

Character Sheet

2	Rogue
Level	Class

Elf Medium Female

Height	Weight	Alignment	Deity
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Total XP

RPGA Number

CONDITIONAL MODIFIERS

CONDITIONAL BONUSES
+3 AC against opportunity attacks

SPECIAL MOVEMENT

CHARACTER NAME
Scarlet

PLAYER NAME

RACE Elf CLASS Rogue LEVEL 2

SCORE	ABILITY	MOD
HP	10 STR	+0
30	13 CON	+1
Spd	17 DEX	+3
7	15 INT	+2
Init	8 WIS	-1
+6	16 CHA	+3

AC 17 Fort 12 Ref 16 Will 14

15 Passive Insight 12 Passive Perception

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal

ACTION RANGE

AT-WILL ☒ ENCOUNTER ☐ DAILY ☐

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Acrobat's Blade Trick

KEYWORDS Martial, Weapon

Standard Close burst 1

ACTION 1 RANGE

8 vs AC Each enemy in burst you can see

ATTACK DEFENSE TARGET

Prerequisite: You must be trained in Acrobatics.
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) damage
Effect: After the attack, you can shift a number of squares equal to the number of enemies you hit with this attack. During the shift, you can move through squares occupied by enemies you hit with this attack.

Distance Shuriken +1: +8 attack, 1d6+4 damage
Parrying Dagger +1: +9 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+2d6 to damage once per turn (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK MP2

ENCOUNTER POWER DUNGEONS & DRAGONS

Skills

10	Acrobatics	DEX	(Trained)
3	Arcana	INT	
1	Athletics	STR	
9	Bluff	CHA	(Trained)
4	Diplomacy	CHA	
0	Dungeoneering	WIS	
2	Endurance	CON	
0	Heal	WIS	
3	History	INT	
5	Insight	WIS	(Trained)
4	Intimidate	CHA	
2	Nature	WIS	
2	Perception	WIS	
3	Religion	INT	
10	Stealth	DEX	(Trained)
9	Streetwise	CHA	(Trained)
11	Thievery	DEX	(Trained)

ADDITIONAL EFFECTS

PLAY DATA DUNGEONS & DRAGONS

Preparatory Shot

KEYWORDS Martial, Weapon

Standard Ranged weapon

ACTION RANGE

8 vs AC One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: Dexterity modifier (+3) + Intelligence modifier (+2) damage, and the target grants combat advantage to you until the end of your next turn.
Level 21: 5 + Dexterity modifier (+3) + Intelligence modifier (+2) damage.

Distance Shuriken +1: +8 attack, 5 damage
Parrying Dagger +1: +9 attack, 5 damage

ADDITIONAL EFFECTS
+2d6 to damage once per turn (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK MP2

AT-WILL POWER DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS

Free Personal

ACTION RANGE

vs

ATTACK DEFENSE TARGET

Trigger: You make an attack roll and dislike the result.
Effect: Reroll the attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

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 DUNGEONS & DRAGONS

Sly Flourish

KEYWORDS Martial, Weapon

Standard Melee or Ranged weapon

ACTION RANGE

8 vs AC One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) + Charisma modifier (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+3) + Charisma modifier (+3) at 21st level.

Distance Shuriken +1: +8 attack, 1d6+7 damage
Parrying Dagger +1: +9 attack, 1d4+7 damage

ADDITIONAL EFFECTS
+2d6 to damage once per turn (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Trick Strike

KEYWORDS Martial, Weapon

Standard Melee or Ranged weapon

ACTION RANGE

8 vs AC One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier (+3) damage, and you slide the target 1 square.
Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.





Distance Shuriken +1: +8 attack, 3d6+4 damage
Parrying Dagger +1: +9 attack, 3d4+4 damage

ADDITIONAL EFFECTS
+2d6 to damage once per turn (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Secrets of the City

KEYWORDS		USED
Free	 	Personal
ACTION	 	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Trigger: You would make an Arcana, History, Intelligence, or Religion check in a settlement in which you've already succeeded on a Streetwise check</p> <p>Effect: You make a Streetwise check in place of the Arcana, History, Intelligence, or Religion check.</p> <p>Prerequisite: You must be trained in Streetwise.</p>		
ADDITIONAL EFFECTS		
CLASS Streetwise	LEVEL 2	BOOK <i>Dragon 389</i>

UTILITY POWER



Parrying Dagger +1

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		2	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Light Thrown, Off-hand			
Melee Basic Attack: +6 attack, 1d4+1 damage Ranged Basic Attack: +9 attack, 1d4+4 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY
POWER			
Power (Daily): Immediate Reaction. Use this power when an enemy makes a melee attack against you. Make a melee basic attack against that enemy, with a power bonus on your attack roll equal to this weapon's enhancement bonus; if your result exceeds that of the attack roll against you, the enemy's attack misses. The melee basic attack you make to block your enemy's attack has no other effect and does not deal damage.			
ITEM SLOT	Off-hand	WEIGHT 1	PRICE 520
		BOOK	PH

MAGIC WEAPON



Distance Shuriken +1

1d6	3	Light Blade	6/12
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		1	None
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Increase the weapon's normal range by 5 squares and the long range by 10 squares. Light Thrown			
Ranged Basic Attack: +8 attack, 1d6+4 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY
POWER			
ITEM SLOT	One-hand	WEIGHT 0	PRICE 360
			BOOK <i>PH</i>

MAGIC WEAPON



Delver's Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		3	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Leather armor is sturdier than cloth armor. It protects vital areas with multiple layers of boiled-leather plates, while covering the limbs with supple leather that provides a small amount of protection.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY
POWER			
Power (Daily): No Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.			
ITEM SLOT	Body	WEIGHT	15
		PRICE	680
		BOOK	PH

MAGIC ITEM

