

Azi Adelram

Male Shadar-kai (Dhampyr) Rogue

Level 3

Unaligned

Player: fodigg

Strength	16	(+3)
Constitution	11	(+0)
Dexterity	18	(+4)
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

Initiative:	1d20 +5	= + 1 [half level] + 4 [dexterity]
Base Strength Attack:	1d20 +4	= + 1 [half level] + 3 [strength]
Base Dexterity Attack:	1d20 +5	= + 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]

Armor Class:	18	= 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][+1enhancement]; **damage 1[W]=1d6+4** [strength] [+1enhancement] 2 lb (Light blade) Usable Off-hand

Piercing Strike +5^w [base dexterity attack] vs reflex

Riposte Strike +5^w [base dexterity attack] vs AC

Sly Lunge: +5^w [base dexterity attack] vs AC

Precise Incision: +5^w [base dexterity attack] vs reflex

Nasty Backswing: $+5^w$ [base dexterity attack] vs AC

^w 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]
Bluff:	+7	= 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]
Insight:	+6	= 0 [wisdom] + 1 [half level] + 5 [class training]
Intimidate:	+7	= 1 [charisma] + 1 [half level] + 5 [class training]
Nature:	+1	= 0 [wisdom] + 1 [half level]
Perception:	+6	= 0 [wisdom] + 1 [half level] + 5 [class training]
Religion:	+1	= 0 [intelligence] + 1 [half level]
Stealth:	+12	= 4 [dexterity] + 1 [half level] + 2 [Shadar-kai] + 5 [class training]
Streetwise:	+2	= 1 [charisma] + 1 [half level]
Thievery:	+10	= 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
 - Giant Lizard, Draft (mount)
 - Potion of Regeneration x1
 - Potion of Healing x2
-
- 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:
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

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:

Piercing Strike
Rogue Attack 1

A needle-sharp point slips past armor and into tender flesh.

At-Will **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Riposte Strike
Rogue Attack 1

With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.

At-Will **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 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.

Increase damage to 2[W] + Dexterity modifier and riposte to 2[W] + Strength modifier at 21st level.

Shadow Jaunt
Shadar-kai Racial Power

You step into the shadows and reappear a short distance away, hazy and insubstantial.

Encounter **Teleportation**

Move Action **Personal**

Effect: You teleport 3 squares and become insubstantial until the start of your next turn.

Blood Drain
Dhampyr Power (Dex version)

Vigor rushes through your body as you drain life energy from your victim.

Encounter; Healing

Standard Action; Melee touch

Target: One living creature you have grabbed

Attack: Dexterity + 2 vs. Fortitude

Hit: 1d4 + Constitution modifier damage, and you can spend a healing surge.

Increase to +4 bonus and 2d4 + Constitution modifier damage at 11th level; +6 bonus and 3d4 + Constitution modifier damage at 21st level.

Note: Grab is +4 [base strength attack] vs. Reflex

Sly Lunge
Rogue Attack 1

You dart in to take advantage of lax defenses, and after striking, you're ready to capitalize on the same opening again.

Encounter **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature granting combat advantage to you

Attack: Dexterity vs. AC

Hit: 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.

Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier.

Adaptable Flanker
Rogue Utility 2

The mere presence of an ally gives you all the advantage you need.

Encounter **Martial**

Minor Action **Personal**

Requirement: You and an ally must be adjacent to the same enemy.

Effect: You gain combat advantage against the enemy until the start of your next turn.

Nasty Backswing
Rogue Attack 3

You follow a missed attack with a surprising strike and a hasty sidestep.

Encounter **Martial, Weapon**

Free Action **Melee weapon**

Trigger: You miss with a melee attack

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC. You have combat advantage for this attack.

Hit: 1[W] + Dexterity modifier damage, and you can shift 1 square.

Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier.

Precise Incision
Rogue Attack 1

You target an opening in your foe's armor and make a vicious cut.

Daily **Martial, Reliable, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage.

Special Items:

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

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

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

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

Potion of Regeneration Level: 9
<i>If you are sufficiently wounded after having quaffed this russet, copper-scented potion, you heal quickly.</i>
Price: 160 gp Potion
Power (Consumable • Healing): 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.

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