

Player Name

Theros Cordellian

3 Cleric/Rogue

2,250

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

Male

Lawful Good

Erathis

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	<b>STR</b> Strength	1	2
11	<b>CON</b> Constitution	0	1
16	<b>DEX</b> Dexterity	3	4
10	<b>INT</b> Intelligence	0	1
16	<b>WIS</b> Wisdom	3	4
13	<b>CHA</b> Charisma	1	2

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	<b>Speed (Squares)</b>	6		

SPECIAL MOVEMENT

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	<b>Initiative</b>	3	1

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
17	<b>AC</b>	11	5		1		

CONDITIONAL BONUSES

+2 AC against attacks by traps and to Perception checks to find traps

SCORE	DEFENSE	10 + 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
13	<b>FORT</b>	11	1			1	

CONDITIONAL BONUSES

+2 Fortitude Defense against attacks by traps and to Perception checks to find traps

SCORE	DEFENSE	10 + 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
16	<b>REF</b>	11	3	1		1	

CONDITIONAL BONUSES

+2 Reflex Defense against attacks by traps and to Perception checks to find traps

SCORE	DEFENSE	10 + 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
16	<b>WILL</b>	11	3	1		1	

CONDITIONAL BONUSES

+2 Will Defense against attacks by traps and to Perception checks to find traps

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
33	16	8	6

CURRENT HIT POINTS

CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

 USED 

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Feat bonus while you are bloodied against effects that immobilize, daze, stun, or weaken you

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	<b>Passive Insight</b>	10 +	4
19	<b>Passive Perception</b>	10 +	9

SPECIAL SENSES

### SKILLS

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

### 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

**Rogue Tactics (Hybrid)** - Choose one of the rogue tactics.

**Ruthless Ruffian (Hybrid)** - Proficient with club, mace; use with Sneak Attack or rogue powers requiring light blade; add Str mod to damage with them for rattling attacks

**Healer's Lore** - Add Wis modifier to hp healed on cleric healing powers.

**Healing Word (Hybrid)** - Healing word 1/encounter

**Sneak Attack (Hybrid)** - When using rogue powers, deal bonus damage when you have combat advantage

### ACTION POINTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### CHARACTER BACKGROUND

Curious Archeologist

Dungeons, ruins, and old tombs house the secrets of the past, and dedicated scrutiny can reveal much of old civilizations and famous personages. So whenever an opportunity arises to examine a historical sight, you're loath to let it pass you by. While many dungeons capture your imagination, none of them has quite the same allure as does the Tomb of Horrors.

Possible Minor Quests: You might explore the corridors of Acererak's tomb, retrieve relics from the deep chambers, or seek lore about who Acererak was in life.

When engaging in a skill challenge to disable a trap, your first successful Thievery check grants you an extra success.

### PERSONALITY TRAITS

### MANNERISMS AND APPEARANCE

### LANGUAGES KNOWN

Common, Dwarven

### FEATS

**Hybrid Talent** - Gain a hybrid talent option for one of your hybrid class entries

**Trap Sense** - +2 to all defenses against traps, +2 to find traps

**Don't Count Me Out** - +2 to saving throws against immobilize, daze, stun, weaken; +3 with Human Perseverance

### OTHER EQUIPMENT

Adventurer's Kit

Thieves' Tools

Dagger

### COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 58 / 120

CHARACTER NAME  
**Theros Cordellian**

PLAYER NAME

RACE Human CLASS Hybrid LEVEL 3

SCORE	ABILITY	MOD
<b>HP</b> 33	<b>12 STR</b> +1	<b>AC</b> 17
<b>Spd</b> 6	<b>11 CON</b> +0	<b>Fort</b> 13
<b>Init</b> +4	<b>16 DEX</b> +3	<b>Ref</b> 16
	<b>10 INT</b> +0	<b>Will</b> 16
	<b>16 WIS</b> +3	
	<b>13 CHA</b> +1	

**14** Passive Insight **19** Passive Perception


Skills

9	Acrobatics	DEX	(Trained)
1	Arcana	INT	
7	Athletics	STR	(Trained)
2	Bluff	CHA	
2	Diplomacy	CHA	
4	Dungeoneering	WIS	
1	Endurance	CON	
4	Heal	WIS	
1	History	INT	
4	Insight	WIS	
2	Intimidate	CHA	
4	Nature	WIS	
9	Perception	WIS	(Trained)
6	Religion	INT	(Trained)
9	Stealth	DEX	(Trained)
2	Streetwise	CHA	
9	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 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *PHS1*

Acrobatic Strike

KEYWORDS: Martial, Weapon, Standard, Melee weapon, ACTION, RANGE

7 vs AC One creature

ATTACK DEFENSE TARGET

**Prerequisite:** You must be trained in Acrobatics.  
**Requirement:** You must be wielding a light blade.  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+3) damage. If you are grabbed, you escape the grab.  
Level 21: 2[W] + Dexterity modifier (+3) damage.  
**Effect:** Before or after the attack, you shift 1 square.

Lullaby Mace +1: +7 attack, 1d8+4 damage

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

CLASS Rogue LEVEL 1 BOOK *MP2*

Riposte Strike

KEYWORDS: Martial, Weapon, 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 (+3) 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 (+3) and riposte to 2[W] + Strength modifier (+1) at 21st level.

Lullaby Mace +1: +7 attack, 1d8+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**

Gaze of Defiance

KEYWORDS: Divine, Implement, Psychic, Standard, Ranged 5, ACTION, RANGE

5 vs Will One creature

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. Will  
**Hit:** 1d8 + Wisdom modifier (+3) psychic damage, and your allies gain a +1 power bonus to attack rolls against the target until the end of your next turn. If the target attacks you before the end of your next turn, the bonus increases to +3. Increase damage to 2d8 + Wisdom modifier (+3) at 21st level.

Symbol of Good Fortune +1: +5 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *PHS1*

Healing Word

KEYWORDS: Divine, Healing, Minor, Close burst 5 (10 at 11th level, 15 at 16th level), ACTION, RANGE

5 vs You or one ally

ATTACK DEFENSE TARGET

**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *PH*

Exacting Utterance

KEYWORDS: Divine, Implement, Standard, Ranged 5, ACTION, RANGE

5 vs Will One creature

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. Will  
**Hit:** Until the end of your next turn, the target gains vulnerability to all damage equal to your Wisdom modifier (+3), and any ally who attacks the target gains temporary hit points equal to your Wisdom modifier (+3).

Symbol of Good Fortune +1: +5 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *DP*

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

### Setup Strike

KEYWORDS		Martial, Weapon		USED
Standard	* ↓ ↻	Melee weapon		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
7	vs	AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

**Requirement:** You must be wielding a light blade.  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+3) damage, and the target grants you combat advantage until the end of your next turn.  
 Lullaby Mace +1: +7 attack, 2d8+4 damage

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

CLASS	Rogue	LEVEL	3	BOOK	PH
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**ENCOUNTER POWER**

### Spinning Blade Leap

KEYWORDS		Martial, Weapon		USED
Standard	* ↓ ↻	Melee weapon		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
7	vs	AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

**Requirement:** You must be wielding a light blade.  
**Effect:** Before and after the attack, you shift your speed.  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+3) damage.  
**Miss:** Half damage.  
 Lullaby Mace +1: +7 attack, 2d8+4 damage

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

CLASS	Rogue	LEVEL	1	BOOK	MP2
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**DAILY POWER**

### Cure Light Wounds

KEYWORDS		Divine, Healing		USED
Standard	* ↓ ↻	Melee touch		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

**Target:** You or one creature  
**Effect:** The target regains hit points as if it had spent a healing surge.  
 Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS	Cleric	LEVEL	2	BOOK	PH
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**UTILITY POWER**

### Dagger

1d4	3	Light Blade	5/10
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>

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: +5 attack, 1d4+1 damage  
 Ranged Basic Attack: +7 attack, 1d4+3 damage

NOTES

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

### Adventurer's Kit

<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
			1

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

<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
			1

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 disarm a trap.

NOTES

ITEM SLOT		WEIGHT	1	PRICE	20	BOOK	PH
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**ITEM**

### Lullaby Mace +1

1d8	2	Mace	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+1 attack rolls and damage rolls		4	+1d6 damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

PROPERTIES  
 Versatile  
 Melee Basic Attack: +5 attack, 1d8+2 damage

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily • Sleep):** Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Will defense, with an attack bonus equal to the level of this weapon plus its enhancement bonus. If this attack hits, the target is slowed (save ends). If the target fails its first saving throw against this power, it becomes unconscious (save ends).

ITEM SLOT	One-hand	WEIGHT	6	PRICE	840	BOOK	PH
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**MAGIC WEAPON**

### Symbol of Good Fortune +1

<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+1 attack rolls and damage rolls		2	+1d6 damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. Gain a +2 power bonus to the next attack roll you make before the end of your next turn.

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	520	BOOK	AV
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**MAGIC WEAPON**

### Delver's Leather Armor +1

2	-	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+1 AC		3	Armor
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily):** No Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

ITEM SLOT	Body	WEIGHT	15	PRICE	680	BOOK	PH
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**MAGIC ITEM**