

Player Name

Adrian

1

Rogue

Character Name

Level

Class

Elf

Medium

Male

5'4"

150 lbs

Paragon Path

Good

Loki

Epic Destiny

Total XP

0

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	5		

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	2
10	CON Constitution	0	0
20	DEX Dexterity	5	5
8	INT Intelligence	-1	-1
12	WIS Wisdom	1	1
11	CHA Charisma	0	0

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
22	11	5	6
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
15	Acrobatics	5	5		5
-1	Arcana	-1	0	n/a	
2	Athletics	2	0		
0	Bluff	0	0	n/a	
0	Diplomacy	0	0	n/a	
1	Dungeoneering	1	0	n/a	
0	Endurance	0	0		
1	Heal	1	0	n/a	
-1	History	-1	0	n/a	
1	Insight	1	0	n/a	
5	Intimidate	0	5	n/a	
3	Nature	1	0	n/a	2
8	Perception	1	5	n/a	2
-1	Religion	-1	0	n/a	
10	Stealth	5	5		
5	Streetwise	0	5	n/a	
10	Thievery	5	5		

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	7					

CONDITIONAL BONUSES

+0 AC (Cha mod) against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	10	2					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	10	5	2				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	WILL	10	1					

CONDITIONAL BONUSES

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.

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1

18	Passive Perception	10	+	8
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	2		3			

ABILITY: Ranged Basic Attack - Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	5		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Short sword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+2	2				

ABILITY: Ranged Basic Attack - Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Short sword	1d6+2
7	vs AC	Hand Crossbow	1d6+5
2	vs AC	Unarmed (Melee)	1d4+2
5	vs AC	Unarmed (Range)	1d4+5

FEATS

Skill Focus (Acrobatics) - +3 to Acrobatics checks

Clever Strike

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

↗

Melee weapon

ACTION

↶↷

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage.
Level 21: 2[W] + Dexterity modifier (+5) 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.

Short sword: +8 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

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AT-WILL POWERDUNGEONS & DRAGONS®

Sly Flourish

KEYWORDS

Martial, Weapon

USED

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 (+5) + Charisma modifier (+0) damage.
Increase damage to 2[W] + Dexterity modifier (+5) + Charisma modifier (+0) at 21st level.

Short sword: +8 attack, 1d6+5 damage
Hand Crossbow: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

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AT-WILL POWERDUNGEONS & DRAGONS®

Elven Accuracy

KEYWORDS

USED

Free

↓↗

Personal

ACTION

↶↷

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASSRacial PowerLEVEL*BOOKPH

ENCOUNTER POWERDUNGEONS & DRAGONS®

King's Castle

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

*

↗

Melee or Ranged weapon

ACTION

↶↷

RANGE

8

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. Reflex
Hit: 2[W] + Dexterity modifier (+5) damage.
Effect: Switch places with a willing adjacent ally.

Short sword: +8 attack, 2d6+5 damage
Hand Crossbow: +7 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

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ENCOUNTER POWERDUNGEONS & DRAGONS®

Trick Strike

KEYWORDS

Martial, Weapon

USED

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 (+5) 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.

Short sword: +8 attack, 3d6+5 damage
Hand Crossbow: +7 attack, 3d6+5 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

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