

## Azi Adelram

Male Shadar-kai (Dhampyr) Rogue  
 Level 3  
 Unaligned  
 Player: fodigg

<b>Strength</b>	<b>16</b>	<b>(+3)</b>
Constitution	11	(+0)
<b>Dexterity</b>	<b>18</b>	<b>(+4)</b>
Intelligence	10	(+0)
Wisdom	11	(+0)
Charisma	12	(+1)

Height:	5' 7"
Weight:	165 lb
Skin:	Gray
Eyes:	Black
Hair:	Black; Straight; Beardless

**Maximum Hit Points: 33**

Bloodied: 16  
 Surge Value: 8  
 Surges / Day: 6

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Size: Medium  
**Speed: 6 squares**  
 Vision: Low-light

<b>Initiative:</b>	<b>1d20 +5</b>	= + 1 [half level] + 4 [dexterity]
Base Strength Attack:	1d20 +4	= + 1 [half level] + 3 [strength]
<b>Base Dexterity Attack:</b>	<b>1d20 +5</b>	= + 1 [half level] + 4 [dexterity]
Base Constitution Attack:	1d20 +1	= + 1 [half level] + 0 [constitution]
Base Intelligence Attack:	1d20 +1	= + 1 [half level] + 0 [intelligence]
Base Wisdom Attack:	1d20 +1	= + 1 [half level] + 0 [wisdom]
Base Charisma Attack:	1d20 +2	= + 1 [half level] + 1 [charisma]

<b>Armor Class:</b>	<b>18</b>	= 10 + 1 [half level] + 4 [dexterity] + 2 [leather] + 1 [enhancement]
Fortitude Defense:	16	= 10 + 1 [half level] + 1 [Shadar-Kai] + 3 [strength] + 1 [enhancement]
Reflex Defense:	18	= 10 + 1 [half level] + 2 [rogue] + 4 [dexterity] + 1 [enhancement]
Will Defense:	13	= 10 + 1 [half level] + 1 [charisma] + 1 [enhancement]

Armor: Darkleaf Leather (15 lb)  
 Shield: None

Attacks:

Unarmed Melee: +4 [base strength attack] vs AC; damage 1[W]=1d4+3 [strength]

**Daggers (x3): +8 vs AC** [+4 strength] [+3 proficiency][+1 rogue]; **damage 1[W]=1d4+3** [strength] 1 lb (Light blade); usable off-hand; light throwable

Thrown: **range 5/10 +9 vs AC** [+5 dexterity] [+3 proficient, +1 rogue]; **damage 1d4+4** [dexterity];

**Duelist's Short sword: +8 vs AC** [+4 strength] [+3 proficiency][+1 enhancement]; **damage 1[W]=1d6+4** [strength] [+1 enhancement] 2 lb (Light blade) Usable Off-hand

Piercing Strike +5<sup>w</sup> [base dexterity attack] vs reflex

Riposte Strike +5<sup>w</sup> [base dexterity attack] vs AC

Sly Lunge: +5<sup>w</sup> [base dexterity attack] vs AC

Precise Incision: +5<sup>w</sup> [base dexterity attack] vs reflex

Nasty Backswing: +5<sup>w</sup> [base dexterity attack] vs AC

<sup>w</sup> Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving Throw: d20 vs 10

Languages:

Common  
 Supernal

Skills:

Acrobatics:	+7	= 4 [dexterity] + 1 [half level] + 2 [Shadar-Kai]
Arcana:	+1	= 0 [intelligence] + 1 [half level]
Athletics:	+4	= 3 [strength] + 1 [half level]
<b>Bluff:</b>	<b>+7</b>	= 1 [charisma] + 1 [half level] + 5 [class training]
Diplomacy:	+2	= 1 [charisma] + 1 [half level]
Dungeoneering:	+1	= 0 [wisdom] + 1 [half level]
Endurance:	+1	= 0 [constitution] + 1 [half level]
Heal:	+1	= 0 [wisdom] + 1 [half level]
History:	+1	= 0 [intelligence] + 1 [half level]
<b>Insight:</b>	<b>+6</b>	= 0 [wisdom] + 1 [half level] + 5 [class training]
<b>Intimidate:</b>	<b>+7</b>	= 1 [charisma] + 1 [half level] + 5 [class training]
Nature:	+1	= 0 [wisdom] + 1 [half level]
<b>Perception:</b>	<b>+6</b>	= 0 [wisdom] + 1 [half level] + 5 [class training]
Religion:	+1	= 0 [intelligence] + 1 [half level]
<b>Stealth:</b>	<b>+12</b>	= 4 [dexterity] + 1 [half level] + 2 [Shadar-kai] + 5 [class training]
Streetwise:	+2	= 1 [charisma] + 1 [half level]
<b>Thievery:</b>	<b>+10</b>	= 4 [dexterity] + 1 [half level] + 5 [class training]

Feats:

Backstabber  
Vampiric Heritage (Dhampyr)

At-Will:

Basic Melee Attack: By weapon, damage 1[W]+3 [strength]  
Basic Ranged Attack: By weapon, damage 1[W]+4 [dexterity]  
Bull Rush: +4 [base strength attack] vs fortitude  
**Grab: +4 [base strength attack] vs reflex**  
**Move grabbed target: +4 [base strength attack] vs fortitude**  
Escape: +7 [acrobatics] vs reflex / +4 [athletics] vs fortitude  
Piercing Strike [Level 1]  
Riposte Strike [Level 1]

Encounter Powers:

- Second Wind
- Spend an Action Point [free action, not in surprise round]
- Shadow Jaunt [Shadar-kai]
- Blood Drain [Dhampyr]
- Sly Lunge [Level 1]:
- Adaptable Flanker [Level 2 Utility]:
- Nasty Backswing [Level 3]:

Daily Powers:

- Precise Incision [Level 1]:

Shadar-Kai

- +2 Dexterity, +2 Intelligence (already included)
- +2 Acrobatics, +2 Stealth
- Winterkin (+1 on fortitude defense) (+2 on death saving throws) (+2 on saves vs. unconscious condition)
- Shadow Jaunt (see Monster Manual)
- Low light vision

Rogue

- First Strike
- Rogue Weapon Talent
- This rogue chose the brutal scoundrel style.
- Sneak Attack [+2d8 at level 3] [once per round with combat advantage]

**Character Portrait:**



**Character Symbol:**



**Azi Adelram's Equipment:**

- 20 lb Weapons / Armor (from above)
  - 2 lb Backpack
  - 5 lb Bedroll
    - Flint and steel
    - Ink vial
    - Ink pen
  - 1 lb Pouch (belt) x1
  - 10 lb Rations (1 day) x10
  - 10 lb Rope (50', hempen) x1
    - Sewing needle
  - 2 lb Sunrods x2
  - 4 lb Waterskins x1
  - 1 lb Thieves' tools
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- Giant Lizard, Draft (mount)
  - Potion of Regeneration x1
  - Potion of Healing x2
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- 55 lb Total

**Currency:**

42 gp

**Magic items:**

- Weapon: **Duelist's Weapon** (short sword)
- Weapon:
- Weapon:
- Weapon:
- Armor: **Darkleaf Armor** (leather)
- Shield:
- Arms:
- Feet:
- Hands:
- Head:
- Neck: **Cloak of Resistance**
- Ring:
- Ring:
- Waist:
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**Resistances:**

**Action Point Tally:**

Daily Item Powers Per Day: Heroic Tier

Milestones:  /  /  /

Death Saving Throw Failures:

**More about Azi Adelram:**

Azi Adelram was the result of a human-vampire breeding program that took place in his native plane of the Shadowfell. The vampire clan involved in the program was eventually wiped out when they refused to honor their mutual-protection agreement with Azi's home, the shadar-kai city-state of Oldstone. Azi is not embarrassed by his heritage and even boasts about it when attempting to intimidate foes. Azi faced no discrimination growing up as interactions with the intelligent undead are not unusual in the Shadowfell.

**Powers:**

<b>Piercing Strike</b> <b>Rogue Attack 1</b>
<i>A needle-sharp point slips past armor and into tender flesh.</i>
<b>At-Will Martial, Weapon</b> <b>Standard Action Melee weapon</b> <b>Requirement:</b> You must be wielding a light blade. <b>Target:</b> One creature <b>Attack:</b> Dexterity vs. Reflex <b>Hit:</b> 1[W] + Dexterity modifier damage. <b>Increase</b> damage to 2[W] + Dexterity modifier at 21st level.

<b>Riposte Strike</b> <b>Rogue Attack 1</b>
<i>With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.</i>
<b>At-Will Martial, Weapon</b> <b>Standard Action Melee weapon</b> <b>Requirement:</b> You must be wielding a light blade. <b>Target:</b> One creature <b>Attack:</b> Dexterity vs. AC <b>Hit:</b> 1[W] + Dexterity modifier 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 damage. <b>Increase</b> damage to 2[W] + Dexterity modifier and riposte to 2[W] + Strength modifier at 21st level.

<b>Shadow Jaunt</b> <b>Shadar-kai Racial Power</b>
<i>You step into the shadows and reappear a short distance away, hazy and insubstantial.</i>
<b>Encounter Teleportation</b> <b>Move Action Personal</b> <b>Effect:</b> You teleport 3 squares and become insubstantial until the start of your next turn.

<b>Blood Drain</b> <b>Dhampyr Power (Dex version)</b>
<i>Vigor rushes through your body as you drain life energy from your victim.</i>
<b>Encounter; Healing</b> <b>Standard Action; Melee touch</b> <b>Target:</b> One living creature you have grabbed <b>Attack:</b> Dexterity + 2 vs. Fortitude <b>Hit:</b> 1d4 + Constitution modifier damage, and you can spend a healing surge. <b>Increase</b> to +4 bonus and 2d4 + Constitution modifier damage at 11th level; +6 bonus and 3d4 + Constitution modifier damage at 21st level. <b>Note:</b> Grab is +4 [base strength attack] vs. Reflex

<b>Sly Lunge</b> <b>Rogue Attack 1</b>
<i>You dart in to take advantage of lax defenses, and after striking, you're ready to capitalize on the same opening again.</i>
<b>Encounter Martial, Weapon</b> <b>Standard Action Melee weapon</b> <b>Requirement:</b> You must be wielding a light blade. <b>Target:</b> One creature granting combat advantage to you <b>Attack:</b> Dexterity vs. AC <b>Hit:</b> 1[W] + Dexterity modifier damage, and you gain combat advantage against the target until the end of your next turn. If you don't apply your Sneak Attack damage to this attack, it deals 1d6 extra damage. <b>Brutal Scoundrel:</b> The attack deals extra damage equal to your Strength modifier.

<b>Adaptable Flanker</b> <b>Rogue Utility 2</b>
<i>The mere presence of an ally gives you all the advantage you need.</i>
<b>Encounter Martial</b> <b>Minor Action Personal</b> <b>Requirement:</b> You and an ally must be adjacent to the same enemy. <b>Effect:</b> You gain combat advantage against the enemy until the start of your next turn.

<b>Nasty Backswing</b> <b>Rogue Attack 3</b>
<i>You follow a missed attack with a surprising strike and a hasty sidestep.</i>
<b>Encounter Martial, Weapon</b> <b>Free Action Melee weapon</b> <b>Trigger:</b> You miss with a melee attack <b>Requirement:</b> You must be wielding a light blade. <b>Target:</b> One creature <b>Attack:</b> Dexterity vs. AC. You have combat advantage for this attack. <b>Hit:</b> 1[W] + Dexterity modifier damage, and you can shift 1 square. <b>Brutal Scoundrel:</b> The attack deals extra damage equal to your Strength modifier.

<b>Precise Incision</b> <b>Rogue Attack 1</b>
<i>You target an opening in your foe's armor and make a vicious cut.</i>
<b>Daily Martial, Reliable, Weapon</b> <b>Standard Action Melee weapon</b> <b>Requirement:</b> You must be wielding a light blade. <b>Target:</b> One creature <b>Attack:</b> Dexterity vs. Reflex <b>Hit:</b> 3[W] + Dexterity modifier damage.

**Special Items:**

<b>Giant Lizard, Draft</b> <b>Category: Mount</b>
<b>Price:</b> 200 gp See stats below:
<b>Giant Lizard, Draft</b> <b>Level 4 Brute</b>
XP 175 Large natural beast
Initiative +4 Senses Perception +1 <b>HP 69;</b> Bloodied 34 <b>AC 16;</b> Fortitude 18, Reflex 16, Will 13
<b>Speed 7</b> (swamp walk), <b>climb 2</b>
<b>Bite</b> (Standard, at-will) +7 vs Armor Class; 2d6+4 damage.
Alignment Unaligned Languages -- Str 19 (+6) Dex 14 (+4) Wis 9 (+1) Con 19 (+6) Int 2 (-2) Cha 7 (0)

<b>Darkleaf Armor (leather)</b> <b>Level: 4</b>
<i>Darkleaves from the gravetrees of the Shadowfell give this armor its protective properties.</i>
<b>AC Bonus:</b> +3 (+1 enhancement) <b>Weight:</b> 15 lb. <b>Price:</b> 840 gp <b>Type:</b> Leather
<b>Property:</b> Gain a +2 item bonus to AC against the first attack made against you in each encounter.

<b>Duelist's Weapon (short sword)</b> <b>Level: 3</b>
<i>The favorite weapon of a rogue.</i>
<b>Military one-handed melee weapon</b> <b>Price:</b> 680 gp <b>Damage:</b> 1d6 <b>Proficient:</b> +4 (+1 enhancement) <b>Weight:</b> 2 lb. <b>Properties:</b> Off-Hand <b>Group:</b> Light blade
<b>Enhancement:</b> +1 attack rolls and damage rolls <b>Critical:</b> +1d6 damage, or +1d8 damage if you have combat advantage
<b>Power (Daily):</b> Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.

<b>Cloak of Resistance</b> <b>Level: 2</b>
<i>This crimson-hemmed cloak can be activated to provide minor resistance to all attacks.</i>
<b>Price:</b> 520 gp <b>Item Slot:</b> Neck <b>Enhancement:</b> +1 Fortitude, Reflex, and Will
<b>Power (Daily):</b> Minor Action. Gain resist 5 to all damage until the start of your next turn.

<b>Potion of Regeneration</b> <b>Level: 9</b>
<i>If you are sufficiently wounded after having quaffed this russet, copper-scented potion, you heal quickly.</i>
<b>Price:</b> 160 gp <b>Potion</b>
<b>Power (Consumable • Healing):</b> Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.

<b>Potion of Healing</b> <b>Level: 5</b>
<i>This simple potion draws on the body's natural healing ability to cure your wounds.</i>
<b>Price:</b> 50 gp <b>Potion</b>
<b>Power (Consumable • Healing):</b> Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.