

Player Name **Redrobes**

**Druthrus Deepseam** 1 **Rogue** Paragon Path Epic Destiny Total XP 0

Character Name Level Class Paragon Path Epic Destiny Total XP

**Dwarf** Medium 35 Male 4' 6" 170 lb. Unaligned Deity Adventuring Company RPGA Number

Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>4</b>	<b>4</b>		

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>14</b>	<b>AC</b>	<b>10</b>	<b>4</b>					

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed (Squares)</b>	<b>5</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>10</b>	<b>STR</b> Strength	<b>0</b>	<b>0</b>
<b>13</b>	<b>CON</b> Constitution	<b>1</b>	<b>1</b>
<b>18</b>	<b>DEX</b> Dexterity	<b>4</b>	<b>4</b>
<b>10</b>	<b>INT</b> Intelligence	<b>0</b>	<b>0</b>
<b>16</b>	<b>WIS</b> Wisdom	<b>3</b>	<b>3</b>
<b>8</b>	<b>CHA</b> Charisma	<b>-1</b>	<b>-1</b>

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>11</b>	<b>FORT</b>	<b>10</b>	<b>1</b>					

CONDITIONAL BONUSES

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>REF</b>	<b>10</b>	<b>4</b>					<b>2</b>

CONDITIONAL BONUSES

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>13</b>	<b>WILL</b>	<b>10</b>	<b>3</b>					

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>18</b>	<b>Passive Insight</b>	<b>10</b>	<b>8</b>
<b>18</b>	<b>Passive Perception</b>	<b>10</b>	<b>8</b>

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 2</b>	<b>0</b>	<b>0</b>		<b>2</b>			

ABILITY: Ranged Basic Attack - Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 6</b>	<b>0</b>	<b>4</b>		<b>2</b>			

### HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
<b>25</b>	<b>12</b>	<b>6</b>	<b>7</b>

1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<b>1</b>	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d12+2</b>	<b>0</b>	<b>2</b>			

ABILITY: Ranged Basic Attack - Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d6+4</b>	<b>4</b>				

### RACE FEATURES

**Dwarven Weapon Proficiency** - Proficient with hammers.

**Cast-Iron Stomach** - +5 bonus to saving throws against poison.

**Encumbered Speed** - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

**Dwarven Resilience** - Second wind is minor action.

**Stand Your Ground** - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>2</b>	vs <b>AC</b>	Greataxe	1d12+2
<b>6</b>	vs <b>AC</b>	Hand Crossbow	1d6+4
<b>7</b>	vs <b>AC</b>	Shuriken	1d6+4
<b>6</b>	vs <b>AC</b>	Sling	1d6+4

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>9</b>	<b>Acrobatics</b>	DEX 4	5		
<b>0</b>	<b>Arcana</b>	INT 0	0	n/a	
<b>5</b>	<b>Athletics</b>	STR 0	5		
<b>-1</b>	<b>Bluff</b>	CHA -1	0	n/a	
<b>-1</b>	<b>Diplomacy</b>	CHA -1	0	n/a	
<b>5</b>	<b>Dungeoneering</b>	WIS 3	0	n/a	2
<b>3</b>	<b>Endurance</b>	CON 1	0		2
<b>3</b>	<b>Heal</b>	WIS 3	0	n/a	
<b>0</b>	<b>History</b>	INT 0	0	n/a	
<b>8</b>	<b>Insight</b>	WIS 3	5	n/a	
<b>-1</b>	<b>Intimidate</b>	CHA -1	0	n/a	
<b>3</b>	<b>Nature</b>	WIS 3	0	n/a	
<b>8</b>	<b>Perception</b>	WIS 3	5	n/a	
<b>0</b>	<b>Religion</b>	INT 0	0	n/a	
<b>9</b>	<b>Stealth</b>	DEX 4	5		
<b>-1</b>	<b>Streetwise</b>	CHA -1	0	n/a	
<b>9</b>	<b>Thievery</b>	DEX 4	5		

### 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.

### FEATS

**Dwarven Weapon Training** - +2 damage and proficiency with axes and hammers

### LANGUAGES KNOWN

Common, Dwarven



**Druthrus Deepseam**

PLAYER NAME

**Redrobes**

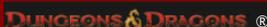
RACE Dwarf CLASS Rogue LEVEL 1

<b>HP</b> 25	<b>STR</b> 10	<b>AC</b> 14
<b>Spd</b> 5	<b>CON</b> 13	<b>Fort</b> 11
<b>Init</b> +4	<b>DEX</b> 18	<b>Ref</b> 16
	<b>INT</b> 10	<b>Will</b> 13
	<b>WIS</b> 16	
	<b>CHA</b> 8	
<b>18</b> Passive Insight	<b>18</b> Passive Perception	

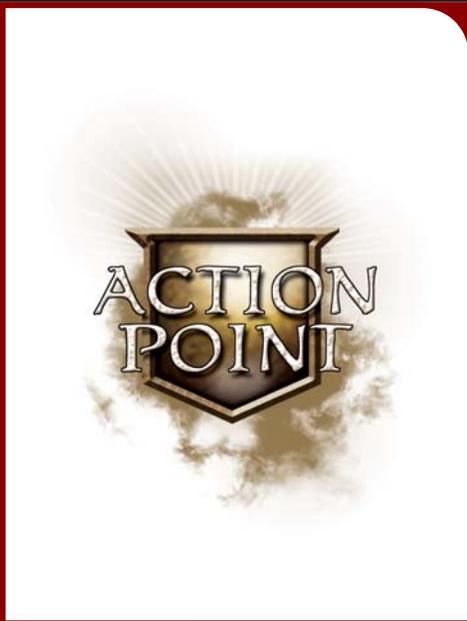
**PLAY DATA**



**ENCOUNTER SPECIAL**



**ENCOUNTER ACTION**



**Second Wind**

KEYWORDS Martial, Weapon USED

Minor	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS  
Second wind is a minor action for dwarves.

CLASS Rogue LEVEL 1 BOOK PH

**Deft Strike**

KEYWORDS Martial, Weapon USED

Standard	Melee or Ranged weapon
<b>ACTION</b>	<b>RANGE</b>
6 vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Requirement: You must be wielding a crossbow, a light blade, or a sling.  
Special: You can move 2 squares before the attack.  
Attack: Dexterity vs. AC  
Hit: 1[W] + Dexterity modifier (+4) damage.  
Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.  
Hand Crossbow: +6 attack, 1d6+4 damage

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

CLASS Rogue LEVEL 1 BOOK PH

**AT-WILL POWER**



**Piercing Strike**

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
vs	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Requirement: You must be wielding a light blade.  
Attack: Dexterity vs. Reflex  
Hit: 1[W] + Dexterity modifier (+4) damage.  
Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 1 BOOK PH

**AT-WILL POWER**



**King's Castle**

KEYWORDS Martial, Weapon USED

Standard	Melee or Ranged weapon
<b>ACTION</b>	<b>RANGE</b>
6 vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Requirement: You must be wielding a crossbow, a light blade, or a sling.  
Attack: Dexterity vs. Reflex  
Hit: 2[W] + Dexterity modifier (+4) damage.  
Effect: Switch places with a willing adjacent ally.  
Hand Crossbow: +6 attack, 2d6+4 damage

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

CLASS Rogue LEVEL 1 BOOK PH

**ENCOUNTER POWER**



**Trick Strike**

KEYWORDS Martial, Weapon USED

Standard	Melee or Ranged weapon
<b>ACTION</b>	<b>RANGE</b>
6 vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Requirement: You must be wielding a crossbow, a light blade, or a sling.  
Attack: Dexterity vs. AC  
Hit: 3[W] + Dexterity modifier (+4) 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.  
Hand Crossbow: +6 attack, 3d6+4 damage

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

CLASS Rogue LEVEL 1 BOOK PH

**DAILY POWER**

