

Quinn

Character Name
Half-Elf

Medium

20

Male

Race

Size

Age

Gender

4

Rogue

Level Class

Paragon Path

Good

Corellon

Alignment

Deity

Epic Destiny

Total XP

3,750

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
8	INT Intelligence	-1	1
10	WIS Wisdom	0	2
13	CHA Charisma	1	3

HIT POINTS

MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
39	19	9	7
CURRENT HIT POINTS		1/2 HP	1/4 HP
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	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
11	Acrobatics	DEX	6	5		
1	Arcana	INT	1	0	n/a	
9	Athletics	STR	4	5		
3	Bluff	CHA	3	0	n/a	
5	Diplomacy	CHA	3	0	n/a	2
7	Dungeoneering	WIS	2	5	n/a	
3	Endurance	CON	3	0		
2	Heal	WIS	2	0	n/a	
1	History	INT	1	0	n/a	
4	Insight	WIS	2	0	n/a	2
3	Intimidate	CHA	3	0	n/a	
2	Nature	WIS	2	0	n/a	
7	Perception	WIS	2	5	n/a	
1	Religion	INT	1	0	n/a	
11	Stealth	DEX	6	5		
8	Streetwise	CHA	3	5	n/a	
13	Thievery	DEX	6	5		2

DEFENSES

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

CONDITIONAL BONUSES

+1 AC (Cha mod) against opportunity attacks

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dilettante - Choose at-will power from other class; use as

encounter power.

Dual Heritage - Count as elf, half-elf, and human for

choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.**Diplomacy Bonus****Insight 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.**Artful Dodger** - Add Cha mod to AC against

opportunity 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.

Hunter's Quarry - Minor action, designate nearest enemy

you see as quarry; deal extra damage to quarry once per

round.

LANGUAGES KNOWN

Common, Elven, Giant

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4

17	Passive Perception	10 +	7
----	--------------------	------	---

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

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

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	2	4		3			1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Dagger (Melee)	1d4+2
10	vs AC	Dagger (Range)	1d4+4
7	vs AC	Short sword	1d6+2
8	vs AC	Shortbow	1d8+4

FEATS

Warrior of the Wild - Ranger: skill training, Hunter's

Quarry 1/encounter

Weapon Proficiency (Shortbow) - Gain proficiency with the Shortbow.**Novice Power** - Swap one encounter power with one of multiclass

POWER INDEX

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

AT-WILL POWERS

Sly Flourish

Riposte Strike

ENCOUNTER POWERS

Twin Strike

Hunter's Quarry

Positioning Strike

Cut and Run

DAILY POWERS

Trick Strike

UTILITY POWERS

Agile Recovery

OTHER EQUIPMENT

Adventurer's Kit

Short sword

Dagger (E)

Shortbow

Leather Armor (E)

Holy Symbol

COINS AND OTHER WEALTH

Money on hand: 14 gp

Stored money: 0 gp

Encumbrance: 21 / 150

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

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

Paragon (11-20)


Milestone

Epic (21-30)

Milestone

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Elf - Urban Elf

You were raised in a city where another race was dominant. What drove your family to the city? Do your people live as humans do, or did you grow up in an elven enclave? Are you happy there, or do you long to return to the wild?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME Quinn		
PLAYER NAME		
RACE Half-Elf	CLASS Rogue	LEVEL 4

HP 39	STR 15	AC 18
Spd 6	CON 12	Fort 14
Init +6	DEX 19	Ref 18
	INT 8	Will 13
	WIS 10	
	CHA 13	
14 Passive Insight	17 Passive Perception	

PLAY DATA **DUNGEONS & DRAGONS**

Melee Basic Attack

KEYWORDS Weapon		USED
Standard	* + ↗	Melee weapon
ACTION	↩ ✖	RANGE
8 vs AC	One creature	
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+2) damage. Increase damage to 2[W] + Strength modifier (+2) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Dagger: +8 attack, 1d4+2 damage
Short sword: +7 attack, 1d6+2 damage
Unarmed: +4 attack, 1d4+2 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)
+2d6 to damage once per round (Sneak Attack)

CLASS	LEVEL *	BOOK

AT-WILL POWER **DUNGEONS & DRAGONS**

Riposte Strike

KEYWORDS Martial, Weapon		USED
Standard	* + ↗	Melee weapon
ACTION	↩ ✖	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.

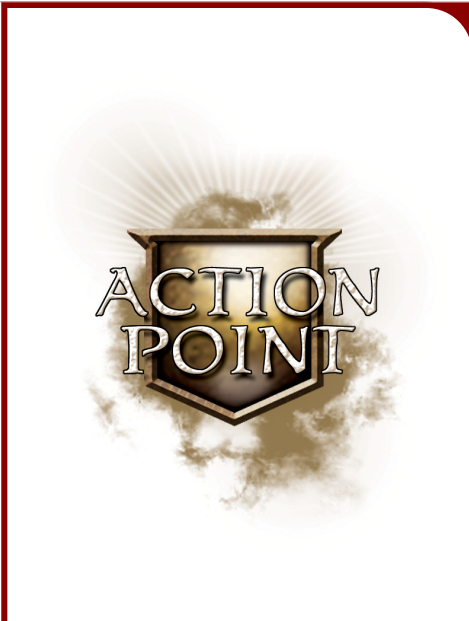
Dagger: +10 attack, 1d4+4 damage
Short sword: +9 attack, 1d6+4 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)
+2d6 to damage once per round (Sneak Attack)

CLASS Rogue	LEVEL 1	BOOK PH
-------------	---------	---------

AT-WILL POWER **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Ranged Basic Attack

KEYWORDS Weapon		USED
Standard	+ * ↗	Ranged weapon
ACTION	↩ ✖	RANGE
10 vs AC	One creature	
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage. Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Dagger: +10 attack, 1d4+4 damage
Shortbow: +8 attack, 1d8+4 damage
Unarmed: +6 attack, 1d4+4 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)
+2d6 to damage once per round (Sneak Attack)

CLASS	LEVEL *	BOOK

AT-WILL POWER **DUNGEONS & DRAGONS**

Twin Strike

KEYWORDS Martial, Weapon		USED
Standard	* + * ↗	Melee or Ranged weapon
ACTION	↩ ✖	RANGE
10 vs AC	One or two creatures	
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons or a ranged weapon.
Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks
Hit: 1[W] damage per attack. Increase damage to 2[W] at 21st level.

Dagger (Melee): +8 attack, 1d4 damage
Dagger (Range): +10 attack, 1d4 damage
Shortbow: +8 attack, 1d8 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)
+2d6 to damage once per round (Sneak Attack)

CLASS Ranger	LEVEL 1	BOOK PH
--------------	---------	---------

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 9 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**

Sly Flourish

KEYWORDS Martial, Weapon		USED
Standard	* + * ↗	Melee or Ranged weapon
ACTION	↩ ✖	RANGE
10 vs AC	One creature	
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 (+4) + Charisma modifier (+1) damage. Increase damage to 2[W] + Dexterity modifier (+4) + Charisma modifier (+1) at 21st level.

Dagger: +10 attack, 1d4+5 damage
Short sword: +9 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)
+2d6 to damage once per round (Sneak Attack)

CLASS Rogue	LEVEL 1	BOOK PH
-------------	---------	---------

AT-WILL POWER **DUNGEONS & DRAGONS**

Hunter's Quarry

KEYWORDS		USED
Minor	+ + ↗	
ACTION	↩ ✖	RANGE
vs		
ATTACK	DEFENSE	TARGET

You can designate the nearest enemy to you that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.





You can designate one enemy as your quarry at a time.
Level : Hunter's Quarry Extra Damage
1st–10th : +1d6
11th–20th : +2d6
21st–30th : +3d6

ADDITIONAL EFFECTS

CLASS	LEVEL *	BOOK PH





ENCOUNTER POWER **DUNGEONS & DRAGONS**

Positioning Strike

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
10	vs Will	One creature
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a light blade. Attack: Dexterity vs. Will Hit: 1[W] + Dexterity modifier (+4) damage, and you slide the target 1 square. Artful Dodger: You slide the target a number of squares equal to your Charisma modifier (+1).		
Dagger: +10 attack, 1d4+4 damage Short sword: +9 attack, 1d6+4 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per encounter (Hunter's Quarry) +2d6 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 1	BOOK <i>PH</i>





ENCOUNTER POWER 

Cut and Run

KEYWORDS Martial, Weapon		USED
Standard	*  * 	Melee or Ranged weapon
ACTION	 	RANGE
10	vs AC	One or two creatures
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding two melee weapons or a ranged weapon. Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks Special: After the first or the second attack, you can shift a number of squares equal to 1 + your Wisdom modifier (+0). Hit: 1[W] + Strength modifier (+2) damage (melee) or 1[W] + Dexterity modifier (+4) damage (ranged) per attack.		
Dagger (Melee): +8 attack, 1d4+2 damage Dagger (Range): +10 attack, 1d4+4 damage Shortbow: +8 attack, 1d8+4 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per encounter (Hunter's Quarry) +2d6 to damage once per round (Sneak Attack)		
CLASS Ranger	LEVEL 3	BOOK <i>PH</i>





ENCOUNTER POWER 

Trick Strike

KEYWORDS Martial, Weapon		USED
Standard	*  * 	Melee or Ranged weapon
ACTION	 	RANGE
10	vs AC	One creature
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a crossbow, a light blade, or a sling. Attack: Dexterity vs. AC Hit: 3[W] + Dexterity modifier (+4) damage, and you slide the target 1 square. Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.		
Dagger: +10 attack, 3d4+4 damage Short sword: +9 attack, 3d6+4 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per encounter (Hunter's Quarry) +2d6 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 1	BOOK <i>PH</i>

DAILY POWER 

Agile Recovery

KEYWORDS		USED
Minor	 	
ACTION	 	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Effect: You stand up. Prerequisite: You must be trained in Acrobatics.		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK <i>PH3</i>

UTILITY POWER 

Short sword

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.).			
Melee Basic Attack: +7 attack, 1d6+2 damage			
NOTES			
ITEM SLOT Off-hand	WEIGHT 2	PRICE 10	BOOK <i>PH</i>

WEAPON 

Dagger

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.). Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.).			
Melee Basic Attack: +8 attack, 1d4+2 damage Ranged Basic Attack: +10 attack, 1d4+4 damage			
NOTES			
ITEM SLOT Off-hand	WEIGHT 1	PRICE 1	BOOK <i>PH</i>

WEAPON 

Shortbow

1d8	2	Bow	15/30
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
Load Free (Ranged weapons that loose projectiles, including bows, crossbows, and slings, take some time to load. When a weapon shows "load free" on the ranged weapons table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.) The crossbow is "load minor," which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.). Small (This property describes a two-handed or a versatile weapon that a Small character can use in the same way a Medium character can. A halfling can use a shortbow, for example, even though halflings can't normally use two-handed weapons.).			
Ranged Basic Attack: +8 attack, 1d8+4 damage			
NOTES			
ITEM SLOT Two-Hands	WEIGHT 2	PRICE 25	BOOK <i>PH</i>

WEAPON 

Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE 15	BOOK <i>PH</i>

ITEM 

Leather Armor

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT Body	WEIGHT 15	PRICE 25	BOOK <i>PH</i>

ITEM 

Holy Symbol

			1
AC BONUS	CHECK	SPEED	QUANTITY
<div>PROPERTIES</div> <p>This is a finely crafted symbol of precious metal that clerics and paladins use as a focus for their prayers. Using a nonmagical holy symbol confers no benefit. You can purchase a magic holy symbol to gain an enhancement bonus to attack rolls and damage rolls when using your divine powers.</p>			
<div>NOTES</div>			
ITEM SLOT	Off-hand	WEIGHT	1
		PRICE	10
		BOOK	PH
ITEM		DUNGEONS & DRAGONS®	