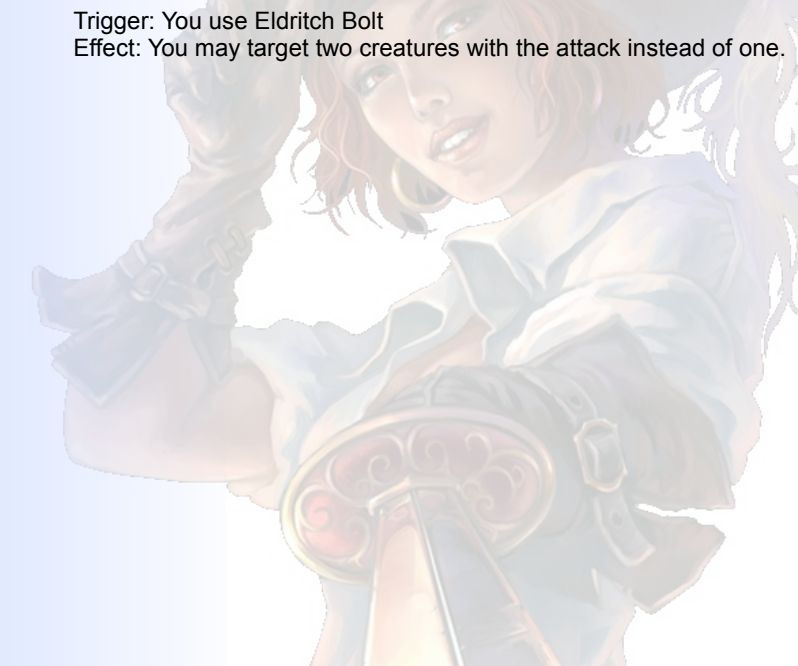
Effect: The enemy rerolls the attack and uses the new result

## Rod of Blasting

Free / Personal/ Daily

Trigger: You use Eldritch Bolt

Effect: You may target two creatures with the attack instead of one.



## Nimble Reaction

You gain a +2 bonus to defenses against opportunity attacks

## Bold

You gain a +5 bonus to saving throws against fear effects

- Isabella is a striker, she is one of the best characters for dealing raw damage to a single enemy. She is a Fey Pact Hexblade who pledged herself the Lady of the White Well. Gaining radiant powers in exchange for agreeing to do everything she can to help free her lady.
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- Isabella has both ranged and melee capabilities. **Moonfire Blade** is both more accurate and more damaging but if you are unable to move near an enemy you can still blast it with an **Eldritch Bolt**. Both of these powers are considered basic attacks. If an ally is capable of granting basic attacks these are powerful options.
- Her basic attacks punishes enemies who stay next to her and who attack her, hitting an enemy with one of them is good discouragement to prevent them from attacking you back. However if you put them in a position where they have to stay next to you and attack you then they will take much more damage. Your encounter power grants enemies adjacent to you vulnerable 3 to your Radiant attacks. This makes each portion of Moonfire blade deal more damage. A vulnerable creature will take  $1d12+12$  damage from the initial hit, 7 more if they end their turn adjacent to you, and 7 more if they attack you. So consider using an action point at the start of your turn to use Well of Light and follow it up with a Moonfire blade.
- Isabella possess some of the higher defenses of any group as well as a decent amount of hitpoints. She is comfortable acting alone, but she could benefit from working with a defender. Choose an defender to work with and help him or her flank a creature your ally has marked. This will prevent the enemy from attacking you while at the same time giving both you and your ally combat advantage.
- Use Star Shackles when there are lots of enemies around you. Once you have them grabbed the best strategy is to use the Sustain Standard as long as you have a creature grabbed. A clever trick is to then move away from them, they will be immobilized and unable to follow you.