

Player Name

Adrian

Character Name
Elf

Medium

Male

5'4"

150 lbs

Daring Acrobat

Paragon Path

Good

Loki

Deadly Trickster

Epic Destiny

310,000

Total XP

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
20	Initiative	8	12

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	15
12	CON Constitution	1	13
27	DEX Dexterity	8	20
10	INT Intelligence	0	12
18	WIS Wisdom	4	16
13	CHA Charisma	1	13

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
139	69	34	7	
1/2 HP		1/4 HP		
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
SAVING THROW MODS				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
30	Acrobatics	DEX	20	5	5
12	Arcana	INT	12	0	n/a
15	Athletics	STR	15	0	
13	Bluff	CHA	13	0	n/a
13	Diplomacy	CHA	13	0	n/a
16	Dungeoneering	WIS	16	0	n/a
13	Endurance	CON	13	0	
16	Heal	WIS	16	0	n/a
12	History	INT	12	0	n/a
16	Insight	WIS	16	0	n/a
18	Intimidate	CHA	13	5	n/a
18	Nature	WIS	16	0	n/a
23	Perception	WIS	16	5	n/a
12	Religion	INT	12	0	n/a
26	Stealth	DEX	20	5	1
18	Streetwise	CHA	13	5	n/a
25	Thievery	DEX	20	5	

Adrian

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
38	AC	22	11			5		

CONDITIONAL BONUSES

+1 AC (Cha mod) against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	FORT	22	3					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
38	REF	22	8	2	2			4

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
26	WILL	22	4					

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and shortbow.
Group Awareness - Non-elf allies within 5 get +1 to Perception.
Elven Accuracy - Use elven accuracy as an encounter power.
Fey Origin - Your origin is fey, not natural
Wild Step - Ignore difficult terrain when shifting (even when shifting multiple squares).

CLASS / PATH / DESTINY FEATURES

First Strike - At encounter start, get combat advantage against foes that haven't acted yet.
Rogue Tactics - Choose one of the rogue tactics. Artful Dodger - Add Cha mod to AC against opportunity attacks.
Rogue Weapon Talent - Damage die increases one size with shuriken; +1 on attacks with daggers.
Sneak Attack - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.
Tumbling Positions - Don't grant combat advantage when balancing, climbing, or prone
Agile Charge - Charging grants +1 AC and Reflex until start of your next turn; can take further actions after charge
Acrobatic Action - When you spend action point to take action, also gain move action

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
10	Speed (Squares)	7		3

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
26	Passive Insight	10 +	16
33	Passive Perception	10 +	23

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 20	12	3		3			2

ABILITY: Ranged Basic Attack - Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 22	12	8		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Short sword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d6+6	3	3			

ABILITY: Ranged Basic Attack - Hand Crossbow





DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d6+8	8				





BASIC ATTACKS





ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
20	vs AC	Short sword	2d6+6
22	vs AC	Hand Crossbow	2d6+8
15	vs AC	Unarmed (Melee)	2d4+3
20	vs AC	Unarmed (Range)	2d4+8






FEATS






Skill Focus (Acrobatics) - +3 to Acrobatics checks
Backstabber - Sneak Attack dice increase to d8s
Sneaky Accuracy - Retain elven accuracy on an enemy's miss
Slaying Action - Deal Sneak Attack damage again with an action point
Wild Elf Luck - +1d4 bonus on reroll when using elven accuracy
Light Step - Add to overland speed of group, +1 to Acrobatics and Stealth
Elven Precision - +2 to reroll with elven accuracy
Surprising Charge - +1[W] damage when charging with light blade or spear
Agile Athlete - Roll twice with Acrobatics and Athletics checks
Light Blade Precision - +2 damage against Large or larger targets
Fleet-Footed - +1 to speed
Lightning Reflexes - +2 to Reflex defense






Clever Strike				
KEYWORDS Martial, Weapon				USED
Standard	*			Melee weapon
ACTION				RANGE
30	vs	AC	One creature	
ATTACK	DEFENSE		TARGET	
Requirement: You must be wielding a light blade. Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+8) damage. Level 21: 2[W] + Dexterity modifier (+8) damage. Special: If an ally is adjacent to the target and is able to attack it, you have combat advantage against the target for this attack.				
Lightning Short sword +5: +30 attack, 2d6+16 damage Short sword: +25 attack, 2d6+11 damage				
ADDITIONAL EFFECTS				
+5d8 to damage once per round (Sneak Attack) +2 to damage rolls against large or larger targets - Light Blade Precision.				
CLASS Rogue	LEVEL 1	BOOK	PHS2	
AT-WILL POWER		DUNGEONS & DRAGONS®		






Sly Flourish			
KEYWORDS Martial, Weapon			USED
Standard	*  * 	Melee or Ranged weapon	
ACTION	 	RANGE	
30	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 (+8) + Charisma modifier (+1) damage.			
Increase damage to 2[W] + Dexterity modifier (+8) + Charisma modifier (+1) at 21st level.			
Lightning Short sword +5: +30 attack, 2d6+17 damage			
Short sword: +25 attack, 2d6+12 damage			
Hand Crossbow: +22 attack, 2d6+9 damage			
ADDITIONAL EFFECTS			
+5d8 to damage once per round (Sneak Attack)			
+2 to damage rolls against large or larger targets - Light Blade Precision.			
CLASS Rogue	LEVEL 1	BOOK	PH
AT-WILL POWER		DUNGEONS & DRAGONS®	





Elven Accuracy			
KEYWORDS			USED
Free			Personal
ACTION			RANGE
	vs		
ATTACK	DEFENSE	TARGET	
Effect: Roll an attack roll. Use the second roll, even if it's lower.			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL *	BOOK <i>PH</i>
ENCOUNTER POWER DUNGEONS & DRAGONS ®			





Trickster's Blade					
KEYWORDS Martial, Weapon				USED	
Standard	*		*		Melee or Ranged weapon
ACTION					RANGE
30	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: 2[W] + Dexterity modifier (+8) damage. Add your Charisma modifier (+1) to your AC until the start of your next turn.					
Lightning Short sword +5: +30 attack, 2d6+16 damage					
Short sword: +25 attack, 2d6+11 damage					
Hand Crossbow: +22 attack, 2d6+8 damage					
ADDITIONAL EFFECTS					
+5d8 to damage once per round (Sneak Attack)					
+2 to damage rolls against large or larger targets - Light Blade Precision.					
CLASS Rogue		LEVEL 3		BOOK PH	
ENCOUNTER POWER 					

Wild Tumble Cut			
KEYWORDS Martial, Weapon			USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
30	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Requirement: You must be wielding a light blade, and you must charge and use this power in place of a melee basic attack.			
Attack: Dexterity vs. AC			
Hit: 4[W] + Dexterity modifier (+8) damage, and the target gains combat advantage against you until the start of your next turn.			
Lightning Short sword +5: +30 attack, 4d6+16 damage			
Short sword: +25 attack, 4d6+11 damage			
ADDITIONAL EFFECTS			
+5d8 to damage once per round (Sneak Attack) +2 to damage rolls against large or larger targets - Light Blade Precision.			
CLASS Daring Acrobat	LEVEL 11	BOOK	MP
ENCOUNTER POWER 			

Escape Artist's Gambit			
KEYWORDS Martial, Weapon			USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
30	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Prerequisite: You must be trained in Acrobatics.			
Attack: Dexterity vs. AC			
Hit: 2[W] + Dexterity modifier (+8) damage, and you can shift 1 square. If you are immobilized, slowed, or both, those conditions end before you shift, and you automatically escape if you are grabbed.			
Artful Dodger: You can instead shift a number of squares equal to 1 + your Dexterity modifier (+8).			
Lightning Short sword +5: +30 attack, 2d6+16 damage			
Short sword: +25 attack, 2d6+11 damage			
Unarmed: +20 attack, 2d4+8 damage			
ADDITIONAL EFFECTS			
+5d8 to damage once per round (Sneak Attack)			
+2 to damage rolls against large or larger targets - Light Blade Precision.			
CLASS Rogue	LEVEL 17	BOOK	MP
ENCOUNTER POWER 			

Knave's Gambit			
KEYWORDS Martial, Weapon			USED
Standard	*  * 	Melee or Ranged weapon	
ACTION	 	RANGE	
30	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: 4[W] + Dexterity modifier (+8) damage.			
Miss: The target makes a melee basic attack as a free action against an adjacent target other than you. You choose the target of its attack.			
Artful Dodger: Artful Dodger: The attack you cause with a miss gains a bonus to the attack roll and the damage roll equal to your Charisma modifier (+1).			
Lightning Short sword +5: +30 attack, 4d6+16 damage			
Short sword: +25 attack, 4d6+11 damage			
Hand Crossbow: +22 attack, 4d6+8 damage			
ADDITIONAL EFFECTS			
+5d8 to damage once per round (Sneak Attack)			
+2 to damage rolls against large or larger targets - Light Blade Precision.			
CLASS Rogue	LEVEL 23	BOOK	PH
ENCOUNTER POWER 			

Staggering Assault			
KEYWORDS Martial, Weapon			USED
Standard	*  * 	Melee or Ranged weapon	
ACTION	 	RANGE	
30	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: 2[W] + Dexterity modifier (+8) damage, and the target is slowed (save ends). If the target is not bloodied when you make this attack, the attack deals 1[W] extra damage.			
Effect: Until the end of the encounter, when you hit the target, it is slowed (save ends).			
Lightning Short sword +5: +30 attack, 2d6+16 damage			
Short sword: +25 attack, 2d6+11 damage			
Hand Crossbow: +22 attack, 2d6+8 damage			
ADDITIONAL EFFECTS			
+5d8 to damage once per round (Sneak Attack)			
+2 to damage rolls against large or larger targets - Light Blade Precision.			
CLASS Rogue	LEVEL 5	BOOK	MP
DAILY POWER			
DUNGEONS & DRAGONS®			

Dramatic Finish			
KEYWORDS Healing, Martial, Weapon			USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
30	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Requirement: You must be wielding a light blade.			
Attack: Dexterity vs. AC			
Hit: 4[W] + Dexterity modifier (+8) damage, or 6[W] + Dexterity modifier (+8) damage if either you or the target is bloodied.			
Effect: If this attack fails to reduce the target to 0 hit points, you can either make a melee basic attack against the target with a +5 bonus to the attack roll or spend a healing surge.			
Special: When charging, you can use this power in place of a melee basic attack.			
Lightning Short sword +5: +30 attack, 4d6+16 damage			
Short sword: +25 attack, 4d6+11 damage			
ADDITIONAL EFFECTS			
+5d8 to damage once per round (Sneak Attack) +2 to damage rolls against large or larger targets - Light Blade Precision.			
CLASS Daring Acrobat	LEVEL 20	BOOK	MP
DAILY POWER			
DUNGEONS & DRAGONS®			

Slaying Strike

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

*

↗

Melee or Ranged weapon

ACTION

↶

✱

RANGE

30

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 (+8) damage.

Miss:

Half damage.

Special:

If the target is bloodied, this attack does 5[W] + Dexterity modifier (+8) + Strength modifier (+3) damage on a hit (half damage on a miss) and can score a critical hit on a roll of 17–20.

Lightning Short sword +5:

+30 attack, 3d6+16 damage

Short sword:

+25 attack, 3d6+11 damage

Hand Crossbow:

+22 attack, 3d6+8 damage

ADDITIONAL EFFECTS

+5d8 to damage once per round (Sneak Attack)

+2 to damage rolls against large or larger targets - Light Blade Precision.

CLASS

Rogue

LEVEL

15

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Fainting Flurry

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

*

↗

Melee or Ranged weapon

ACTION

↶

✱

RANGE

30

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Requirement:

You must be wielding a crossbow, a light blade, or a sling.

Attack:

Dexterity vs. Will

Hit:

5[W] + Dexterity modifier (+8) damage.

Effect:

Until the end of your next turn, all of the target's defenses against your attacks take a penalty equal to your Charisma modifier (+1).

Sustain Minor:

Sustain the penalty for another round.

Lightning Short sword +5:

+30 attack, 5d6+16 damage

Short sword:

+25 attack, 5d6+11 damage

Hand Crossbow:

+22 attack, 5d6+8 damage

ADDITIONAL EFFECTS

+5d8 to damage once per round (Sneak Attack)

+2 to damage rolls against large or larger targets - Light Blade Precision.

CLASS

Rogue

LEVEL

19

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Tumble

KEYWORDS

Martial

USED

Move

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↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Prerequisite:

You must be trained in Acrobatics.

Effect:

You can shift a number of squares equal to one-half your speed.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Dodge Step

KEYWORDS

USED

Imm React

↓

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger:

An enemy ends its turn adjacent to you

Effect:

You shift 1 square

Prerequisite:

You must be trained in Acrobatics.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS®

Rapid Escape

KEYWORDS

USED

Minor

↓

↗

Personal

ACTION

↶

✱

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

Requirement:

You must be grabbed

Effect:

You make an Acrobatics check to escape. If the check succeeds and a creature was grabbing you, the creature grants combat advantage to you until the end of your turn

Prerequisite:

You must be trained in Acrobatics.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS®

Flawless Stunt

KEYWORDS

Martial

USED

Minor

↓

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect:

You gain a +5 bonus to Acrobatics and Athletics checks until the end of your turn.

ADDITIONAL EFFECTS

CLASS

Daring Acrobat

LEVEL

12

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS®

Vigilant Footwork

KEYWORDS

Martial, Stance, Weapon

USED

Minor

↓

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Requirement:

You must be wielding a light blade.

Effect:

Until the stance ends, you gain a +1 power bonus to AC and Reflex against melee attacks.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

16

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS®

Dazzling Acrobatics

KEYWORDS

Martial

USED

Move

↓

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Prerequisite:

You must be trained in Acrobatics.

Effect:

You can shift twice your speed. You can climb at full speed as part of this move. If an enemy attacks you while you shift, you gain a +4 bonus to AC against that attack.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

22

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Lightning Short sword +5

1d6

3

Light Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+5 attack rolls and damage rolls

25

+5d6 lightning damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Off-hand

Melee Basic Attack: +25 attack, 2d6+11 damage

☒ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (At-Will • Lightning):

Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.

Power (Daily • Lightning):

Free Action. Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 3d6 lightning damage.

ITEM SLOT

Off-hand

WEIGHT

2

PRICE

625000

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Adrian

Page 4

Displacer Feyleather Armor +5

3	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+5 AC	24	Armor	
ENHANCEMENT	LEVEL	TYPE	
<div>PROPERTIES</div> <p>Feyleather armor is cured by an eladrin method that leaves the armor supple, but tougher than normal leather.</p>			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input checked="" type="checkbox"/> DAILY</div></div> <div>POWER</div> <p>Power (Daily • Illusion): Minor Action. Any enemy making a melee or ranged attack against you must roll two d20s for the attack roll and use the lower result. This effect lasts until the end of the encounter.</p>			
ITEM SLOT	Body	WEIGHT	15
PRICE	525000	BOOK	PH

Boots of Speed (epic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
	22	Feet Slot Item	
ENHANCEMENT	LEVEL	TYPE	
<div>PROPERTIES</div> <p>Gain a +2 item bonus to speed.</p>			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input checked="" type="checkbox"/> DAILY</div></div> <div>POWER</div> <p>Power (Daily): Minor Action. Take a move action.</p>			
ITEM SLOT	Feet	WEIGHT	0
PRICE	325000	BOOK	AV