

Arjhan Khudrat			1	Rogue			0			
Character Name		Level	Class			Paragon Path		Epic Destiny		Total XP
Dragonborn	Medium	25	Male	6'2"	210lbs	Unaligned	The Raven Queen	Against the Blackstag Cult		
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company		RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3 Initiative	3		
CONDITIONAL MODIFIERS			

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	3
13	CON Constitution	1	1
16	DEX Dexterity	3	3
10	INT Intelligence	0	0
8	WIS Wisdom	-1	-1
16	CHA Charisma	3	3

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

CONDITIONAL BONUSES

	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	3	2				

CONDITIONAL BONUSES

	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	10	3					

CONDITIONAL BONUSES

ACTION POINTS

		0	1	2	3
<div> <div></div> <div> <div></div> <div></div> </div> </div>	Action Points				
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS					

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter power.

Dragon Breath Dexterity - Use DEX for Dragon Breath

Dragon Breath Acid - Dragon Breath deals acid damage

Draconic Heritage - Add Con mod to healing surge value.

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.

Brutal Scoundrel - Add Str mod to Sneak Attack damage.

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, Draconic

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
9	Passive Insight	10 +	-1
9	Passive Perception	10 +	-1

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 7	0	3		3			1	

ABILITY: Ranged Basic Attack - Dagger								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 7	0	3		3			1	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				
ABILITY: Ranged Basic Attack - Dagger					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Dagger (Melee)	1d4+3
7	vs AC	Dagger (Range)	1d4+3
6	vs AC	Shuriken	1d6+3
5	vs AC	Unarmed (Melee)	1d4+3

FEATS

[illegible]

SKILLS

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

CHARACTER NAME
Arjhan Khudrat

PLAYER NAME
Erekose13

RACEDragonborn

CLASSRogue

LEVEL1

HP

25

Spd

6

Init

+3

16 STR

13 CON

16 DEX

10 INT

8 WIS

16 CHA

AC15

Fort13

Ref15

Will13

9 Passive Insight

9 Passive Perception

ACTION POINT

Second Wind

KEYWORDS

USED

Standard

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✖

Personal

ACTION

3

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RANGE

vs

Self

ATTACK

DEFENSE

TARGET

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

LEVEL1

BOOKPH

PLAY DATA

DUNGEONS & DRAGONS

Piercing Strike

KEYWORDS

USED

Standard

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Melee weapon

ACTION

7

vs

Reflex

RANGE

ATTACK

DEFENSE

TARGET

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

Dagger: +7 attack, 1d4+3 damage

ADDITIONAL EFFECTS
+2d6+3 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Riposte Strike

KEYWORDS

USED

Standard

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Melee weapon

ACTION

7

vs

AC

RANGE

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+3) and riposte to 2[W] + Strength modifier (+3) at 21st level.

Dagger: +7 attack, 1d4+3 damage

ADDITIONAL EFFECTS
+2d6+3 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS

USED

Minor

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Close blast 3

ACTION

3

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RANGE

5

vs

Reflex

ATTACK

DEFENSE

TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
Hit: 1d6 + Constitution modifier (+1) damage.
Increase to +4 bonus and 2d6 + Constitution modifier (+1) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+1) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

ADDITIONAL EFFECTS

CLASSRacial Power

LEVEL*

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

Divine Challenge

KEYWORDS

USED

Minor

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5

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Close burst 5

ACTION

vs

One creature in burst

RANGE

ATTACK

DEFENSE

TARGET

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
While a target is marked, it takes a −2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Charisma modifier (+3) the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier (+3) at 11th level, and to 9 + your Charisma modifier (+3) at 21st level.
On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn.
You can use divine challenge once per turn.
Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

ADDITIONAL EFFECTS

CLASSPaladin

LEVEL

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

Dazing Strike

KEYWORDS

USED

Standard

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Melee weapon

ACTION

7

vs

AC

RANGE

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) damage, and the target is dazed until the end of your next turn.

Dagger: +7 attack, 1d4+3 damage

ADDITIONAL EFFECTS
+2d6+3 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Easy Target

KEYWORDS

USED

Standard

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Melee or Ranged weapon

ACTION

7

vs

AC

RANGE

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 (+3) damage, and the target is slowed and grants combat advantage to you (save ends both).
Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Dagger: +7 attack, 2d4+3 damage

ADDITIONAL EFFECTS
+2d6+3 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

DAILY POWER

DUNGEONS & DRAGONS