

CHARACTER NAME
Rogash Ungart

PLAYER NAME
Scotley

RACE Dwarf CLASS Rogue LEVEL 11

SCORE	ABILITY	MOD
HP	STR	+3
76	CON	+2
Spd	DEX	+5
5	INT	+0
Init	WIS	+1
+12	CHA	+0

AC 24 Fort 18 Ref 22 Will 16

16 Passive Insight 21 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS: Minor, Personal, ACTION, RANGE, AT-WILL, ENCOUNTER, DAILY

Effect: You spend a healing surge and regain 19 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
Second wind is a minor action for dwarves.

CLASS: Rogue LEVEL: 1 BOOK: PH

UTILITY POWER **DUNGEONS & DRAGONS**

Sly Lunge

KEYWORDS: Martial, Weapon, USED

Standard: * [down] [sneak] Melee weapon
ACTION: [back] [sneak] RANGE

16 vs AC See below
ATTACK DEFENSE TARGET

Requirement: You must be wielding a light blade.
Target: One creature granting combat advantage to you
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage, and you gain combat advantage against the target until the end of your next turn. If you don't apply your Sneak Attack damage to this attack, it deals 1d6 extra damage.
Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (+3).

Jagged Waraxe +3: +16 attack, 1d12+13 damage

ADDITIONAL EFFECTS
+2d8+3 to damage once per round (Sneak Attack)

CLASS: Rogue LEVEL: 1 BOOK: MP

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Skills

10	Acrobatics	DEX
5	Arcana	INT
13	Athletics	STR (Trained)
5	Bluff	CHA
5	Diplomacy	CHA
13	Dungeoneering	WIS (Trained)
9	Endurance	CON
6	Heal	WIS
5	History	INT
6	Insight	WIS
5	Intimidate	CHA
6	Nature	WIS
11	Perception	WIS (Trained)
5	Religion	INT
15	Stealth	DEX (Trained)
10	Streetwise	CHA (Trained)
15	Thievery	DEX (Trained)

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

Deft Strike

KEYWORDS: Martial, Weapon, USED

Standard: * [down] [sneak] Melee or Ranged weapon
ACTION: [back] [sneak] RANGE

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

Jagged Waraxe +3: +16 attack, 1d12+10 damage

ADDITIONAL EFFECTS
+2d8+3 to damage once per round (Sneak Attack)

CLASS: Rogue LEVEL: 1 BOOK: PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Flailing Shove

KEYWORDS: Martial, Weapon, USED

Standard: * [down] [sneak] Melee weapon
ACTION: [back] [sneak] RANGE

16 vs AC One creature
ATTACK DEFENSE TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage. You push the target 1 square, and after the push, each enemy adjacent to the target takes 3 damage.
Brutal Scoundrel: Each enemy instead takes damage equal to 2 + your Strength modifier (+3).

Jagged Waraxe +3: +16 attack, 1d12+10 damage

ADDITIONAL EFFECTS
+2d8+3 to damage once per round (Sneak Attack)

CLASS: Rogue LEVEL: 3 BOOK: MP2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Action Point

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Slaying Action - Death Dealer: When you spend an action point to take an extra action, you gain a +2 bonus to each damage die until the start of your next turn.

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ACTION POINT

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Clever Strike

KEYWORDS: Martial, Weapon, USED

Standard: * [down] [sneak] Melee weapon
ACTION: [back] [sneak] RANGE

16 vs AC One creature
ATTACK DEFENSE TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage. Level 21: 2[W] + Dexterity modifier (+5) damage.
Special: If an ally is adjacent to the target and is able to attack it, you have combat advantage against the target for this attack.

Jagged Waraxe +3: +16 attack, 1d12+10 damage

ADDITIONAL EFFECTS
+2d8+3 to damage once per round (Sneak Attack)

CLASS: Rogue LEVEL: 1 BOOK: PHS2

AT-WILL POWER **DUNGEONS & DRAGONS**

Cloud of Steel

KEYWORDS: Martial, Weapon, USED

Standard: [down] [sneak] Close blast 5
ACTION: 5 [back] [sneak] RANGE

14 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: 1[W] + Dexterity modifier (+5) damage.




Magic Crossbow +3: +14 attack, 1d8+8 damage

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

CLASS: Rogue LEVEL: 7 BOOK: PH




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 (+3) or Charisma modifier (+0) (your choice) to the damage roll and to the temporary hit points gained.		
ADDITIONAL EFFECTS		
CLASS Death Dealer	LEVEL 11	BOOK MP




ENCOUNTER POWER 

Easy Target

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, and the target is slowed and grants combat advantage to you (save ends both). Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.		
Jagged Waraxe +3: +16 attack, 2d12+10 damage		
ADDITIONAL EFFECTS +2d8+3 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 1	BOOK PH




DAILY POWER 

Bloodbath

KEYWORDS Martial, Weapon		USED
Standard	* 	Melee or Ranged weapon
ACTION	 	RANGE
16	vs	Fort
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a crossbow, a light blade, or a sling. Attack: Dexterity vs. Fortitude Hit: 1[W] + Dexterity modifier (+5) damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends). Effect: 1[W] + Dexterity modifier (+5) damage.		
Jagged Waraxe +3: +16 attack, 1d12+10 damage		
ADDITIONAL EFFECTS +2d8+3 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 5	BOOK MP2




DAILY POWER 

Burst Fire

KEYWORDS Martial, Weapon		USED
Standard		Area burst 1 within 10 squares
ACTION	 	RANGE
14	vs	Reflex
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling. Attack: Dexterity vs. Reflex Hit: 2[W] + Dexterity modifier (+5) damage. Miss: Half damage.		
Magic Crossbow +3: +14 attack, 2d8+8 damage		
ADDITIONAL EFFECTS +3d8+3 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 9	BOOK MP




DAILY POWER 

Agile Footwork

KEYWORDS Martial		USED
Imm React		Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Trigger: An enemy ends its turn adjacent to you Effect: You shift 3 squares.		
ADDITIONAL EFFECTS		
CLASS Rogue	LEVEL 2	BOOK Dragon 381




UTILITY POWER 

Fortuitous Dodge

KEYWORDS Martial		USED
Imm React	* 	Melee 1
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Trigger: A melee or a ranged attack misses you Target: One creature other than the attacker Effect: The target is also targeted by the triggering attack. You can then shift 1 square.		
ADDITIONAL EFFECTS		
CLASS Rogue	LEVEL 6	BOOK MP

UTILITY POWER 

Disruptive Stunt

KEYWORDS		USED
Move	* 	Melee 1
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Target: One creature Effect: You move your speed through the target's space to a square adjacent to it. This movement does not provoke an opportunity attack from the target. In addition, the target takes a -2 penalty to attack rolls until the start of your next turn. Prerequisite: You must be trained in Thievery.		
ADDITIONAL EFFECTS		
CLASS Thievery	LEVEL 10	BOOK PH3

UTILITY POWER 

Jagged Waraxe +3

1d12	2	Axe	
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		12	See below
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES This weapon scores critical hits on a 19 or 20. Versatile Melee Basic Attack: +14 attack, 1d12+8 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT One-hand	WEIGHT 10	PRICE 13000	BOOK AV

MAGIC WEAPON 

Magic Crossbow +3

1d8	2	Crossbow	15/30
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		11	+3d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES Load Minor Ranged Basic Attack: +14 attack, 1d8+8 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT Two-Hands	WEIGHT 4	PRICE 9000	BOOK PH

MAGIC WEAPON 

Counterstrike Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		10	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES The first enemy that hits you during an encounter takes ongoing 5 damage (save ends).			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER 			
ITEM SLOT	WEIGHT	PRICE	BOOK
Body	15	5000	PH

MAGIC ITEM

DUNGEONS & DRAGONS

Gloves of Piercing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		3	Hands Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES 			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
POWER Power (Daily): Minor Action. Until the end of the encounter, your attacks ignore any resistance of 10 or lower.			
ITEM SLOT	WEIGHT	PRICE	BOOK
Hands	0	680	PH

MAGIC ITEM

DUNGEONS & DRAGONS

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