

Player Name

Cudgel

1

Rogue

0

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Goblin

Small

Male

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	2
13	CON Constitution	1	1
18	DEX Dexterity	4	4
13	INT Intelligence	1	1
10	WIS Wisdom	0	0
12	CHA Charisma	1	1

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	Initiative	4	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
30	15	7	7	7

CURRENT HIT POINTS

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+
15	Passive Perception	10	+

SPECIAL SENSES

Low-light Vision

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	4	0	n/a
1	Arcana	INT	1	0	n/a
7	Athletics	STR	2	5	n/a
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
5	Dungeoneering	WIS	0	5	n/a
6	Endurance	CON	1	5	n/a
0	Heal	WIS	0	0	n/a
1	History	INT	1	0	n/a
0	Insight	WIS	0	0	n/a
1	Intimidate	CHA	1	0	n/a
0	Nature	WIS	0	0	n/a
5	Perception	WIS	0	5	n/a
1	Religion	INT	1	0	n/a
11	Stealth	DEX	4	5	n/a
1	Streetwise	CHA	1	0	n/a
11	Thievery	DEX	4	5	n/a

RACE FEATURES

Goblin Tactics - Use goblin tactics as an at-will power**Goblin Reflexes** - +1 to Reflex

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.**Ruthless Ruffian** - Proficient with club, mace; use with

Sneak Attack or rogue powers requiring light blade; add Str mod to damage with them for rattling attacks

Sharpshooter Talent**Sharpshooter Talent (Sling)****Sneak Attack** - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CHARACTER BACKGROUND

Broken Lands

Great canyons and towering earth spires, spectacularly striated rock, dry and thirsty soil

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

LANGUAGES KNOWN

Common, Goblin

FEATS

Far Shot - Increase projectile weapon range by 5 squares**Toughness** - Gain 5 additional hit points per tier

OTHER EQUIPMENT

Adventurer's Kit

Leather Armor (E)

Club (E)

Sling

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 53 / 140

CHARACTER NAME
Cudgel

PLAYER NAME

RACE **Goblin** CLASS **Rogue** LEVEL **1**

	SCORE	ABILITY	MOD	
HP	14	STR	+2	AC
30				16
Spd	13	CON	+1	Fort
6				12
Init	18	DEX	+4	Ref
+4				17
	13	INT	+1	Will
				11
	10	WIS	+0	
	12	CHA	+1	

10 Passive Insight **15** Passive Perception


Skills

4	Acrobatics	DEX	
1	Arcana	INT	
7	Athletics	STR	(Trained)
1	Bluff	CHA	
1	Diplomacy	CHA	
5	Dungeoneering	WIS	(Trained)
6	Endurance	CON	(Trained)
0	Heal	WIS	
1	History	INT	
0	Insight	WIS	
1	Intimidate	CHA	
0	Nature	WIS	
5	Perception	WIS	(Trained)
1	Religion	INT	
11	Stealth	DEX	(Trained)
1	Streetwise	CHA	
11	Theft	DEX	(Trained)

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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

Standard **ACTION** Personal **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS **Rogue** LEVEL **1** BOOK **PH**

Goblin Tactics

KEYWORDS

Imm React **ACTION** Personal **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Trigger: You are missed by a melee attack.
Effect: You shift 1 square.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL ***** BOOK **MM**

Deft Strike

KEYWORDS **Martial, Weapon**

Standard **ACTION** Melee or Ranged weapon **RANGE**

6 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 (+4) damage. Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.
Club: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS
+2d6 to damage once per round (Sneak Attack)

CLASS **Rogue** LEVEL **1** BOOK **PH**

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Disheartening Strike

KEYWORDS **Martial, Rattling, Weapon**

Standard **ACTION** Melee or Ranged weapon **RANGE**

6 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) damage. Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.
Club: +6 attack, 1d6+6 damage

ADDITIONAL EFFECTS
+2d6 to damage once per round (Sneak Attack)

CLASS **Rogue** LEVEL **1** BOOK **MP**

Dazing Strike

KEYWORDS **Martial, Weapon**

Standard **ACTION** Melee weapon **RANGE**

6 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, and the target is dazed until the end of your next turn.
Club: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS
+2d6 to damage once per round (Sneak Attack)

CLASS **Rogue** LEVEL **1** BOOK **PH**

Precise Incision

KEYWORDS **Martial, Reliable, Weapon**

Standard **ACTION** Melee weapon **RANGE**

6 vs **Reflex** One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Reflex
Hit: 3[W] + Dexterity modifier (+4) damage.
Club: +6 attack, 3d6+4 damage

ADDITIONAL EFFECTS
+2d6 to damage once per round (Sneak Attack)

CLASS **Rogue** LEVEL **1** BOOK **MP**

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

DAILY POWER **DUNGEONS & DRAGONS**

Club			
1d6	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES one-handed melee weapon Cost: 1 gp Damage: 1d6 Proficient: +2 Weight: 3 lb. Melee Basic Attack: +4 attack, 1d6+2 damage			
NOTES			
ITEM SLOT	One-hand	WEIGHT 3	PRICE 1 BOOK <i>PH</i>
WEAPON		DUNGEONS & DRAGONS	

Sling			
1d6	2	Sling	10/20
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.) Ranged Basic Attack: +7 attack, 1d6+4 damage			
NOTES			
ITEM SLOT	One-hand	WEIGHT 0	PRICE 1 BOOK <i>PH</i>
WEAPON		DUNGEONS & DRAGONS	

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 33	PRICE 15 BOOK <i>PH</i>
ITEM		DUNGEONS & DRAGONS	

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