

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
18	5	6	7
CONDITIONAL MODIFIERS			

DEFENSES

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	6		1
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
24	FORT	16	4		3	1	
CONDITIONAL BONUSES							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
29	REF	16	5	2	3	2	1
CONDITIONAL BONUSES							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	WILL	16	1		3	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
14	vs AC	Defensive Parrying dagger +2	1d4+9
16	vs AC	Magic Shuriken +2	1d6+8
12	vs AC	Unarmed (Melee)	1d4+4

FEATS

Toughness - Gain 5 additional hit points per tier
Backstabber - Sneak Attack dice increase to d8s
Improved Initiative - +4 to initiative checks
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
Danger Sense - Roll twice for initiative, use the higher result

LANGUAGES KNOWN

Common, Goblin

MAX HP	BLOODED	HEALING SURGES	HEALING SURGES
90	45	22	7
	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	11	0	
5	Arcana	INT	5	0	n/a
15	Athletics	STR	10	5	
7	Bluff	CHA	7	0	n/a
7	Diplomacy	CHA	7	0	n/a
6	Dungeoneering	WIS	6	0	n/a
7	Endurance	CON	7	0	
6	Heal	WIS	6	0	n/a
5	History	INT	5	0	n/a
11	Insight	WIS	6	5	n/a
12	Intimidate	CHA	7	5	n/a
6	Nature	WIS	6	0	n/a
11	Perception	WIS	6	5	n/a
5	Religion	INT	5	0	n/a
16	Stealth	DEX	11	5	
12	Streetwise	CHA	7	5	n/a
16	Thievery	DEX	11	5	

Kern

PLAYER NAME

RACE Human CLASS Rogue LEVEL 12

HP
90Spd
7Init
+1819 STR
13 CON21 DEX
9 INT11 WIS
13 CHAAC
29Fort
24Ref
29Will
2121 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 +2: +15 attack, 1d4+10 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 +2: +15 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

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 +2: +15 attack, 1d4+10 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 +2: +15 attack, 2d4+14 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 22 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 +2: +15 attack, 1d4+14 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 +2: +15 attack, 1d4+10 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	
15		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 +2: +15 attack, 1d4+14 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







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 +2: +15 attack, 3d4+10 damage					
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack) +3 to damage rolls when attacking with combat advantage - Sub					
CLASS		LEVEL 1		BOOK MP	

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 +2: +15 attack, 2d4+10 damage					
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack) +3 to damage rolls when attacking with combat advantage - Sub					
CLASS		LEVEL 5		BOOK PH	

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 +2: +15 attack, 2d4+10 damage					
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack) +3 to damage rolls when attacking with combat advantage - Sub					
CLASS		LEVEL 9		BOOK MP	

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		LEVEL 2		BOOK MP	

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		LEVEL 6		BOOK MP	

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		LEVEL 10		BOOK MP	

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		LEVEL 12		BOOK MP	

UTILITY POWER



Subtle Mace +3

	+3 attack rolls and damage	+3d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES Deal extra damage equal to this weapon's enhancement bonus when attacking with combat advantage.		
KEYWORDS		USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
ITEM SLOT/TYPE	One-hand	LEVEL 13
PRICE	17000	BOOK PH

MAGIC ITEM



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

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

Amulet of Protection +3					
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
+3 Fortitude, Reflex, and Will					
ACTION		KEYWORDS		USED	
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
POWER					
Item Slot: Neck					
ITEM SLOT/TYPE		LEVEL		PRICE	
Neck		11		9000	
BOOK		PH			
MAGIC ITEM		DUNGEONS & DRAGONS®			

Feytouched Drowmesh +3					
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
+3 AC					
Gain an item bonus to initiative checks equal to the armor's enhancement bonus.					
ACTION		KEYWORDS		USED	
<input type="checkbox"/> AT-WILL		<input checked="" type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
POWER					
Power (Encounter • Illusion): Standard Action. You become invisible until the end of your next turn.					
ITEM SLOT/TYPE		LEVEL		PRICE	
Body		12		13000	
BOOK		AV			
MAGIC ITEM		DUNGEONS & DRAGONS®			

Magic Shuriken +2					
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
+2 attack rolls and damage		+2d6 damage			
Gain an item bonus to initiative checks equal to the armor's enhancement bonus.					
ACTION		KEYWORDS		USED	
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
POWER					
Item Slot: One-hand					
ITEM SLOT/TYPE		LEVEL		PRICE	
One-hand		6		1800	
BOOK		PH			
MAGIC ITEM		DUNGEONS & DRAGONS®			

Defensive Parrying dagger +2					
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
+2 attack rolls and damage		+2d6 damage			
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.					
ACTION		KEYWORDS		USED	
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
POWER					
Item Slot: Off-hand					
ITEM SLOT/TYPE		LEVEL		PRICE	
Off-hand		7		2600	
BOOK		AV			
MAGIC ITEM		DUNGEONS & DRAGONS®			