

Player Name

Molly Underroot		1	Rogue				0
Character Name		Level	Class	Paragon Path	Epic Destiny	Total XP	
Halfing		Small					
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
		Adventuring Company		RPGA Number			

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
11	CON Constitution	0	0
20	DEX Dexterity	5	5
10	INT Intelligence	0	0
8	WIS Wisdom	-1	-1
16	CHA Charisma	3	3

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	Initiative	5	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES
+2 AC against opportunity attacks, +3 AC against opportunity attacks

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	10	5	2				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	10	3					

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
23	11	5	6

1/2 HP 1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED
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DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
9	Passive Insight	10	+ -1
14	Passive Perception	10	+ 4

SPECIAL SENSES

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
7	Acrobatics	DEX	5	0	n/a	2
0	Arcana	INT	0	0	n/a	0
0	Athletics	STR	0	0	n/a	0
8	Bluff	CHA	3	5	n/a	0
3	Diplomacy	CHA	3	0	n/a	0
4	Dungeoneering	WIS	-1	5	n/a	0
0	Endurance	CON	0	0	n/a	0
-1	Heal	WIS	-1	0	n/a	0
0	History	INT	0	0	n/a	0
-1	Insight	WIS	-1	0	n/a	0
3	Intimidate	CHA	3	0	n/a	0
-1	Nature	WIS	-1	0	n/a	0
4	Perception	WIS	-1	5	n/a	0
0	Religion	INT	0	0	n/a	0
10	Stealth	DEX	5	5	n/a	0
10	Streetwise	CHA	3	5	n/a	2
12	Thievery	DEX	5	5	n/a	2

RACE FEATURES

Bold - +5 to saving throws against fear.

Second Chance - Use second chance as an encounter power.

Nimble Reaction - +2 AC against opportunity attacks.

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 turn, if you have combat

advantage and hit with a crossbow, light blade, shortbow, or sling, deal extra damage.

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CHARACTER BACKGROUND

Geography - Urban

You were raised in a large city. What part of the city did you grow up in? Did you stick to that area, or did you explore all the quarters of the city? Do you still have ties to your old neighborhood, or are you happy to forget your childhood?

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

LANGUAGES KNOWN

Common, Dwarven

FEATS

Dirty Fighting - +4 to melee damage against surprised enemies

OTHER EQUIPMENT

Adventurer's Kit

Thieves' Tools

Leather Armor (E)

Dagger (E)

Sling (E)

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 52 / 100

CHARACTER NAME
Molly Underroot

PLAYER NAME

RACE Halfling CLASS Rogue LEVEL 1

SCORE	ABILITY	MOD
HP 23	10 STR +0	AC 17
Spd 6	11 CON +0	Fort 10
Init +5	20 DEX +5	Ref 17
	10 INT +0	Will 13
	8 WIS -1	
	16 CHA +3	

9 Passive Insight 14 Passive Perception


Skills

7	Acrobatics	DEX
0	Arcana	INT
0	Athletics	STR
8	Bluff	CHA (Trained)
3	Diplomacy	CHA
4	Dungeoneering	WIS (Trained)
0	Endurance	CON
-1	Heal	WIS
0	History	INT
-1	Insight	WIS
3	Intimidate	CHA
-1	Nature	WIS
4	Perception	WIS (Trained)
0	Religion	INT
10	Stealth	DEX (Trained)
10	Streetwise	CHA (Trained)
12	Thievery	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 * Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

Sly Flourish

KEYWORDS Martial, Weapon USED

Standard * Melee or Ranged weapon ACTION RANGE

7 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 (+5) + Charisma modifier (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+5) + Charisma modifier (+3) at 21st level.
Sling: +7 attack, 1d6+8 damage
Dagger: +9 attack, 1d4+8 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Duelist's Flurry

KEYWORDS Martial, Weapon USED

Standard * Melee weapon ACTION RANGE

9 vs AC One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: Dexterity modifier (+5) damage, slide the target 1 square, and you shift 1 square. You may use your sneak attack damage even if you do not have combat advantage with this attack.
Level 21: 5 + Dexterity modifier (+5) damage.
Dagger: +9 attack, 5 damage

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

CLASS Rogue LEVEL 1 BOOK Dragon 381

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Second Chance

KEYWORDS

Imm Interr * Personal ACTION RANGE

vs

ATTACK DEFENSE TARGET

Trigger: You are hit by an attack.
Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

Dazing Strike

KEYWORDS Martial, Weapon USED

Standard * Melee weapon ACTION RANGE

9 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 the target is dazed until the end of your next turn.
Dagger: +9 attack, 1d4+5 damage

ADDITIONAL EFFECTS +2d6 to damage once per turn (Sneak Attack) +4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS Rogue LEVEL 1 BOOK PH

Blinding Barrage

KEYWORDS Martial, Weapon USED

Standard * Close blast 3 ACTION RANGE

7 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: 2[W] + Dexterity modifier (+5) damage, and the target is blinded until the end of your next turn.
Miss: Half damage, and the target is not blinded.
Sling: +7 attack, 2d6+5 damage
Dagger: +9 attack, 2d4+5 damage

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

CLASS Rogue LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS

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: +4 attack, 1d4 damage
Ranged Basic Attack: +9 attack, 1d4+5 damage

NOTES

ITEM SLOT	Off-hand	WEIGHT	1	PRICE	1	BOOK	PH
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WEAPON

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+5 damage

NOTES

ITEM SLOT	One-hand	WEIGHT	0	PRICE	1	BOOK	PH
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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	33	PRICE	15	BOOK	PH
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ITEM

Thieves' Tools

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or to disable a trap.

NOTES

ITEM SLOT		WEIGHT	1	PRICE	20	BOOK	PH
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ITEM

Leather Armor

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

Leather armor is sturdier than cloth armor. It protects vital areas with multiple layers of boiled-leather plates, while covering the limbs with supple leather that provides a small amount of protection.

NOTES

ITEM SLOT	Body	WEIGHT	15	PRICE	25	BOOK	PH
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ITEM