

[illegible]

CHARACTER NAME
Karis Nerinya

PLAYER NAME

RACE Elf CLASS LEVEL 3

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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PLAY DATA



ENCOUNTER SPECIAL



Second Wind

KEYWORDS USED

Standard	1	3	Personal
ACTION	2	4	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

ENCOUNTER ACTION



Deft Strike

KEYWORDS Martial, Weapon USED

Standard	1	3	Melee or Ranged weapon
ACTION	2	4	RANGE
9	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.

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 Blade

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER



Riposte Strike

KEYWORDS Martial, Weapon USED

Standard	1	3	Melee weapon
ACTION	2	4	RANGE
9	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

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 Blade

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER



Elven Accuracy

KEYWORDS USED

Free	1	3	Personal
ACTION	2	4	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

ENCOUNTER POWER



Dazing Strike

KEYWORDS Martial, Weapon USED

Standard	1	3	Melee weapon
ACTION	2	4	RANGE
9	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

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 Blade

CLASS Rogue LEVEL 1 BOOK PH

ENCOUNTER POWER



Bait and Switch

KEYWORDS Martial, Weapon USED

Standard	1	3	Melee weapon
ACTION	2	4	RANGE
9	vs	Will	One creature
ATTACK	DEFENSE	TARGET	

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 Blade

CLASS Rogue LEVEL 3 BOOK PH

ENCOUNTER POWER



Blinding Barrage

KEYWORDS Martial, Weapon USED

Standard	1	3	Close blast 3
ACTION	3	4	RANGE
10	vs	AC	Each enemy in blast you can see
ATTACK	DEFENSE	TARGET	

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 Blade

CLASS Rogue LEVEL 1 BOOK PH

DAILY POWER



Tumble

KEYWORDS

Martial

USED

Move

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✱

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®

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

☐ AT-WILL

☐ ENCOUNTER

☒ 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

DUNGEONS & DRAGONS®

Dagger of Great Aim +1

+1 attack rolls and damage

+1d6 damage

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT/TYPE

Off-hand

LEVEL

1

PRICE

360

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS®

Amulet of Protection +1

+1 Fortitude, Reflex, and V

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE

Neck

LEVEL

1

PRICE

360

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS®