

Player Name

Usher

1

Rogue

0

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

Male

Unaligned

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

ABILITY SCORES

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
8	Initiative	4	4

CONDITIONAL MODIFIERS

DEFENSES

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

 CONDITIONAL BONUSES
 +2 AC (Cha mod) against opportunity attacks

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

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
13	WILL	10	2				1	

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
25	12	6	7

CURRENT HIT POINTS

1/2 HP	1/4 HP	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
15	Passive Insight	10	+ 5
15	Passive Perception	10	+ 5

SPECIAL SENSES

SKILLS

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

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

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 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	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CHARACTER BACKGROUND

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

LANGUAGES KNOWN

Common, Goblin

FEATS

Backstabber - Sneak Attack dice increase to d8s

Improved Initiative - +4 to initiative checks

OTHER EQUIPMENT

Adventurer's Kit

Leather Armor (E)

Hand Crossbow (E)

Short sword (E)

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 54 / 120

CHARACTER NAME
Usher

PLAYER NAME

RACE Human CLASS Rogue LEVEL 1

SCORE	ABILITY	MOD
HP 25	12 STR +1	AC 16
Spd 6	13 CON +1	Fort 12
Init +8	18 DEX +4	Ref 17
	11 INT +0	Will 13
	10 WIS +0	
	14 CHA +2	

15 Passive Insight **15** Passive Perception

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 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Sly Flourish

KEYWORDS Martial, Weapon USED

Standard * Melee or Ranged weapon

ACTION **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) + Charisma modifier (+2) damage. Increase damage to 2[W] + Dexterity modifier (+4) + Charisma modifier (+2) at 21st level.

Hand Crossbow: +6 attack, 1d6+6 damage
Short sword: +7 attack, 1d6+6 damage

ADDITIONAL EFFECTS

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

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Riposte Strike

KEYWORDS Martial, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 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. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier (+1) damage. Increase damage to 2[W] + Dexterity modifier (+4) and riposte to 2[W] + Strength modifier (+1) at 21st level.

Short sword: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

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

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Deft Strike

KEYWORDS Martial, Weapon USED

Standard * Melee or Ranged weapon

ACTION **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.

Hand Crossbow: +6 attack, 1d6+4 damage
Short sword: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

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

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Positioning Strike

KEYWORDS Martial, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 vs **Will** One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Will
Hit: 1[W] + Dexterity modifier (+4) damage, and you slide the target 1 square.
Artful Dodger: You slide the target a number of squares equal to your Charisma modifier (+2).

Short sword: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

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

CLASS Rogue LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Trick Strike

KEYWORDS Martial, Weapon USED

Standard * Melee or Ranged weapon

ACTION **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: 3[W] + Dexterity modifier (+4) damage, and you slide the target 1 square.
Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.

Hand Crossbow: +6 attack, 3d6+4 damage
Short sword: +7 attack, 3d6+4 damage

ADDITIONAL EFFECTS

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

CLASS Rogue LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Hand Crossbow

1d6	2	Crossbow	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: +6 attack, 1d6+4 damage

NOTES

ITEM SLOT One-hand WEIGHT 2 PRICE 25 BOOK PH

WEAPON DUNGEONS & DRAGONS

Short sword

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES
 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, 1d6+1 damage

NOTES

<small>ITEM SLOT</small> Off-hand	<small>WEIGHT</small> 2	<small>PRICE</small> 10	<small>BOOK</small> 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

<small>ITEM SLOT</small>	<small>WEIGHT</small> 33	<small>PRICE</small> 15	<small>BOOK</small> PH
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ITEM 

Leather Armor

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

<small>ITEM SLOT</small> Body	<small>WEIGHT</small> 15	<small>PRICE</small> 25	<small>BOOK</small> PH
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ITEM 