

Character Sheet

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26,000

Total XP

SCORE		BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5			

SPECIAL MOVEMENT

Scotley

Sizing Strike

KEYWORDS

Martial, Rattling, Weapon

USED

Standard

*

↓

↗

Melee weapon

ACTION

↶

✱

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, 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

DUNGEONS & DRAGONS

Easy Target

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

*

↗

Melee or Ranged weapon

ACTION

↶

✱

RANGE

16

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: 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

CLASS

Rogue

LEVEL 1

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Bloodbath

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

*

↗

Melee or Ranged weapon

ACTION

↶

✱

RANGE

16

vs

Fort

One creature

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

CLASS

Rogue

LEVEL 5

BOOK MP2

DAILY POWER

DUNGEONS & DRAGONS

Burst Fire

KEYWORDS

Martial, Weapon

USED

Standard

↓

10

↗

Area burst 1 within 10 squares

ACTION

↶

1

✱

RANGE

14

vs

Reflex

Each enemy in burst you can see

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

CLASS

Rogue

LEVEL 9

BOOK MP

DAILY POWER

DUNGEONS & DRAGONS

Agile Footwork

KEYWORDS

Martial

USED

Imm React

↓

↗

Personal

ACTION

↶

✱

RANGE

AT-WILL

ENCOUNTER

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

DUNGEONS & DRAGONS

Fortuitous Dodge

KEYWORDS

Martial

USED

Imm React

*

↓

↗

Melee 1

ACTION

↶

✱

RANGE

AT-WILL

ENCOUNTER

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

DUNGEONS & DRAGONS

Disruptive Stunt

KEYWORDS

USED

Move

*

↓

↗

Melee 1

ACTION

↶

✱

RANGE

AT-WILL

ENCOUNTER

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

DUNGEONS & DRAGONS

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

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

One-hand

WEIGHT 10

PRICE 13000

BOOK AV

MAGIC WEAPON

DUNGEONS & DRAGONS

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

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

Two-Hands

WEIGHT 4

PRICE 9000

BOOK PH

MAGIC WEAPON

DUNGEONS & DRAGONS

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).			
POWER			
ITEM SLOT Body WEIGHT 15 PRICE 5000 BOOK PH			
MAGIC ITEM		DUNGEONS & DRAGONS	

Spider Bolt +1

			2
AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls		3	Ammunition
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
When you hit an enemy using this ammunition, that enemy and each creature adjacent to it is slowed until the end of your next turn.			
POWER			
ITEM SLOT WEIGHT 0 PRICE 30 BOOK AV2			
MAGIC ITEM		DUNGEONS & DRAGONS	

Gloves of Piercing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		3	Hands Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
POWER (Daily): Minor Action. Until the end of the encounter, your attacks ignore any resistance of 10 or lower.			
ITEM SLOT Hands WEIGHT 0 PRICE 680 BOOK PH			
MAGIC ITEM		DUNGEONS & DRAGONS	

Bolt of Transit +2

			2
AC BONUS	CHECK	SPEED	QUANTITY
+2 attack rolls and damage rolls		8	Ammunition
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
When you hit an enemy with an attack using this ammunition, you can teleport to a space adjacent to that enemy.			
POWER			
ITEM SLOT WEIGHT 0 PRICE 125 BOOK AV2			
MAGIC ITEM		DUNGEONS & DRAGONS	

Dynamic Belt (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		9	Waist Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Gain a +2 item bonus to Acrobatics checks and Athletics checks.			
POWER			
Power (Daily): Free Action. Reroll an Acrobatics check or an Athletics check you just rolled. Use the new result.			
ITEM SLOT Waist WEIGHT 0 PRICE 4200 BOOK PH			
MAGIC ITEM		DUNGEONS & DRAGONS	