

Player Name

Karis Nerinya

4

Rogue

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

3,750

Elf

Medium

Female

Unaligned

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	4	2	

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
44	22	11
	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		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
11	Acrobatics	DEX 6	5		
2	Arcana	INT 2	0	n/a	
4	Athletics	STR 4	0		
9	Bluff	CHA 4	5	n/a	
4	Diplomacy	CHA 4	0	n/a	
2	Dungeoneering	WIS 2	0	n/a	
3	Endurance	CON 3	0		
2	Heal	WIS 2	0	n/a	
2	History	INT 2	0	n/a	
2	Insight	WIS 2	0	n/a	
9	Intimidate	CHA 4	5	n/a	
4	Nature	WIS 2	0	n/a	2
9	Perception	WIS 2	5	n/a	2
2	Religion	INT 2	0	n/a	
11	Stealth	DEX 6	5		
4	Streetwise	CHA 4	0	n/a	
11	Thievery	DEX 6	5		

DEFENSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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).**Nature Bonus**

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2

19	Passive Perception	10 +	9
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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
+ 8	2	2		3		1	

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

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	2		3		1	1

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
8	vs AC	Duelist's Short sword +1	1d6+4
9	vs AC	Dagger of Great Aim +1 (Me)	1d4+4
11	vs AC	Dagger of Great Aim +1 (Rar)	1d4+6
8	vs AC	Longbow	1d10+4

FEATS

Nimble Blade - +1 to attacks with light blade and combat advantage**Weapon Focus (Light Blade)** - Gain +1 damage per tier with Light Blades.**Toughness** - Gain 5 additional hit points per tier

CHARACTER NAME
Karis Nerinya
PLAYER NAME

RACE ElfCLASS RogueLEVEL 4

HP
44

Spd
7

Init
+6

15 STR

12 CON

19 DEX

11 INT

10 WIS

14 CHA

AC
18

Fort
15

Ref
19

Will
15

12 Passive Insight

19 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard
ACTION

Personal
RANGE

vs

Self
ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 11 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

DUNGEONS & DRAGONS

Deft Strike

KEYWORDS Martial, Weapon

USED

Standard
ACTION

Melee or Ranged weapon
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.

Duelist's Short sword +1: +10 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

DUNGEONS & DRAGONS

Riposte Strike

KEYWORDS Martial, Weapon

USED

Standard
ACTION

Melee weapon
RANGE

10 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: +10 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

DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS

USED

Free
ACTION

Personal
RANGE

vs

Self
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

DUNGEONS & DRAGONS

Dazing Strike

KEYWORDS Martial, Weapon

USED

Standard
ACTION

Melee weapon
RANGE

10 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: +10 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

DUNGEONS & DRAGONS

Bait and Switch

KEYWORDS Martial, Weapon

USED

Standard
ACTION

Melee weapon
RANGE

10 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: +10 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

DUNGEONS & DRAGONS

Blinding Barrage

KEYWORDS Martial, Weapon

USED

Standard
ACTION

Close blast 3
RANGE

3 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: +11 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

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

Duelist's Short sword +1

1d6

3

Light Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

3

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

On a critical hit you deal +1d8 damage instead of +1d6 if you have combat advantage.
Off-hand

Melee Basic Attack: +8 attack, 1d6+4 damage

☐ 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

Off-hand

WEIGHT

2

PRICE

680

BOOK

PH

MAGIC WEAPON

Dagger of Great Aim +1

1d4

3

Light Blade

5/10

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

1

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Light Thrown, Off-hand

Melee Basic Attack: +9 attack, 1d4+4 damage
Ranged Basic Attack: +11 attack, 1d4+6 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

1

PRICE

360

BOOK

PH

MAGIC WEAPON

Amulet of Protection +1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 Fortitude, Reflex, and Will

1

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

360

BOOK

PH

MAGIC ITEM