

Captain Corgin Tarq

Shifter — Veteran of the Last War

Character Level: 7th Role: Leader

Str	19	+4	HP	53
Dex	10	-	Healing Surges	7
Con	11	-		
Int	14	+2	Armor Class	22
Wis	10	-		
Cha	14	+2		
Init	+3	Fortitude		17
		Reflexes		21
		Willpower		19



Combat Leader

Corgin Tarq and each ally within 10 squares who can see and hear him gain a +2 power bonus to initiative

Inspiring Presence

When an ally who can see Corgin Tarq spends an action point to take an extra action, the ally gains a bonus to his attack roll equal to one-half of Corgin's Intelligence Modifier (+1).

The Lion's Gift

Twice per encounter as a minor action, Corgin Tarq can allow an ally within 5 squares of the leader to spend a healing surge.

Skills & Equipment

Skills: Athletics +14; Diplomacy +10; Endurance +10; Insight +10

Equipment: Broadsword; Airship (*The Lady Belle*); Leather Armor

⚔ Broadsword (standard; at-will) ♦ Weapon

+13 vs AC; 1d10+7

⚔ Viper's Strike (standard; at-will) ♦ Martial, Weapon

+13 vs AC; 1d10+7 ♦ **Effect:** If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

⚔ Lion's Roar (standard; encounter) ♦ Healing, Martial, Weapon

+13 vs AC; 2d10+7 ♦ **Effect:** You or one ally within 5 squares of you can spend a healing surge. **Inspiring Presence:** Your ally (but not you) gains additional hit points equal to your Charisma modifier.

⚔ Guide the Charge (immediate interrupt; encounter) ♦ Martial

Range 10; **Trigger:** An ally charges ♦ **Effect:** If the ally hits, he or she adds your Intelligence modifier (+0) to the damage roll and pushes the attack's target 2 squares. The ally can shift 2 squares to remain adjacent to the target.

Role-playing Captain Corgin Tarq

Corgin fought along the Brelish in the Last War. He saw action both at sea and in the skies with the invention of the airship. Since the end of the Last War he's been recruited by the Wardens of the Woods to join them in their battle against the great evils that have



grown unchecked during the war. He's looking to help the party in it's quest and offer what aid he can. He's a patriotic person who feels that Breland and now the Wardens have it "right". He thinks though that the Brelish govt is bound by treaty and not trying hard enough to make changes in the world.

First Mate Ben Dare

Human — Veteran of the Last War

Character Level: 5th Role: Defender

Str	18	+4	HP	56
Dex	13	+1	Healing Surges	11
Con	14	+2		
Int	10	-	Armor Class	22
Wis	12	+1		
Cha	11	-		
Init	+2	Fortitude		20
		Reflexes		16
		Willpower		18



Combat Challenge

Ben can choose to mark a target. The mark lasts until the end of your next turn. While marked, the target takes a -2 penalty to attack rolls for any attack that does not include Ben as it's target.

Combat Superiority

Ben gains a bonus to opportunity attacks equal to his Wisdom modifier (+1). An enemy struck by an opportunity attack stops moving, if a move provoked the attack.

Fighter Weapon Talent

Ben gains a bonus of +1 to attack rolls with one-handed weapons.

Skills & Equipment

Skills: Athletics +12; Endurance +12; Streetwise +8

Equipment: Broadsword; Airship (*The Lady Belle*); Leather Armor

⚔ Rapier (standard; at-will) ♦ Weapon

+11 vs AC; 1d8+7 ♦ **Hit:** The target is marked, until the end of next turn.

⚔ Dagger (standard; at-will) ♦ Weapon

+11 vs AC; 1d4+7; Range 5/10

⚔ Dual Strike (standard; at-will) ♦ Martial, Weapon

+11 vs AC (Main & Offhand Weapon); 1d8+7 / 1d4+7

⚔ Crack the Shell (standard; daily) ♦ Martial, Reliable, Weapon

+11 vs AC; 2d8+7 ♦ **Hit:** The target takes an ongoing 5 damage and a -2 penalty to AC (save ends both).

⚔ Advance Lunge (standard; encounter) ♦ Martial, Weapon

+13 vs Reflex; 2d8+7 ♦ **Effect:** Before the attack, Ben can either shift 2 square before the attack, or shift 1 square before and 1 square after. **Special:** If Ben has combat advantage against his target, he deals extra damage equal to his Dexterity modifier (+1)

Role-playing First Mate Ben Dare

Ben fought along side Corgin and the Brelish in the Last War. From the first, Ben and Corgin were sword brothers. With Corgin's acceptance into the Warden of the Woods, Ben finds himself with a new outlet for his fury. He seeks to enjoy himself in the travels and find something other than his friendship with Corgin to fight for. His loyalty to Corgin and Corgin's cause are the stuffs of legends and he enjoys the occasional drink with the men at the nearest tavern.



