

Player Name Gary Hoggatt

Character Name **Hrav Kortaga** Level **4** Class **Rogue** Paragon Path **Unaligned** Epic Destiny **The Mostly Monstrous Crew** Total XP **3,750**

Race **Bugbear** Size **Medium** Age **25** Gender **Male** Height **7'1"** Weight **290 lbs.** Alignment **Unaligned** Deity **Merkari and Hadeys** Adventuring Company **The Mostly Monstrous Crew** RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	4	2	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
19	STR Strength	4	6
14	CON Constitution	2	4
19	DEX Dexterity	4	6
8	INT Intelligence	-1	1
12	WIS Wisdom	1	3
10	CHA Charisma	0	2

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	12	6			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	12	4					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	12	4					2

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	12	1					

CONDITIONAL BONUSES

CHARACTER PORTRAIT



MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

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

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	AC	Acidic Rapier (Large) +1	1d10+5
10	AC	Dagger (Large) (Range)	1d6+4
9	AC	Shuriken (Large)	1d6+4

FEATS

Weapon Proficiency (Rapier) - Gain proficiency with the Rapier.

Student of the Sword - Fighter: skill training, +1 to attack 1/encounter

Backstabber - Sneak Attack dice increase to d8s

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
41	20	10	10	8

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

☐☐☐

SAVING THROW MODS

RESISTANCES Resist 5 Necrotic, Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Oversized - Use weapons one size larger.

Predatory Eye - Use predatory eye as an encounter power

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.

Student of One-Handed Weapons - +1 to attack with one-handed weapons oncer per encounter

LANGUAGES KNOWN

Common, Goblin

CHARACTER NAME
Hrav Kortaga

PLAYER NAME
Gary Hoggatt

RACEBugbear

CLASSRogue

LEVEL4

HP

41

STR

19

AC

19

Spd

6

CON

14

Fort

16

Init

+6

DEX

19

Ref

18

INT

8

WIS

12

CHA

10

Will

13

18

Passive Insight

18

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Standard

↑

↩

✱

Personal

ACTION

↩

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Deft Strike

KEYWORDS

USED

Standard

↑

↩

✱

Melee or Ranged weapon

ACTION

↩

✱

RANGE

10

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.

Acidic Rapier (Large) +1: +10 attack, 1d10+5 damage
Dagger (Large): +10 attack, 1d6+4 damage
Shuriken (Large): +9 attack, 1d6+4 damage

ADDITIONAL EFFECTS
+2d8+4 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Piercing Strike

KEYWORDS

USED

Standard

↑

↩

✱

Melee weapon

ACTION

↩

✱

RANGE

10

vs

Reflex

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.

Acidic Rapier (Large) +1: +10 attack, 1d10+5 damage
Dagger (Large): +10 attack, 1d6+4 damage

ADDITIONAL EFFECTS
+2d8+4 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Predatory Eye

KEYWORDS

USED

Minor

↑

↩

✱

Personal

ACTION

↩

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: If you have combat advantage against a target, you deal +1d6 damage on the next attack you make against that target. You must apply this bonus before the end of your next turn.
Increase extra damage to +2d6 at 11th level and +3d6 at 21st level.

ADDITIONAL EFFECTS

CLASSRacial Power

LEVEL*

BOOKMM

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Torturous Strike

KEYWORDS

USED

Standard

↑

↩

✱

Melee weapon

ACTION

↩

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+4) damage.
Brutal Scoundrel: You gain a bonus to the damage roll equal to your Strength modifier (+4).

Acidic Rapier (Large) +1: +10 attack, 2d10+9 damage
Dagger (Large): +10 attack, 2d6+8 damage

ADDITIONAL EFFECTS
+2d8+4 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Nasty Backswing

KEYWORDS

USED

Free

↑

↩

✱

Melee weapon

ACTION

↩

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Trigger: You miss with a melee attack
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC. You have combat advantage for this attack.
Hit: 1[W] + Dexterity modifier (+4) damage, and you can shift 1 square.
Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (+4).

Acidic Rapier (Large) +1: +10 attack, 1d10+9 damage
Dagger (Large): +10 attack, 1d6+8 damage

ADDITIONAL EFFECTS
+2d8+4 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL3

BOOKMP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Handspring Assault

KEYWORDS

USED

Standard

↑

↩

✱

Melee weapon

ACTION

↩

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Prerequisite: You must be trained in Acrobatics.
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier (+4) damage, and you can shift 2 squares.
Special: When charging, you can use this power in place of a melee basic attack.

Acidic Rapier (Large) +1: +10 attack, 3d10+5 damage
Dagger (Large): +10 attack, 3d6+4 damage

ADDITIONAL EFFECTS
+2d8+4 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKMP

DAILY POWER

DUNGEONS & DRAGONS®

Tumble

KEYWORDS

Martial

USED

Move

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Prerequisite: You must be trained in Acrobatics.

Effect: You can shift a number of squares equal to one-half your speed.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Acidic Rapier (Large) +1

1d10

3

Light Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

4

+1d6 acid damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Melee Basic Attack: +10 attack, 1d10+5 damage

☐ AT-WILL

☒ ENCOUNTER

☒ DAILY

POWER

Power (Encounter • Acid): Standard Action. Make a melee basic attack with the weapon against a target within 5 squares of you. All damage dealt by this basic attack is acid damage.

Power (Daily • Acid): Free Action. Use this power when you hit with the weapon. Deal ongoing 5 acid damage (save ends).

ITEM SLOT

One-hand

WEIGHT

4

PRICE

840

BOOK

MAGIC WEAPON

DUNGEONS & DRAGONS

Deathcut Leather Armor +1

2

-

-

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

5

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Resist 5 necrotic. Resist 5 poison.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily • Necrotic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + Charisma modifier (+0) necrotic damage to that enemy.

ITEM SLOT

Body

WEIGHT

15

PRICE

1000

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

5

Potion

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

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.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS