

Player Name: Scotley

Rogash Ungart		11	Rogue		Death Dealer			26,000	
Character Name		Level	Class		Paragon Path			Total XP	
Dwarf	Medium	56	Male	4' 6"	180	Unaligned	Clangeddin Silverbe: Those Left Behind		
Race	Size	Age	Gender	Height	Weight	Alignment	Deity		
								Adventuring Company	
								RPGA Number	

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
12	5	5	2
INITIATIVE			

DEFENSES									
SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC	MISC
		1/2 LVL	ABIL						
24	AC	15	7			2			
DEFENSES									

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		
MOVEMENT				

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	8
14	CON Constitution	2	7
21	DEX Dexterity	5	10
11	INT Intelligence	0	5
13	WIS Wisdom	1	6
10	CHA Charisma	0	5

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
18	FORT	15	3					
DEFENSES								

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
22	REF	15	5	2				
DEFENSES								

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
16	WILL	15	1					
DEFENSES								

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
16	Passive Insight	10	+	6
21	Passive Perception	10	+	11
SENSES				

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Jagged Waraxe +3									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	MISC
+ 14	5	3		2	1	3			
ABILITY: Ranged Basic Attack - Magic Crossbow +3									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	MISC
+ 14	5	5					3	1	

ATTACK WORKSPACE									
ABILITY: Ranged Basic Attack - Magic Crossbow +3									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	MISC
+ 14	5	5					3	1	

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
		SURGE VALUE	
76	38	19	8
CURRENT HIT POINTS		CURRENT SURGE USES	

ACTION POINTS		
ACTION POINTS	MILESTONES	ACTION POINTS
0	1	2
1	2	3
ACTION POINTS		

DAMAGE WORKSPACE						
ABILITY: Melee Basic Attack - Jagged Waraxe +3						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	MISC
1d12+8	3	2	3			
ABILITY: Ranged Basic Attack - Magic Crossbow +3						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	MISC
1d8+8	5		3			

SECOND WIND 1/ENCOUNTER		USED
		0
DEATH SAVING THROW FAILURES		
SAVING THROW MODS +5 Racial bonus against poison		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

RACE FEATURES
Dwarven Weapon Proficiency - Proficient with hammers.
Cast-Iron Stomach - +5 bonus to saving throws against po
Encumbered Speed - Armor or heavy load doesn't reduce y
Dwarven Resilience - Second wind is minor action.
Stand Your Ground - Can move 1 less when forced to move

DAMAGE WORKSPACE						
ABILITY: Ranged Basic Attack - Magic Crossbow +3						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	MISC
1d8+8	5		3			

SKILLS						
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
12	Acrobatcs	DEX	10	0	n/a	2
5	Arcana	INT	5	0	n/a	0
15	Athletics	STR	8	5	n/a	2
5	Bluff	CHA	5	0	n/a	0
5	Diplomacy	CHA	5	0	n/a	0
13	Dungeoneering	WIS	6	5	n/a	2
9	Endurance	CON	7	0	n/a	2
6	Heal	WIS	6	0	n/a	0
5	History	INT	5	0	n/a	0
6	Insight	WIS	6	0	n/a	0
5	Intimidate	CHA	5	0	n/a	0
6	Nature	WIS	6	0	n/a	0
11	Perception	WIS	6	5	n/a	0
5	Religion	INT	5	0	n/a	0
15	Stealth	DEX	10	5	n/a	0
10	Streetwise	CHA	5	5	n/a	0
15	Thievery	DEX	10	5	n/a	0

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.
Brutal Scoundrel - Add Str mod to Sneak Attack damage.
Sharpshooter Talent
Sharpshooter Talent (Crossbow)
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 - Death Dealer - When you spend action point to gain action, gain +2 damage per die until start of your next turn
LANGUAGES KNOWN
Common, Dwarven

BASIC ATTACKS				
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE	
14	vs AC	Jagged Waraxe +3	1d12+8	
14	vs AC	Magic Crossbow +3	1d8+8	
10	vs AC	Craghammer	1d10+5	
8	vs AC	Unarmed (Melee)	1d4+3	

FEATS
Far Shot - Increase projectile weapon range by 5 squares
Dwarven Weapon Training - +2 damage and proficiency with axes and hammers
Dwarf Trapsmith - +4 to Perception and Thievery for traps and locks
Tunnel Stalker - Treat one-handed axes, hammers, and picks as light blades
Quick Draw - Draw a weapon with attack action, +2 to initiative
Backstabber - Sneak Attack dice increase to d8s
Weapon Expertise (Axe) - Gain bonus to attack rolls with axes.
Seize the Moment - Gain combat advantage over foe with lower initiative

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

Skills

12	Acrobatics	DEX	
5	Arcana	INT	
15	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

Action Point

ADDITIONAL EFFECTS

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.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Minor, Personal

ACTION: 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

Deft Strike

KEYWORDS: Martial, Weapon

ACTION: AT-WILL ENCOUNTER DAILY

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

Clever Strike

KEYWORDS: Martial, Weapon

ACTION: AT-WILL ENCOUNTER DAILY

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

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Sly Lunge

KEYWORDS: Martial, Weapon

ACTION: AT-WILL ENCOUNTER DAILY

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

Flailing Shove

KEYWORDS: Martial, Weapon

ACTION: AT-WILL ENCOUNTER DAILY

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

Cloud of Steel

KEYWORDS: Martial, Weapon

ACTION: AT-WILL ENCOUNTER DAILY

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

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Sizing Strike

KEYWORDS Martial, Rattling, Weapon		USED
Standard	* ↓ ↗	Melee weapon
ACTION	↶ ↷	RANGE
16	vs	AC
ATTACK	DEFENSE	TARGET
<p>Requirement: You must be wielding a light blade.</p> <p>Attack: Dexterity vs. AC</p> <p>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.</p>		
ADDITIONAL EFFECTS		
CLASS	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
<p>Requirement: You must be wielding a crossbow, a light blade, or a sling.</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 2[W] + Dexterity modifier (+5) damage, and the target is slowed and grants combat advantage to you (save ends both).</p> <p>Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.</p> <p>Jagged Waraxe +3: +16 attack, 2d12+10 damage</p>		
ADDITIONAL EFFECTS		
+2d8+3 to damage once per round (Sneak Attack)		
CLASS	LEVEL 1	BOOK PH

DAILY POWER

Bloodbath

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

DAILY POWER

Burst Fire

KEYWORDS Martial, Weapon		USED
Standard	↓ 10 ↗	Area burst 1 within 10 squares
ACTION	↶ 1 ↷	RANGE
14	vs	Reflex
ATTACK	DEFENSE	TARGET
<p>Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 2[W] + Dexterity modifier (+5) damage.</p> <p>Miss: Half damage.</p> <p>Magic Crossbow +3: +14 attack, 2d8+8 damage</p>		
ADDITIONAL EFFECTS		
+3d8+3 to damage once per round (Sneak Attack)		
CLASS	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
<p>Trigger: An enemy ends its turn adjacent to you</p> <p>Effect: You shift 3 squares.</p>		
ADDITIONAL EFFECTS		
CLASS	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
<p>Trigger: A melee or a ranged attack misses you</p> <p>Target: One creature other than the attacker</p> <p>Effect: The target is also targeted by the triggering attack. You can then shift 1 square.</p>		
ADDITIONAL EFFECTS		
CLASS	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
<p>Target: One creature</p> <p>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.</p> <p>Prerequisite: You must be trained in Thievery.</p>		
ADDITIONAL EFFECTS		
CLASS	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
<p>PROPERTIES</p> <p>This weapon scores critical hits on a 19 or 20.</p> <p>Versatile</p> <p>Melee Basic Attack: +14 attack, 1d12+8 damage</p>			
<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
<p>PROPERTIES</p> <p>Load Minor</p> <p>Ranged Basic Attack: +14 attack, 1d8+8 damage</p>			
<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

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1
+2 AC		10	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

The first enemy that hits you during an encounter takes ongoing 5 damage (save ends).

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Body	WEIGHT	15	PRICE	5000	BOOK	PH
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Gloves of Piercing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		3	Hands Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

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
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Dynamic Belt (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		9	Waist Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Gain a +2 item bonus to Acrobatics checks and Athletics checks.

AT-WILL ENCOUNTER DAILY

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
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MAGIC ITEM

MAGIC ITEM

MAGIC ITEM

Spider Bolt +1

AC BONUS	CHECK	SPEED	QUANTITY
			2
+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.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT		WEIGHT	0	PRICE	30	BOOK	AV2
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Bolt of Transit +2

AC BONUS	CHECK	SPEED	QUANTITY
			2
+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.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT		WEIGHT	0	PRICE	125	BOOK	AV2
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MAGIC ITEM

MAGIC ITEM