

Player Name Redrobes

Druthrus Deepseam

1 Rogue

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Dwarf

Medium

35

Male

4' 6"

170 lb.

Unaligned

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	HEALING SURGES
25	12	6	7
	1/2 HP	1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS +5 Racial bonus against poison			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

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

Druthrus Deepseam

DEFENSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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.

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, Dwarven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	+ 8

18	Passive Perception	10	+	8
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

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

ABILITY: Ranged Basic Attack - Hand Crossbow

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+2	0	2			

ABILITY: Ranged Basic Attack - Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	4				

BASIC ATTACKS

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

FEATS

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

CHARACTER NAME

Druthrus Deepseam

PLAYER NAME

Redrobes

RACE Dwarf

CLASS Rogue

LEVEL 1

HP

25

STR

10

CON

13

AC

14

Spd

5

DEX

18

INT

10

Fort

11

Init

+4

WIS

16

Ref

16

CHA

8

Will

13

18

Passive Insight

18

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

Deft Strike

KEYWORDS Martial, Weapon

USED

Standard

Melee or Ranged weapon

ACTION

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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

DUNGEONS & DRAGONS®

Trick Strike

KEYWORDS Martial, Weapon

USED

Standard

Melee or Ranged weapon

ACTION

RANGE

6

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 (+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

DUNGEONS & DRAGONS®



ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Piercing Strike

KEYWORDS Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

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

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

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

LEVEL

BOOK PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

King's Castle

KEYWORDS Martial, Weapon

USED

Standard

Melee or Ranged weapon

ACTION

RANGE

6

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 (+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

DUNGEONS & DRAGONS®