

Player Name

Kern
Character Name
Human
Race
Medium
Size
34
Age
Male
Gender

12
Level
Class

Roque
Class

Death Dealer

Paragon Path

Unaligned

Bane

Epic Destiny

Total XP

32,000

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
16	5	6	5
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
28	AC	16	7			3	2	
CONDITIONAL BONUSES								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
19	STR Strength	4	10
13	CON Constitution	1	7
21	DEX Dexterity	5	11
9	INT Intelligence	-1	5
11	WIS Wisdom	0	6
13	CHA Charisma	1	7

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	FORT	16	4		2	1	
CONDITIONAL BONUSES							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
27	REF	16	5	2	2	2	
CONDITIONAL BONUSES							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	16	1		2	1	
CONDITIONAL BONUSES							

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10 +	11
21	Passive Perception	10 +	11
SPECIAL SENSES			

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 12	6	4		2					
ABILITY: Ranged Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 13	6	5		2					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed									
DAMAGE	ABIL	FEAT	ENH	MISC	MISC				
1d4+4	4								
ABILITY: Ranged Basic Attack - Unarmed									
DAMAGE	ABIL	FEAT	ENH	MISC	MISC				
1d4+5	5								

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
15	vs AC	Subtle Mace +3	1d8+10
15	vs AC	Defensive Parrying dagger +3	1d4+10
12	vs AC	Unarmed (Melee)	1d4+4
13	vs AC	Unarmed (Range)	1d4+5

FEATS

Student of Battle - Warlord: skill training, inspiring word 1/day
Backstabber - Sneak Attack dice increase to d8s
Improved Initiative - +4 to initiative checks
Quick Draw - Draw a weapon with attack action, +2 to initiative
Weapon Proficiency (Parrying dagger) - Gain proficiency with the Parrying dagger.
Two-Weapon Fighting - +1 damage while holding a melee weapon in each hand
Slaying Action - When you spend action point to gain action, gain +2 damage per die until start of your next turn
Two-Weapon Defense - +1 to AC and Reflex while holding a weapon in each hand
Bleeding Backstab - Deal ongoing 5 damage with daily rogue power

MAX HP	BLOODED	HEALING SURGES
80	40	20
	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
SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.
Bonus Skill - Trained in one additional class skill.
Bonus At-Will Power - Know one extra 1st-level attack power from your class.
Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

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.
Ruthless Ruffian - Proficient with club, mace; use with Sneak Attack or rogue powers requiring light blade; add Str mod to damage with them for rattling attacks
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.
No Respite - Adjacent foes suffer -2 penalty on saving throws
Slaying Action - When you spend action point to gain action, gain +2 damage per die until start of your next turn

LANGUAGES KNOWN

Common, Goblin

Kern

PLAYER NAME

RACE Human CLASS Rogue LEVEL 12

HP
8019 STR
13 CONAC
28Spd
621 DEX
9 INTFort
23Init
+1611 WIS
13 CHARef
27Will
2021 Passive
Insight21 Passive
Perception

PLAY DATA

DUNGEONS & DRAGONS®

Riposte Strike

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↗	Melee weapon
ACTION	↖ ✖	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+5) 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 (+4) damage.

Increase damage to 2[W] + Dexterity modifier (+5) and riposte to 2[W] + Strength modifier (+4) at 21st level.

Subtle Mace +3: +16 attack, 1d8+11 damage

Defensive Parrying dagger +3: +16 attack, 1d4+11 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

+3 to damage rolls when attacking with combat advantage - Sub

CLASS Rogue

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Termination Threat

KEYWORDS Martial, Rattling, Weapon USED

Standard	* ↑ * ↗	Melee or Ranged weapon
ACTION	↖ ✖	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+5) + Charisma modifier (+1) damage.

Ruthless Ruffian: If the target is already taking the attack penalty from one of your rattling attacks, the target is also immobilized until the end of your next turn.

Subtle Mace +3: +16 attack, 1d8+16 damage

Defensive Parrying dagger +3: +16 attack, 1d4+16 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

+3 to damage rolls when attacking with combat advantage - Sub

CLASS Rogue

LEVEL 1

BOOK MP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Piercing Strike

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↗	Melee weapon
ACTION	↖ ✖	RANGE
16	vs	Reflex
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier (+5) damage.

Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Subtle Mace +3: +16 attack, 1d8+11 damage

Defensive Parrying dagger +3: +16 attack, 1d4+11 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

+3 to damage rolls when attacking with combat advantage - Sub

CLASS Rogue

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Enforced Threat

KEYWORDS Martial, Rattling, Weapon USED

Standard	* ↑ * ↗	Melee or Ranged weapon
ACTION	↖ ✖	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Ruthless Ruffian: If the target is taking the attack penalty from one of your rattling attacks, you gain combat advantage against the target for this attack.

Hit: 2[W] + Dexterity modifier (+5) damage.

Subtle Mace +3: +16 attack, 2d8+15 damage

Defensive Parrying dagger +3: +16 attack, 2d4+15 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

+3 to damage rolls when attacking with combat advantage - Sub

CLASS Rogue

LEVEL 3

BOOK MP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS USED

Standard	* ↑ ↗	Personal
ACTION	↖ ✖	RANGE
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 20 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®

Disheartening Strike

KEYWORDS Martial, Rattling, Weapon USED

Standard	* ↑ * ↗	Melee or Ranged weapon
ACTION	↖ ✖	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+5) damage.

Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Subtle Mace +3: +16 attack, 1d8+15 damage

Defensive Parrying dagger +3: +16 attack, 1d4+15 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

+3 to damage rolls when attacking with combat advantage - Sub

CLASS Rogue

LEVEL 1

BOOK MP

AT-WILL POWER

DUNGEONS & DRAGONS®

Spring the Trap

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↗	Close burst 1
ACTION	↖ 1 ✖	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+5) damage, and you can shift 1 square.

Ruthless Ruffian: This power gains the rattling keyword.

Subtle Mace +3: +16 attack, 1d8+11 damage

Defensive Parrying dagger +3: +16 attack, 1d4+11 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

+3 to damage rolls when attacking with combat advantage - Sub

CLASS Rogue



LEVEL 7

BOOK MP

ENCOUNTER POWER

DUNGEONS & DRAGONS®



Sizing Strike

KEYWORDS Martial, Rattling, Weapon		USED
Standard	* 	Melee weapon
ACTION		RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a light blade. Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+5) damage, and you gain 10 temporary hit points. If you have combat advantage against the target, add your Strength modifier (+4) or Charisma modifier (+1) (your choice) to the damage roll and to the temporary hit points gained. Defensive Parrying dagger +3: +16 attack, 1d4+15 damage		
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack) +3 to damage rolls when attacking with combat advantage - Sub		
CLASS	LEVEL 11	BOOK MP

ENCOUNTER POWER





Inspiring Word

KEYWORDS Healing, Martial		USED
Minor		Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION		RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET
Effect: The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.		
ADDITIONAL EFFECTS +3 to damage rolls when attacking with combat advantage - Sub		
CLASS	Warlord	LEVEL 11

DAILY POWER





Precise Incision

KEYWORDS Martial, Reliable, Weapon		USED
Standard	* 	Melee weapon
ACTION		RANGE
16	vs	Reflex
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a light blade. Attack: Dexterity vs. Reflex Hit: 3[W] + Dexterity modifier (+5) damage. Subtle Mace +3: +16 attack, 3d8+11 damage Defensive Parrying dagger +3: +16 attack, 3d4+11 damage		
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack) +3 to damage rolls when attacking with combat advantage - Sub		
CLASS	Rogue	LEVEL 1

DAILY POWER





Deep Cut

KEYWORDS Martial, Weapon		USED
Standard	* 	Melee weapon
ACTION		RANGE
16	vs	Fort
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a light blade. Attack: Dexterity vs. Fortitude Hit: 2[W] + Dexterity modifier (+5) damage, and ongoing damage equal to 5 + your Strength modifier (+4) (save ends). Miss: Half damage, and no ongoing damage. Subtle Mace +3: +16 attack, 2d8+11 damage Defensive Parrying dagger +3: +16 attack, 2d4+11 damage		
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack) +3 to damage rolls when attacking with combat advantage - Sub		
CLASS	Rogue	LEVEL 5

DAILY POWER





Rogue's Recovery

KEYWORDS Martial, Weapon		USED
Standard	* 	Melee or Ranged weapon
ACTION		RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a crossbow, a light blade, or a sling. Attack: Dexterity vs. AC Hit: 2[W] + Dexterity modifier (+5) damage. Effect: If you have used all your encounter attack powers, you regain the use of a rogue encounter attack power you have used during this encounter. Or if you have combat advantage against the target, you can instead deal 2[W] extra damage with the attack. Subtle Mace +3: +16 attack, 2d8+11 damage Defensive Parrying dagger +3: +16 attack, 2d4+11 damage		
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack) +3 to damage rolls when attacking with combat advantage - Sub		
CLASS	Rogue	LEVEL 9

DAILY POWER





Reap the Rattled

KEYWORDS Martial		USED
Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Prerequisite: You must be trained in Intimidate. Effect: Select an enemy within line of sight that is taking the penalty from one of your rattling attacks. You gain combat advantage against that enemy until the end of your next turn.		
ADDITIONAL EFFECTS		
CLASS	Rogue	LEVEL 2

UTILITY POWER





Ferret Out Frailty

KEYWORDS Martial		USED
Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Prerequisite: You must be trained in Insight. Effect: Until the beginning of your next turn, you gain combat advantage against one target within line of sight. If the target is taking the attack penalty from one of your rattling attacks, you instead gain combat advantage until the end of your next turn.		
ADDITIONAL EFFECTS		
CLASS	Rogue	LEVEL 6

UTILITY POWER





Executioner's Mien

KEYWORDS Martial, Stance		USED
Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Prerequisite: You must be trained in Intimidate. Effect: Until the stance ends, all your attacks gain the rattling keyword.		
ADDITIONAL EFFECTS		
CLASS	Rogue	LEVEL 10

UTILITY POWER



Gruesome Kill

KEYWORDS Martial		USED
Free Action		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Trigger: You reduce an enemy to 0 hit points Effect: Each enemy that can see you takes a -2 penalty to attack rolls against you until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	Rogue	LEVEL 12

UTILITY POWER



Defensive Parrying dagger +3					
	+3 attack rolls and damage	+3d6 damage			
BONUS	ENHANCEMENT	CRITICAL			
PROPERTIES					
When you take the total defense or second wind action, add the enhancement bonus of this weapon as an item bonus to all of your defenses until the start of your next turn.					
	KEYWORDS				USED
ACTION					
<input type="checkbox"/> AT-WEAPON	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY		
POWER					
ITEM SLOT/TYPE Off-hand		LEVEL 12	PRICE 13000	BOOK AV	

MAGIC ITEM **DUNGEONS & DRAGONS**®

[illegible]Helm of Battle (heroic tier)

BONUS						ENHANCEMENT						CRITICAL											
PROPERTIES																							
You and each ally within 5 squares of you gain a +1 item bonus to initiative checks.																							
						KEYWORDS										USED							
ACTION						<input type="checkbox"/> AT-WILL						<input type="checkbox"/> ENCOUNTER						<input type="checkbox"/> DAILY					
POWER																							
Item Slot: Head																							
ITEM SLOT/TYPE						LEVEL						PRICE						BOOK					
Head						9						4200						PH					
MAGIC ITEM																							
DUNGEONS & DRAGONS®																							

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MAGIC ITEM **DUNGEONS & DRAGONS**®

Boots of Striding (heroic tier)			
BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES Gain a +1 item bonus to speed when wearing light or no armor.			
KEYWORDS		USED	
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Item Slot: Feet			
ITEM SLOT/TYPE Feet	LEVEL 9	PRICE 4200	BOOK PH

Magic Drowmesh +3				
BONUS		+3 AC		CRITICAL
PROPERTIES				
ACTION		KEYWORDS		USED
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
POWER				
ITEM SLOT/TYPE	Body	LEVEL	11	PRICE
				9000
BOOK	AV			

MAGIC ITEM **DUNGEONS & DRAGONS**®

Iron Armbands of Power (heroic tier)				
BONUS		ENHANCEMENT		CRITICAL
PROPERTIES Gain a +2 item bonus to melee damage rolls.				
KEYWORDS				USED
ACTION				
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
POWER				
Item Slot: Arms				
ITEM SLOT/TYPE	LEVEL	PRICE	BOOK	
Arms	6	1800	AV	

MAGIC ITEM
