

Player Name

 Karis Nerinya 3 Roque

 Character Name Level Class

Paragon Path

Epic Destiny

2,250
Total XP

 Elf Medium Female

 Race Size Age Gender

 Height Weight Alignment Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	4	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	6					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	3
12	CON Constitution	1	2
18	DEX Dexterity	4	5
11	INT Intelligence	0	1
10	WIS Wisdom	0	1
14	CHA Charisma	2	3

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	11	4	2		1		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Perception	10	+

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Duelist's Short sword +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	2		3		1	

ABILITY: Melee Basic Attack - Dagger of Great Aim +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	2		3		1	1

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
	SURGE VALUE	SURGES/DAY
34	17	8
	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

RESISTANCES

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

Elven Weapon Proficiency - Proficient with longbow and shortbow.

Group Awareness - Non-elf allies within 5 get +1 to Perception.

Elven Accuracy - Use elven accuracy as an encounter power.

Fey Origin - Your origin is fey, not natural

Wild Step - Ignore difficult terrain when shifting (even when shifting multiple squares).

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Duelist's Short sword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	2		1		1

ABILITY: Melee Basic Attack - Dagger of Great Aim +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	2		1		1

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Duelist's Short sword +1	1d6+4
8	vs AC	Dagger of Great Aim +1 (Melee)	1d4+4
10	vs AC	Dagger of Great Aim +1 (Ranged)	1d4+6
7	vs AC	Longbow	1d10+4

SKILLS

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

LANGUAGES KNOWN

Common, Elven

FEATS

Nimble Blade - +1 to attacks with light blade and combat advantage

Weapon Focus (Light Blade) - Gain +1 damage per tier with Light Blades.

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Deft Strike	<input type="checkbox"/>
Riposte Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Elven Accuracy	<input type="checkbox"/>
Dazing Strike	<input type="checkbox"/>
Bait and Switch	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Blinding Barrage	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Tumble	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Leather Armor (E)
Longbow
Arrows (30)

COINS AND OTHER WEALTH

Money on hand: 200 gp
Stored money: 0 gp
Encumbrance: 61 lb. / 140 lb.

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

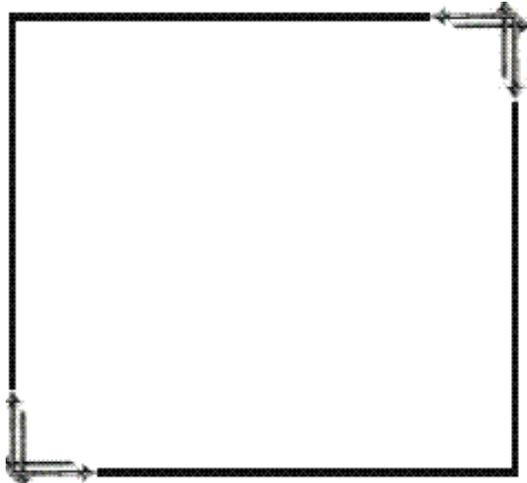
WEAPON	Duelist's Short sword +1 (Off-hand) (E)	<input type="checkbox"/>
WEAPON	Dagger of Great Aim +1 (Off-hand)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Amulet of Protection +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Karis Nerinya

PLAYER NAME

RACE	Elf	CLASS		LEVEL	3
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HP	14 STR	AC
34	12 CON	17
Spd	18 DEX	Fort
7	11 INT	14
Init	10 WIS	Ref
+5	14 CHA	18
		Will
		14

11	Passive Insight	18	Passive Perception
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Second Wind

KEYWORDS		USED
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Standard		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	PH
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PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Deft Strike

KEYWORDS	Martial, Weapon	USED
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Standard		Melee or Ranged weapon
ACTION		RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

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.

Duelist's Short sword +1: +9 attack, 1d6+6 damage

ADDITIONAL EFFECTS
+2d6+2 to damage once per round (Sneak Attack)
+1 to attack rolls when you have combat advantage - Nimble Bl

CLASS	Rogue	LEVEL	1	BOOK	PH
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Riposte Strike

KEYWORDS	Martial, Weapon	USED
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Standard		Melee weapon
ACTION		RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

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

Duelist's Short sword +1: +9 attack, 1d6+6 damage

ADDITIONAL EFFECTS
+2d6+2 to damage once per round (Sneak Attack)
+1 to attack rolls when you have combat advantage - Nimble Bl

CLASS	Rogue	LEVEL	1	BOOK	PH
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Elven Accuracy

KEYWORDS		USED
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Free		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS	Racial Power	LEVEL	*	BOOK	PH
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AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Dazing Strike

KEYWORDS	Martial, Weapon	USED
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Standard		Melee weapon
ACTION		RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage, and the target is dazed until the end of your next turn.

Duelist's Short sword +1: +9 attack, 1d6+6 damage

ADDITIONAL EFFECTS
+2d6+2 to damage once per round (Sneak Attack)
+1 to attack rolls when you have combat advantage - Nimble Bl

CLASS	Rogue	LEVEL	1	BOOK	PH
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Bait and Switch

KEYWORDS	Martial, Weapon	USED
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Standard		Melee weapon
ACTION		RANGE
9	vs	Will
ATTACK	DEFENSE	TARGET
		One creature

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Will
Hit: 2[W] + Dexterity modifier (+4) damage. In addition, you switch places with the target and can then shift 1 square.
Artful Dodger: You can shift a number of squares equal to your Charisma modifier (+2).

Duelist's Short sword +1: +9 attack, 2d6+6 damage

ADDITIONAL EFFECTS
+2d6+2 to damage once per round (Sneak Attack)
+1 to attack rolls when you have combat advantage - Nimble Bl

CLASS	Rogue	LEVEL	3	BOOK	PH
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Blinding Barrage

KEYWORDS	Martial, Weapon	USED
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Standard		Close blast 3
ACTION	3	RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET
		Each enemy in blast you can see

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+4) damage, and the target is blinded until the end of your next turn.
Miss: Half damage, and the target is not blinded.

Dagger of Great Aim +1: +10 attack, 2d4+6 damage

ADDITIONAL EFFECTS
+2d6+2 to damage once per round (Sneak Attack)
+1 to attack rolls when you have combat advantage - Nimble Bl

CLASS	Rogue	LEVEL	1	BOOK	PH
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ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

DAILY POWER **DUNGEONS & DRAGONS**

Tumble

KEYWORDS Martial		USED
Move	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Personal
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Prerequisite: You must be trained in Acrobatics. Effect: You can shift a number of squares equal to one-half your speed.</p>		
ADDITIONAL EFFECTS		
CLASS Rogue	LEVEL 2	BOOK PH

UTILITY POWER



Duelist's Short sword +1

	+1 attack rolls and damage	+1d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
On a critical hit you deal +1d8 damage if you have combat advantage.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Power (Daily): Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.		
ITEM SLOT/TYPE Off-hand	LEVEL 3	PRICE 680 BOOK

MAGIC ITEM



Dagger of Great Aim +1

	+1 attack rolls and damage	+1d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
ITEM SLOT/TYPE Off-hand		
LEVEL 1	PRICE 360	BOOK

MAGIC ITEM



Amulet of Protection +1

	+1 Fortitude, Reflex, and V	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE Neck	LEVEL 1	PRICE 360 BOOK

MAGIC ITEM

